डा०ए०पी०जे० अब्दुल कलाम प्राविधिक विश्वविद्यालय, उत्तर प्रदेश,



सेक्टर 11, जानकीपुरम विस्तार, सीतापुर रोड, लखनऊ–226031

पत्रांकः ए.के.टी.यू/कुस0का0/अधि0छात्रक0/2024/4660 दिनांकः 13~11-2024

सेवा में,

निदेशक/प्राचार्य, डा० ए०पी०जे० अब्दुल कलाम प्राविधिक विश्वविद्यालय से सम्बद्ध समस्त संस्थान।

विषयः—डा० अब्दुल कलाम इण्टर—टेक्निकल यूनिवर्सिटी लिटरेरी, मैनेजमेन्ट एवं टेक्निकल फेस्ट 2024—25 के आयोजन के संबंध में।

महोदय,

उपरोक्त विषयक के संबंध में अवगत कराना है कि डा0 ए.पी.जे. अब्दुल कलाम प्राविधिक विश्वविद्यालय, लखनऊ से सम्बद्ध संस्थानों में डा0 अब्दुल कलाम इण्टर—टेक्निकल यूनिवर्सिटी लिटरेरी, मैनेजमेन्ट एवं टेक्निकल फेस्ट 2024—25 का आयोजन जोनल स्तर पर दिनांक: 27 नवम्बर, 2024 से दिनांक: 30 नवम्बर, 2024 तथा स्टेट लेवल पर दिनांक: 13 दिसम्बर, 2024 से दिनांक: 14 दिसम्बर, 2024 में किया जा रहा है।

उक्त फेस्ट की विभिन्न प्रतिस्पर्धाओं हेतु विश्वविद्यालय द्वारा निर्धारित सामान्य नियम, जोनल/स्टेट लेवल केन्द्रों की सूची, स्पर्धाओं की सूची एवं विभिन्न प्रोफार्मा संलग्न कर सुलभ संदर्भ हेतु प्रेषित है।

इस सम्बन्ध में यह भी अवगत कराना है कि स्टेट लेवल एवं सभी जोनल लेवल केन्द्र को फेस्ट में आने वाले व्यय के संबंध में प्रथम किस्त के भुगतान हेतु निर्धारित प्रोफार्मा अनिवार्य रूप से दिनांकः 15 नवम्बर, 2024 तक ई—मेल <u>dean.sw@aktu.ac.in</u> पर प्रेषित करने का कष्ट करें ताकि संबंधित केन्द्रों को ससमय भुगतान सुनिश्चित किया जा सके।

उक्त के संबंध में समस्त संस्थाओं से अनुरोध है कि उपरोक्त फेस्ट में अधिक से अधिक छात्र—छात्राओं को प्रतिभाग करने हेतु भी प्रोत्साहित करने का कष्ट करें। संलग्नकः—यथोक्त।

कुलसचिव

#### पृष्ठांकन सं० व दिनांकः--उपरोक्त

K P

प्रतिलिपिः निम्नलिखित को सूचनार्थ एवं आवश्यक कार्यवाही हेतु प्रेषितः--

- 1. वित्त अधिकारी/परीक्षा नियंत्रक/उप कुलसचिव, ए०के०टी०यू०, लखनऊ।
- 2. अधिष्ठाता छात्र कल्याण, ए०के०टी०यू०, लखनऊ को आवश्यक कार्यवाही हेतु।
- 3. जन सम्पर्क अधिकारी, ए०के०टी०यू०, लखनऊ।
- 4. स्टाफ आफिसर, कुलपति कार्यालय, ए०के०टी०यू०, लखनऊ।

(रीना सिंह)

कुलसचिव



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

Dr. Abdul Kalam Inter-Technical University Literary, Management & Technical Fest, 2024-25

# **FEST SCHEDULE**

Zonal Level: 27<sup>th</sup>-30<sup>th</sup> November, 2024 (Any 02 consecutive days)

State Level: 13<sup>th</sup>-14<sup>th</sup>December, 2024

# **EVENTS TO BE ORGANIZED**

- Robo Race
- Robo Wars
- Robosumo Challenge
- Drone Flying Challenge
- Junkyard War
- Turbo AI Challenge
- Business Plan Challenge
- Ad Mad (Advertisement Making Competition)
- INNO Quest
- INNO Showcase
- Best Shot on the Spot!
- Debate (English & Hindi)
- Declamation



# Dr. Abdul Kalam Inter-Technical University Literary, Management and Technical Fest, 2024-25

# State Level Center and Fest Schedule

S. No.	State Level Center	State Level Fest Schedule
1.	Center for Advanced Studies, AKTU, Lucknow (858)	13 <sup>th</sup> -14 <sup>th</sup> December, 2024
	(Email: director.cas@aktu.ac.in)	

### Zonal Level Centers, Fest Schedule and Events to be organized

# Fest Schedule at Zonal Level: 27<sup>th</sup>-30<sup>th</sup> November, 2024 (any two consecutive days)

S. No.	Zone	District under Zone	Zonal Level Center (CC)	Events to be organized
1.	Agra	Agra, Aligarh, Auraiya, Firozabad, Hathras, Jalaun, Lalitpur, Mainpuri, Mathura	R.B. S. Engineering Technical Campus, Bichpuri, Agra (004) (Email: director.004@aktu.ac.in, tu04@rediffmail.com)	<ol> <li>Robo Race (4)<sup>#</sup></li> <li>Robo Wars (4)</li> <li>Deberring Chellenge (4)</li> </ol>
2.	Bareilly	Bareilly, Badaun, Etah, Farrukhabad, Kasganj, Moradabad, Pilibhit, Rampur, Shahjahanpur, Sitapur	Rajshree Institute of Management and Technology, Bareilly (479) (Email: director.479@aktu.ac.in)	<ul> <li>3. Robosumo Challenge (4)</li> <li>4. Drone Flying Challenge (2)</li> <li>5. Junkyard War (2)</li> </ul>
3.	GB Nagar	G.B. Nagar	KCC Institute of Technology & Management, G B Nagar (492) (Email: deancs@kccitm.edu.in)	6. Turbo AI Challenge (2) 7. Business Plan Challenge (1)
4.	Ghaziabad	Ghaziabad	KIET Group of Institutions, Ghaziabad (029) (Email: dg@kiet.edu)	<ul> <li>8. Ad Mad (Advertisement Making Competition) (4)</li> </ul>
5.	Gorakhpur	Azamgarh, Ballia, Balrampur, Basti, Deoria, Ghazipur, Gonda, Gorakhpur, Kushinagar, Mahrajganj, Mau, Sant Kabir Nagar, Siddharth Nagar, Shravasti	KIPM College of Engineering and Technology, Gorakhpur ( <b>751</b> ), (Email: director.751@aktu.ac.in, directorengg@kipm.edu.in)	<ul> <li>9. INNO Quest (2)</li> <li>10. INNO Showcase (2)</li> <li>11. Best Shot on the Spot (1)</li> </ul>
6.	Lucknow	Ambedkar Nagar, Amethi, Bahraich, Banda, Barabanki, Etawah, Ayodhya, Fatehpur, Hamirpur, Hardoi, Jhansi, Kanpur Dehat, Kanpur Nagar, Kannauj, Lakhimpur Kheri, Lucknow, Raebareli, Unnao	Allenhouse Institute of Technology, Kanpur ( <b>505</b> ) (Email: director.505@aktu.ac.in )	<ul> <li>12. Debate (English &amp; Hindi) (1)</li> <li>13. Declamation (1)</li> <li># (The bracketed quantities represent maximum number of Participants in each event)</li> </ul>
7.	Meerut	Amroha, Bagpat, Bijnor, Bulandshahr, Hapur, Meerut, Muzaffar Nagar, Saharanpur, Sambhal, Shamli	S D College of Engineering & Technology, Muzaffarnagar (083) (Email: director.083@aktu.ac.in)	
8.	Prayagraj	Chandauli, Chitrakoot, Jaunpur, Kaushambi, Mahoba, Mirzapur, Pratapgarh, Prayagraj, Sant Ravidas Nagar, Sonbhadra, Sultanpur, Varanasi	United College of Engineering and Research (010) (Email: swapnilsrivastava@united.ac.in)	



# Dr. Abdul Kalam Inter-Technical University Literary, Management & Technical Fest, 2024-25

# **GENERAL RULES AND REGULATIONS**

- Only bonafide, full time student, who is enrolled for a course in AKTU, 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.
- All the participating colleges should provide list of each team to the Zonal Centre at least 01 week 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 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/State Level 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.
- Each Zonal Center/State Level Center should make arrangement of proper media coverage of the Fest, starting from one day before of the Fest, with due reference of university. The media report will be required in the final report of the Fest.
- Correct name of the fest "Dr. Abdul Kalam Inter-Technical University Literary, Management & Technical Fest, 2024-25" should be mentioned/displayed on the banners/flexes/pamphlets, etc.
- University Kulgeet should be sung during the inauguration and closing ceremony of the fest.
- Flag of the University should be hosted a few places in the Institute/College campus during the event days.
- Decision of the panel of judges/referees will be final and binding to all.
- Each Zonal Center/State Level 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 at Zonal Centers will be eligible to participate in State Level events.
- All Centers should make proper arrangement of medical facility for the participants.
- Each Zonal Center / State Level Center should make arrangement of Geotag 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 to State Level Center as well as DSW, AKTU.

### NAME OF EVENTS:

- (i) Robo Race
- (ii) Robo Wars
- (iii) Robosumo Challenge
- (iv) Drone Flying Challenge
- (v) Junkyard War
- (vi) Turbo AI Challenge
- (vii) Business Plan Challenge
- (viii) Ad Mad (Advertisement Making Competition)
- (ix) INNO Quest
- (x) INNO Showcase
- (xi) Best Shot on the Spot!
- (xii) Debate (English & Hindi)
- (xiii) Declamation

### **EVENTS - RULES & REGULATIONS**

### (i) ROBO RACE

#### 1. Objective

Design and build a manually controlled wireless robot that can navigate through an obstacle-filled track, covering the maximum distance in the shortest possible time. Teams must focus on speed, agility, and handling obstacles efficiently to outperform their competitors.

#### 2. Team Composition

- Each team can have a maximum of 4 members.
- All team members must carry their identity cards from their respective institutions during the event.

### 3. Robot Specifications

- Dimensions: The maximum dimensions of the robot must not exceed 350 x 350 mm (L x B).
- Weight: The total weight of the robot, including the battery, must not exceed 5 kg.

**Power Supply**:

- The DC power supply across any two terminals must not exceed 24 Volts.
- IC engines and compressors are not allowed.

### Construction:

- The robot must be wireless and manually controlled.
- Ready-made toy cars are not allowed; the robot must be custom-built by the team.
- Component Retention: The robot must complete the race without leaving any parts behind. If any part falls off, the team will be disqualified.

### 4. Robot Performance Rules

### Hand Touches:

- Teams are allowed a maximum of three hand touches during the race, with each hand touch incurring a 15-second penalty.
- The penalty time will be added to the robot's overall race time.

### False Starts:

- If a robot starts before the official call, the race will be restarted once.
- If the robot repeats the false start, the team will be disqualified.

### Start Time:

• The robot must be ready at the start line when the call is made for the team.

• Teams that are not ready when called may be disqualified.

### 5. Race Arena

- Track Width: The standard width of the track will be 45 cm, but it may vary at certain sections.
- Track Surface: The surface may include unevenness, such as bumps or slopes.
- Obstacles:

### The course will feature obstacles designed to slow down the robot, including:

- Switch gate
- Downward slopes
- Seesaw
- Stone pits
- Rollers
- Rotating discs
- Tunnels
- Other surprise hindrances may also be included to challenge the robot's performance.
- Angles: The angles in the track will not exceed 30 degrees.

### 6. Competition Phases

### The event will be based on a time trial system:

- Qualifying Round: All teams will first compete in a qualifying round, where their performance will be judged based on the total time taken to complete the course.
- Final Round: The teams with the best times in the qualifying round will advance to the final round.
- Winner Determination: The team that completes the course in the shortest overall time, including any penalties, will be declared the winner.

### 7. Judging Criteria

### The competition will be judged on the following:

- Speed: The robot's ability to complete the course in the shortest time.
- Handling: The robot's efficiency in navigating obstacles without incurring penalties.
- Compliance: Adherence to the design and performance rules, including size, weight, and power limits.
- Penalties: Any hand touches or false starts will be penalized as described.

### 8. Disqualification Rules

Unethical behavior during the competition will result in immediate disqualification.

### **Disqualifying Factors**:

- Failure to comply with the robot specifications or performance rules.
- Exceeding the allowed hand touches.
- False starts repeated after a restart.
- Failure to present the robot at the start line on time.

### 9. Final Authority

• The judge's decision will be final and binding in all aspects of the competition, including performance, penalties, and disqualifications.

### (ii) ROBOWARS

### 1. General Rules:

- Robot Design: Build and operate a remote-controlled robot designed for one-on-one combat in a tournament-style competition.
- Dimensions: Robots must not exceed dimensions of 500x500x500mm (LxBxH), including any attachments.
- Weight Limit: The robot, including batteries, pneumatic systems, tanks, and transmitter, must weigh no more than 50kg.
- Onboard Power Supply: All robots must have onboard power. No external power sources are allowed during matches.

- Remote Control System: Each team must use a dual-frequency wireless remote-control system to prevent signal interference. Pre-built toy remote systems are permitted.
- Voltage: The DC power supply between any two points must not exceed 24 volts.
- Victory Conditions: A robot wins if it immobilizes its opponent.

### 2. Safety and Disqualification Rules:

- Battery Safety: Teams must ensure battery terminals are protected from short circuits and potential fire hazards. Failure to comply will result in disqualification.
- No Battery Replacement: Battery changes are not permitted during matches.
- Immobility: A robot will be declared immobile if it cannot move at least one inch within 30 seconds. However, if one side of the robot's drivetrain is disabled but it can still show some movement, it will not be disqualified.
- Pneumatics: Pressurized non-flammable gases are allowed for actuating pneumatic devices. The maximum nozzle pressure allowed is 50 bars. Storage tanks and pressure regulators must be certified, and teams are required to present Safety and Security documents at registration.
- Pressure Monitoring: Robots must have an onboard gauge to indicate pneumatic pressure, with provisions to check cylinder pressure.
- Onboard Systems Only: All pneumatic and hydraulic systems must be onboard. No external input from outside the arena is allowed.

### 3. Match Regulations:

- Unsafe Robot: If a robot is deemed unsafe during a match, it will be disqualified and the opponent declared the winner.
- Arena Boundaries: If a robot is ejected from the arena, the match ends immediately, and the remaining robot wins.
- Pinning and Lifting: Pinning or lifting the opponent is allowed for up to 20 seconds. After that, the attacking robot must release its opponent or risk disqualification.
- If robots become entangled or trapped, the match will be stopped, and the robots separated.

### 4. Weapon Systems:

• Allowed Weapons: Robots can use a variety of weapons including magnetic devices, cutters, flippers, saws, spinning hammers, and lifting devices.

### • Prohibited Weapons:

- Liquid projectiles (e.g., foam, liquefied gases)
- Flammable liquids
- Weapons causing invisible damage (e.g., electrical or RF-jamming weapons)
- Weapons designed to entangle opponents' weapons (e.g., chains, ropes, loose fabrics)

### 5. Specific Weapon Guidelines:

- **Spinning Weapons:** These must stop completely within 60 seconds of power being removed using a built-in braking system.
- **Spring-loaded & Flywheels:** Large springs must never be loaded outside of the arena or testing area. These devices must revert to a safe position if radio contact or power is lost.

### • Flame-Based Weapons:

- Subject to venue safety regulations.
- Fuel must exit the robot as gas, not as liquid or gel. Only propane and butane are allowed, with a maximum of 16 fl oz (473 ml).
- The ignition system must have a remote shut-off feature operated via the robot's radio control.

#### 6. Judging and Decisions:

• **Final Decision**: The judges' decisions are final and binding on all participants.

### 7. Team Composition:

Each team can have a maximum of 4 members.

### (iii) ROBOSUMO CHALLENGE

Welcome to Robosumo, a fast-paced, action-packed robotics competition where student-designed robots battle for dominance in the sumo ring. Each team's wireless robot must push their competitors out of the arena to emerge victorious. Get ready to showcase your robot engineering skills!

### Team Composition:

- **Team Size:** Maximum of 4 students per team.
- Eligibility: Open to all students from any academic institution.

### **Robot Specifications:**

### Weight Limit:

• The robot should weigh no more than 2 kg.

### **Power Source:**

- Robots must be powered by onboard batteries.
- The power supply must not exceed 12V.
- Only wireless control is allowed. No wired connections between the robot and the control system are permitted during the match.

### **Dimensions:**

• No specific size restriction, but the robot must meet the weight and power requirements.

#### Control:

- Robots must be wirelessly controlled. Any Bluetooth or RF communication system can be used.
- Autonomous robots are not allowed; robots must be fully controlled by team members.

### **Competition Rules**:

### 1. Arena:

- The arena will be a circular sumo ring with a diameter of approximately 1.5 to 2 meters. The surface will be smooth to provide equal opportunity for all teams.
- Robots will start from designated positions within the ring.

### 2. Game Objective:

- The goal is to push opponent robots out of the circular ring within the allotted time.
- Three teams will compete simultaneously in each round. Robots must avoid being pushed out while attempting to eliminate the other two competitors.
- A robot is considered out when any part of it touches the floor outside the ring.

### 3. Time Limit:

• Each round will last for a maximum of 5 minutes. If no robot is pushed out of the ring within this time, the winner will be decided based on the positioning of the robots inside the ring or points.

### 4. Scoring:

- A robot will score 1 point each time it successfully pushes an opponent out of the ring.
- If multiple robots are pushed out at the same time, the last robot remaining in the ring will be declared the winner.
- In case no robot is pushed out after 5 minutes, the judges will determine the winner based on the aggressiveness, control, and strategy displayed by each robot.

### Match Format:

#### 1. Initial Rounds:

- Teams will compete in a series of round-robin matches, where three robots fight in each round.
- The top-scoring teams will advance to the knockout stages.

### 2. Knockout Rounds:

• Knockout rounds will follow a single-elimination format. The winner of each match proceeds to the next round until only the champion remains.

#### **Robot Restrictions**:

#### 1. Weapons and Harmful Devices:

• Robots are not allowed to have any weapons or sharp edges that could damage the opponent's robot or the arena.

• No explosive, corrosive, or dangerous materials are permitted.

### 2. Propulsion:

- The robot must move using wheels, tracks, or legs. Hovercraft or flying robots are not allowed.
- Robots can use gripping mechanisms, but these must not cause damage to the opponent's robot.

### 3. Power Failure:

• If a robot stops working during the match due to power failure or disconnection, it will be automatically disqualified for that round.

### **Disqualification**:

- Robots failing to adhere to the weight, power, or control specifications will be disqualified before the match begins.
- Deliberate damage to the arena or other robots, inappropriate behavior, or external help will lead to immediate disqualification.

### Judging Criteria:

- **Points System:** Points will be awarded for each successful push-out. If time expires, judges will decide the winner based on:
- Aggression: The robot that consistently initiates attacks or pushes.
- Strategy: The effectiveness of tactics used to push or avoid being pushed.
- Control: The robot that remains in control of its movements and position.

### **Important Notes:**

- Teams must bring their own tools and spare parts.
- Judges' decisions will be final and binding in case of any disputes.

### Safety Guidelines:

- Participants must ensure that their robots do not pose any safety risks to other participants, robots, or the audience.
- Organizers reserve the right to modify rules or regulations as needed to ensure fair play.

# (iv) DRONE FLYING CHALLENGE

• Participation can be as an individual or in a group of 2.

#### Purpose

• This document outlines safety and operational regulations that govern drone racing to ensure participants enjoy fair competition in a safe environment.

### General Specifications for Nano/Micro Drone

- Guidelines to provide competitive standards within a typical race day. For Regional Drone Race
- Maximum Frame size: 250mm
- Weight of the drone: 800 gm (approx.) with battery
- FPV Cam & Goggles are Optional (Recommended for Drone race not necessary)
- Height of flight: Free style within obstacles/arena

### **Pre-Competition Safety Requirements**

- Safety Requirement and Event Participation List
- Each participant attests to the fact that he/she has the appropriate experience to participate in the event, or will be assisted by an experienced participant during any and all flights in which he/she may participate. All drones must be successfully test-flown and are therefore qualified to be flown in the presence of fellow participants, event officials, and all others who may be in the arena during the event period.

### Pre-Flight Inspection

• Each participant must have their drone inspected for airworthiness. Technical Inspectors/ Safety officers/Event Technical Coordinator will ensure materials and workmanship shall be of satisfactory standards. The Event Convener / Organizing Head may disqualify any drone which, in his or her opinion, is not safe and airworthy in terms of materials, workmanship, radio installation, radio function, design details or evidence of damage. During the pre-flight inspection pilots will be asked to remove props and demonstrate that their aircraft is programmed for arming/disarming switches on their transmitter and failsafe correctly in the event that radio control link is lost (optional). This is demonstrated by arming the aircraft (with props off), spooling up the motors.

### Venue Safety Guidelines

• Safety must be the number one priority when holding a drone racing event.

### Flight Envelope

- **MaximumHeight:**Free style within obstacles/arena (not above 10ft)
- Set Course Back Distance: Courses must be setup using the approved set-back distances to ensure the safety of participants unless the race course is netted: The minimum distance from the flight line to any human occupied areas must be 6 ft. The recommended distance is 7 ft. or more.

### Participant Guidelines:

- Listen and follow ALL instructions from the Contest Director or Race Director or Event Convener or Organizing Head.
- NEVER walk onto the course while drones are flying.
- The course's flight line defines where the pilot or spectator area ends and the course begins.
- This flight line is not to be crossed as it will be well marked and highly visible
- When you retrieve a drone after a completed race, ensure you cut-off its
- Powerimmediately.Location of the first aid kit will be shared with the participants on the event spot.

### **Pilot Guidelines:**

- Fly only in designated areas.
- Fly only at appropriate times (recommend slot).
- Only power up your drone/video transmitter while in the Start/Finish area on the course.
- When flying on the course, you must be positioned within the designated Pilot Area. DO NOT fly from any other area.
- When finishing a race, land in the designated landing area on the course.
- DO NOT power up in the pits or while walking from the pits to the course.
- Spotters/Team mates can stand in the allocated area with Pilot during the flight for communication purpose.
- Proper sportsmanship and conduct is to be exemplified. Examples of poor conduct would include, but are not limited to: affecting another Pilot's Race or Equipment by speech or any sort of tampering or aggressive behavior.
- Any Competitor attempting to win a competition by irregular means, fails to follow an Official's order, fails to observe the safety rules, who conducts in a manner unprofessional sport during the competition may be disqualified.

#### Spectator Etiquette

• The event is fun to watch and discuss. However, please stay away from the pilots within the Pilot Area while they are flying (unless you are acting as a spotter). communication is essential with the pilots for accurate lap scoring, penalties and hazard warnings.

#### **Number of Models**

- Each competitor may use a maximum of 2 models for the entire event with same specification after verifying it with the Inspection/Verifying Committee.
- A model can be used by only one TEAM competitor per event.
- In case of an infringement to that rule, all concerned competitors will be
- disqualified from the event by the event director
- The competitor can change the model:
- Before the start of the race as long as the competitor hasn't left the preparation area.
- Between two rounds of the qualification stage and elimination stage.

### **Model Processing**

- Each competitor can register up to 2 models (same/different specifications).
- The specifications of the model may be checked by the organizer. It is then recommended to check the following points:

- Identification mark
- Flight controller
- Weight and size.
- Batteries (voltage).
- Fail-safe and associated device/programming for arming/disarming the motors.
- Radio control equipment.
- VTX, FPV camera and headset goggles/display.
- LED light (optional)
- If a model is lost or damaged after model processing, the competitor shall have the right to further model for checking up before the official starting time of the event.

### 1. General Drone Racing Rules & Arena

### Arena Type

- The ARENA IS TOTALLY INDOOR
- Proper sunny day without rain then there might be some small outdoor patches which will be communicated to each team on the time of entries verification or before the time of practice session.

### Race Course Obstacles

• The course will consist of many obstacles including but not limited to gates and hurdles. Some obstacles have a defined requirement for considering them completed and enabling the pilot to move on to the next obstacle in the course. If a pilot misses or does not complete an obstacle successfully, they must go back and fly through the missed gate, hurdle or obstacle otherwise negative points/timing will be allocated according to obstacle difficulty level. Ground touch and Obstac points/timing). All the obstacles are of appropriate size, made after determining the drone size with ample of tolerance/room for maneuverability of tolerance/room for maneuverability drone in case of any crash/accident.

### SAMPLES (Reference Purpose):

• If a model is lost or damaged after model processing, the competitor shall have the right to further model for checking up before the official starting time of the event.

### 2. General Drone Racing Rules & Arena Type

• ARENA IS TOTALLY INDOOR as per rainy season concern. If there is no rain and it's a proper sunny day without rain then there might be some small outdoor patches which will be communicated to each team on the time of entries verification or before the time of practice session. The course will consist of many obstacles including but not limited to gates and hurdles. Some obstacles have a defined requirement for considering them completed and enabling the pilot to move on to the next course. If a pilot misses or does not complete an obstacle successfully, they must go back and fly through the missed gate, hurdle or obstacle otherwise negative points/timing will be allocated according to obstacle difficulty level. Ground touch and Obstacle touch are counted as foul (). All obstacles are of appropriate size, made after determining drone size with ample maneuverability.

•

# (v) JUNKYARD WARS

### 1. Team Composition

- Each team can have a maximum of 2 members.
- Both members must work collaboratively to create their item within the given time frame.

### 2. Objective

- The participants are required to make something useful out of the provided scrap materials.
- The item can belong to any category, such as civil, mechanical, electrical, or others, depending on the participants' creativity and innovation.

### 3. Material Usage

- Participants are only allowed to use scrap materials that are provided by the organizers. These materials must be repurposed into the final creation.
- Decorative or custom-made materials like paints, stickers, or any external items for aesthetic enhancement are strictly prohibited.

### 4. Tools and Equipment

Participants are required to bring their own:

- Adhesives (glue, etc.)
- Tapes
- Scissors
- Cutting tools (safely used)

These tools are essential for the construction of the item but must adhere to safety protocols.

### 5. Time Limit

- The participants will have 1 hour to complete their project.
- A bell will ring after 45 minutes to signal that only 15 minutes are left to finish the task.

### 6. Presentation and Explanation

- After the time is up, participants must present their creation to the judges.
- They are required to explain the concept behind their creation, how it works, and how it could be useful.

### The explanation should include:

- **Purpose**: What the item is and how it can be used.
- **Concept**: The idea and thought process behind the item's design.
- Usefulness: Practical application and utility of the created item.

### 7. Judging Criteria

### The judging will focus on the following aspects:

- Creativity & Innovation: How uniquely the scrap materials have been used to create something useful.
- Functionality: Whether the item serves a practical and useful purpose.
- **Presentation & Explanation**: Clarity and depth of the explanation of the concept behind the creation.
- **Resourcefulness:** The ability to work within the constraints of only using provided scrap materials and basic tools.

### 8. Additional Rules

- Safety: Participants must handle the tools carefully and follow all safety precautions to avoid accidents.
- **Time Management:** Teams must complete the task within the allocated time. Going over time may result in point deductions or disqualification.

# (vi) TURBOAI CHALLENGE

### **Overview:**

Welcome to TurboAI, a fast-paced, adrenaline-fueled AI competition where your team's coding, problem-solving, and AI skills will be put to the test. You have 120 minutes to develop a functional AI/ML model to solve real-world problems.

### Team Composition:

- **Team Size**: Maximum of 2 students per team.
- **Roles:** Teams can divide roles as they see fit, such as data handling, model development, testing, and reporting.

### **Event Format:**

- **Duration**: 120 minutes (2 hours) of intense coding and problem-solving.
- **Objective**: Each team will be given a problem statement related to a real-world AI/ML task. You will need to build a working solution within the time frame.
- Submission: At the end of the 2 hours, teams must submit their code, model, and results for evaluation.

# **Competition Guidelines:**

### 1. Problem Statement:

- The problem statement will be revealed at the beginning of the event. It will be related to an AI/ML task such as classification, regression, natural language processing (NLP), or image recognition.
- Teams must apply AI/ML algorithms to create solutions within the 120-minute limit.

### 2. Data:

- A dataset relevant to the problem will be provided. The dataset will be pre-processed to ensure that teams can focus on building and training their models rather than cleaning data.
- Datasets may include images, text, or tabular data, depending on the task.

### 3. Tools and Platforms:

- **Programming Languages:** Teams can use Python (recommended) or R to develop their models.
- Libraries: Popular AI/ML libraries like scikit-learn, TensorFlow, PyTorch, and Keras are allowed.
- **Hardware:** Participants are encouraged to bring their laptops with required software preinstalled. Cloud platforms (e.g., Google Colab, Kaggle Kernels) may be used for computation if needed.
- **Pre-trained Models:** Teams may use pre-trained models from libraries or repositories such as TensorFlow Hub or Hugging Face but are expected to apply these models to the problem in a meaningful way.

### 4. Judging Criteria:

### The submissions will be evaluated based on the following metrics:

- Accuracy and Performance: How well does the model solve the problem? What is the accuracy, precision, or other relevant metrics?
- **Innovation:** Are you using a unique approach or solution? Have you optimized your model creatively?
- Efficiency: The time complexity and computational efficiency of the solution will be assessed.
- Model Generalization: How well does the model perform on unseen data?
- Code Quality: The clarity and structure of your code, use of comments, and organization.

# 5. Submission Requirements:

### At the end of the 2 hours, teams must submit:

- Code: A .zip file of the code or a public link to a GitHub repository.
- Model: The trained model or a reference to the model file.
- **Report:** A short document (1-2 pages) explaining the approach, algorithms used, and model performance (e.g., evaluation metrics such as accuracy, F1-score, etc.).

### 6. Rules:

- No Pre-made Solutions: Teams are not allowed to use solutions created prior to the event. Only pre-trained models can be used if they are fine-tuned within the event's time limit.
- No External Help: Teams must work independently without external assistance.
- Fair Play: Any form of cheating or plagiarism will result in disqualification.

### Support and Resources:

- **Technical Assistance:** Mentors will be available during the event to clarify the problem statement or address technical issues with platforms.
- FAQs: A live FAQ session will take place at the start of the competition to address any concerns.

# (vii) BUSINESS PLAN CHALLENGE

### **Overview:**

The Business Plan Challenge is an individual competition where participants will brainstorm and present innovative business ideas based on a given topic. Competitors will be evaluated on creativity, feasibility, and overall business strategy. This is a great platform to showcase your entrepreneurial mindset and problem-solving skills.

### **Participation:**

• Individual Participation: Each participant will compete alone.

### **Competition Format:**

• **Topic Assignment:** The specific business-related topic will be given to all participants at the start of the event. This topic will be related to a real-world business scenario or sector.

• Task: Participants must explore and create a business plan based on the given topic. The business plan should demonstrate an understanding of market needs, business operations, and potential challenges.

#### Key Components of the Business Plan:

#### 1. Business Idea:

Describe the business concept clearly, outlining the product or service you intend to offer.

#### 2. Market Analysis:

Identify the target market and customer base. Discuss market trends, competition, and potential demand for your business.

#### 3. Revenue Model:

Explain how the business will make money. Include pricing strategies, revenue streams, and profit potential.

#### 4. **Operations Plan:**

Describe the day-to-day operations, logistics, and resources required to run the business.

#### 5. Marketing Strategy:

Outline how you will promote and sell your product or service to reach the target audience.

#### 6. Risk Management:

Identify potential risks and challenges the business might face, and how these will be mitigated.

Language: All communication, presentation, and submissions must be done in English.

### **Duration:**

- The competition will last for 45 minutes. This time will be divided as follows:
- 15 minutes: Brainstorming and idea development.
- 25 minutes: Writing the business plan.
- 5 minutes: Submission or finalization.

#### Judging Criteria:

#### The business plans will be evaluated based on the following:

- 1. Innovation and Creativity: How unique and innovative is the business idea?
- 2. Feasibility: Can the business idea realistically succeed in the current market environment?
- 3. **Market Understanding:** Has the participant shown clear understanding of the target market and industry?
- 4. **Financial Viability**: Is there a clear, practical plan for generating revenue and sustaining the business?
- 5. Presentation and Clarity: How well is the business idea articulated in the plan.

#### **Rules:**

- 1. Original Work: The business plan must be the original work of the participant.
- 2. **Time Management**: Submissions must be completed within the allocated 45 minutes. Late submissions will not be considered.
- 3. Final Decision: The judge's decision will be final and binding for all participants.

#### **Important Notes:**

- Be concise: Time is limited, so focus on the essential components of the business plan.
- **Presentation:** While a formal presentation is not required, the written plan should be clear, structured, and logical.

### (viii) Ad Mad (Advertisement Making Competition)

- A team may consist of 4 members.
- The team will be asked to create a marketing plan including creating a full- fledged creative campaign. Students have to present a conceptual ad of either a product or a service.
- Students will act out a TV/Radio script and present ideas relevant on creating social awareness, etc.
- The Time allotted for this activity is 3 minutes.

**Rules:** 

- The topics for the Ad Mad Show will be provided 30 minutes prior.
- Topics/Activities performed during Ad Mad show should not relate with Politics and Religions.
- Maximum Time Limit for performing the Ad is 3 minutes.

- The criteria for assessment include content, spontaneity and adherence to the topic, coordination, appeal of the advertisement, humour and performance on the stage.
- Use of vulgar expression and language will lead to disqualification of the team.

### **Criteria for Judgement:**

- Content-information, Awareness and Humour.
- Spontaneity/expressions/Acting/ fluency.
- Appeal of the Advertisement.
- Overall Script and Play.
- Decisions of the judges will be final.

### **Evaluation Criteria:**

- Creativity and Originality (30%)
- Clarity of Message (25%)
- Humour and Entertainment Value (20%)
- Presentation Skills (15%)
- Time Management (10%)

### (ix) INNOQUEST

### **Overview:**

The InnoQuest is a quiz-style competition designed to test participants' knowledge of innovation, startups, and entrepreneurship. Teams from various colleges will compete to answer questions, demonstrating quick thinking and a deep understanding of business concepts.

### Team Composition:

- **Participants:** Each college can send one team.
- Team Size: Each team must consist of 2 members.

### Format:

- Question Type: All questions will be based on innovation and entrepreneurship, focusing on topics such as startup ecosystems, successful entrepreneurs, business strategies, innovation theories, and recent trends in entrepreneurship.
- **Rounds:** The competition will include 5 to 10 rounds, depending on the number of participating teams and time availability.

### **Rules for Answering:**

### 1. Primary Response:

- After a question is asked, the team will have 10 seconds to discuss and submit their answer.
- Each correct answer will earn the team 3 points.
- For incorrect answers, no points will be deducted, and no additional attempts will be allowed.

### 2. Passing the Question:

- If the first team fails to answer within 10 seconds or gives an incorrect answer, the question will be passed to the next team.
- The next team must answer within 5 seconds. If they answer correctly, they will earn 1 point.
- If the second team also fails or gives the wrong answer, the question will be discarded, and the quiz will proceed to the next question.

### 3. One Attempt Only:

• Each team is allowed only one attempt at answering a given question. No changes or second guesses will be entertained.

### **Scoring System:**

- Correct Answer: 3 points for the team answering the question initially.
- **Pass Answer**: 1 point for the next team answering correctly after a pass.
- No Negative Points: Incorrect answers will not incur penalties or negative points.

#### **Rounds and Time Limit:**

• The total number of rounds (5-10) will depend on the number of participating teams and the time available for the competition.

• Each team should be prepared to answer promptly and keep within the time constraints for fairness and efficiency.

### **Judging and Decisions:**

- The Judge's decision will be final and binding on all participants.
- Disputes regarding questions, answers, or scores will be resolved by the judge, whose rulings are non-negotiable.

### Additional Notes:

- Communication: All communication, including answers and clarifications, must be in English.
- Fair Play: Participants are expected to maintain honesty and integrity. Any form of cheating or external assistance will result in disqualification.

### (x) INNO SHOWCASE

### **Overview:**

The Innovative Prototype/Project Exhibition provides a platform for students to showcase their innovative models, final year projects, or prototypes across various impactful domains. The event is aimed at highlighting creativity, technical expertise, and potential real-world impact through innovation.

### **Eligible Domains:**

### Projects from the following domains are eligible for participation:

- 1. Social Impact/Social Entrepreneurship: Innovations that address societal challenges and create measurable social value.
- 2. Agri/Rural Development: Projects focusing on improving agriculture, rural livelihoods, and development through innovation.
- 3. Energy Sector: Innovations that contribute to energy efficiency, renewable energy, or other advancements in the energy sector.
- 4. **Cutting-Edge Technologies**: Projects involving Artificial Intelligence (AI), Machine Learning (ML), Robotics, Drone technologies, etc.
- 5. Waste Management: Innovative approaches for managing, recycling, or reducing waste.
- 6. Clean/Green Technology: Projects that promote environmental sustainability through green technologies or clean energy solutions.
- 7. Water Resource Management: Innovations aimed at improving water conservation, treatment, and distribution.

### **Participation:**

- Team Size: An individual or a team of 2 members can participate with one project.
- Eligibility: Students working on innovative models, final year projects, or any prototypes within the mentioned domains are eligible to participate.

### Rules and Guidelines:

### 1. Novelty and Originality:

- The project or prototype should demonstrate originality and novelty. It should not be a direct replication of existing solutions, and it must add value or address a unique problem.
- Projects with creative and practical applications are highly encouraged.

### 2. Project Presentation:

- Participants are required to present and explain their concept to a panel of judges (jury).
- The presentation must cover the concept, functionality, technical aspects, innovative features, and the potential impact of the project.
- **Demonstration:** If possible, a working demonstration of the prototype or model should be given during the presentation.
- 3. Evaluation Criteria: The projects will be evaluated based on:
  - **Innovation:** How unique and creative is the idea or prototype?
  - Feasibility: Can the prototype or model be realistically developed or implemented?
  - **Social/Environmental Impact:** Does the project address a key challenge in society, agriculture, energy, waste management, or other relevant sectors?
  - **Technical Soundness**: Is the project technically viable and based on sound engineering or scientific principles?

• **Presentation Quality:** Clarity and effectiveness of the explanation and demonstration to the jury.

### 4. Project Submission:

• Each participating team must submit an abstract (approximately 300-500 words) detailing the project idea and its impact in the chosen domain. This must be submitted ahead of time, as per the event schedule.

# 5. Judging and Results:

- The judging panel will consist of industry experts, academicians, and innovators.
- The Judge's decision will be final and binding for all participants. No disputes will be entertained after the results are announced.

### 6. Important Notes:

- Participants must bring all necessary equipment (e.g., power sources, displays, tools) required to present or demonstrate their project.
- Safety protocols must be followed, especially for prototypes that involve electrical, mechanical, or chemical processes.
- Projects should adhere to ethical standards, especially when dealing with environmental, social, or health-related innovations.

### Awards:

• Winning projects will receive certificates, prizes, and potential opportunities for mentorship or further development. Details of the prize categories will be announced during the event.

### (xi) BEST SHOT ON THE SPOT COMPETITION

### 1. Overview

This competition encourages participants to explore and capture the relationship between people and architecture. The aim is to celebrate architectural spaces through photography, showcasing how people interact with and celebrate architecture in their daily lives.

### 2. Theme

• **People Celebrating Architecture:** The photographs should reflect moments where people are engaging with, celebrating, or enhancing the architectural environment. The architecture itself can be any type of space, whether indoor or outdoor, public or private, traditional or modern. The interaction between people and architecture is central to this theme.

### **3.** Participation Requirements

- Each participant must capture 5 unique photographs on the spot during the event, adhering to the theme.
- All photographs must be taken within the 120-minute time frame provided during the competition.

# 4. Photography Equipment

• Participants are free to use any medium to capture their photographs. Acceptable devices include:Mobile phones, Digital cameras, Tablets, Any other photo-capturing devices

# 5. Geotagging Requirement

- All photographs submitted must be geo-tagged to verify that they were taken at the designated location during the competition window. This ensures the authenticity of the "on-the-spot" capture.
- Ensure your device's location services are activated before the event begins.

# 6. Photography Clarity

- The photographs should be clear, well-composed, and free from excessive blur or pixelation.
- Participants must ensure that their device's camera settings are optimized for capturing high-quality images.

# 7. Time Limit

- Participants will have a total of 120 minutes to capture all five photographs.
- The timer will begin at the official start of the event, and all submissions must be handed in by the end of the allotted time.
- Late submissions will not be considered for judging.

### 8. Judging Criteria

- Justification of the Theme: The primary focus for judging will be how well the photographs align with and express the theme of "People Celebrating Architecture."
- **Creativity:** The originality and uniqueness of the images will play a significant role in the evaluation process.
- Visual Impact: The photographs should have a strong visual appeal, showcasing an engaging or dynamic relationship between people and architectural spaces.
- **Composition and Clarity:** Photographs should be well-composed with attention to framing, lighting, and clarity.
- Geotag Accuracy: Geotagging must confirm that the photos were captured during the event at the specified location.

### 9. Submission Rules

- Participants must submit all five geo-tagged photos at the end of the 120-minute event.
- Each photograph should be uploaded or shared through the provided submission platform or directly to the event organizers, as per instructions given at the start of the event.

### **10. Winner Selection**

- Only one winner will be selected. There are no runner-ups for this competition.
- The winner will be the participant whose photos best capture the spirit of the theme based on the judging criteria.

### 11. Additional Guidelines

- Participants are encouraged to explore different angles, perspectives, and architectural elements to highlight how people interact with the spaces.
- Be mindful of privacy and ethics: avoid intrusive shots or capturing people without their consent, particularly in private settings.
- Respect the architecture and people present in the area, ensuring that your photography does not cause disruption or damage to the environment.

#### **12. Important Notes**

• The competition will take place in a designated location, and participants must remain within this area for the duration of the event. Ensure your equipment is fully charged and functioning before the competition begins. Organizers will not be responsible for technical issues that arise due to unpreparedness.

### (xii) DEBATE (ENGLISH & HINDI)

### 1. Participation Format

- This is an individual participation event.
- The debate will be conducted in either English or Hindi, based on the participant's choice or event-specific language allocation.
- The topic for the debate will be revealed on the day of the event.
- Participants will speak either "for" or "against" the topic. The side (for or against) will be randomly assigned to each participant through a lot system on the day of the event. Participants will not choose their stance.

#### 2. Debate Structure

- Speaking Time: Each participant will be given 3 minutes to present their argument.
- Interjections/Questions: After the speech, participants will face 5 minutes of questions from the audience or judges, allowing them to defend or clarify their position.

#### 3. Preparation

- Participants will not know the debate topic in advance and should be prepared to formulate arguments quickly once the topic is disclosed.
- The side (for or against) will be assigned randomly, so participants must be flexible and ready to argue for either position.

### 4. Judging Criteria

Participants will be judged based on the following criteria:

### **Content Coverage (5 Marks):**

- Relevance and depth of the content.
- Ability to cover the topic thoroughly within the given time.
- Use of facts, examples, and logic to support the argument.

#### **Debating Skills (10 Marks):**

- Clarity of speech, articulation, and fluency.
- Organization of ideas and logical progression in the argument.
- Use of rhetorical techniques such as persuasion, comparison, and rebuttal.

### Convincing Argument Skills (5 Marks):

- Ability to present a convincing and strong argument for the assigned side (for/against).
- Persuasiveness in responding to audience and judge questions during the interjection round.

### 5. Important Notes

- Time management is crucial. Participants must stay within the 3-minute speaking time. Going over time may lead to point deductions.
- During the 5-minute interjection round, participants should focus on answering questions confidently, staying calm under pressure, and defending their position effectively.
- The judges' decision will be based on the criteria outlined, and they will be looking for participants who can think on their feet and present well-rounded, persuasive arguments.

#### 6. Other Guidelines

- **Respect:** Participants must remain respectful of opposing viewpoints and judges' questions. Disrespectful behavior will result in disqualification or point deductions.
- Language: Participants must maintain formal language and avoid offensive remarks or personal attacks.

#### (xiii) DECLAMATION

Declamation is basically re-delivering an already popular speech or it can be a speech on anyimportant topic as well which is inspired from a popular speech. The speeches may be of any eminent personalities.

#### The following popular speeches can be referred:

Narayan Murthy's Speech; Sachin Tendulkar Farewell Speech; My Vision for India-Abdul Kalam Speech; Shashi Tharoor's Speech; Atal Bihari Vajpayee Speech; Steve Jobs Stanford Commencement Speech, Sushmita Sen's Heart-wrenching Speech, etc.

- Individual Participation.
- The language of the contest shall be Hindi or English only
- The participants will speak (language) on the topic with areas given on
- The speech will be of 5-7 minutes duration. The time limit will be strictly enforced.
- The speaker is expected to memorize their speech, and is not allowed to read any part of the speech from papers, notes, or cards.
- The contestants may keep in view the following points while delivering their speech:-

### **Content:**

- 1. Greeting & introduction of the subject.
- 2. Exposition of the main theme (Conciseness & clarity of message, originality/points of interest, Incorporation of Personal References, Quotations, etc.).
- 3. Conclusion.

#### **Speaking Presentation:**

- 1. Memorization (evaluated by pauses)
- 2. Verbal Clarity (Annunciation and pronunciation of words, voice strength and projection) Presentation/Speaking style (Mannerisms, Audience contact and voice modulation, ability to keep the audience engaged by their speaking style).

#### Judging Criteria:

- Command over subject 5 marks;
- Explanatory Skills 5 marks;
- Presentation Skills- 5 marks;
- Clarity of Ideas and Thoughts- 10 marks;
- Confidence Level-5 marks;
- Starting and Ending of Declamation-5 marks.

# Dr. A.P.J. Abdul Kalam Technical University Uttar Pradesh, Lucknow Dr. Abdul Kalam Inter-Technical University Literary, Management and Technical Fest, 2024-25 Registration Proforma

#### A. Details of the Zone/Zonal Center

Name of the Zone: Name of the Zonal Cen	nter:
---	-------

College Code:

#### **B.** Details of the Participating Institute/College

Name of the Institute/College	Institute/College Code	
Name of the Director/Principal	Email-id of the Director/Principal	
Mob. No. of the Director/Principal	Name of Team Manager	
Designation of Team Manager	Mob. No. of Team Manager	

### C. Consolidated List of Participants (No. of Participants: i. Male: \_\_\_\_\_\_ ii. Female: \_\_\_\_\_\_ iii. Total: \_\_\_\_\_)

S. No.	Name of Student (s)	Father's Name	Roll Number	Course	Year	Branch	Aadhar No.	Gender	Date of Birth	Mobile No.	Participating Events <sup>#</sup>
1.											
2.											

# One Student can participate in maximum 2 events.

#### **D.** Event wise List of Participants

#### (i) Name of the Event:

S. No.	Name of student (s)	Father's Name	Roll Number	Course	Year	Branch
1.						
2.						

 E. Fooding/Lodging Requirements (Yes/No): \_\_\_\_\_\_ (If yes, provide details), No. of Boys: \_\_\_\_\_ No. of Girls: \_\_\_\_\_ No. of Team Manager: \_\_\_\_\_\_

 Arrival Date: \_\_\_\_\_\_ Arrival Time: \_\_\_\_\_\_ Departure Date: \_\_\_\_\_\_ Departure Time: \_\_\_\_\_\_

Signature of Director/Principal

Seal of the Institute/College

Note: Please send a copy of filled registration proforma (signed copy along with a word file) to DSW, AKTU also on email id: <u>dean.sw@aktu.ac.in</u>.

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

#### Dr. Abdul Kalam Inter-Technical University Literary, Management and Technical Fest, 2024-25 Report from Zonal Center to State Level Center Details of Winners (Gold Medalist) at Zonal Level

### **Details of the Zonal Center**

Date of the Fest: \_\_\_\_\_

Name of the Zone	Name of the Zonal Center	
Zonal Centre College Code	Name of the Director/Principal	
Email-id of the Director/Principal	Mob. No. of the Director/Principal	
Name of Zonal Center Coordinator	Designation of Zonal Coordinator	
Email-id of Coordinator	Mob. No. of Coordinator	

#### Event-wise List of Winners (Gold Medalist) at Zonal Level

### 1. Name of the Event:

S. No.	Name of the student (s)	Father's Name	Roll Number	Course	Year	Branch	Aadhar No.	Mobile No.	Name of the College	College Code

Signature of Coordinator Zonal Center Signature of Director/Principal Zonal Center

Seal of the Institute/College

#### Note:

- 1. Send a signed copy of this report to State Level Center within three days after completion of the Zonal Events.
- 2. Send a copy of the report to Dean Student Welfare, AKTU on email id: dean.sw@aktu.ac.in
- 3. Also, send a soft copy of the report (in Excel sheet/Word File) to State Level Center and Dean Student Welfare, AKTU.

(Form-1)

# Dr. Abdul Kalam Inter-Technical University Literary, Management and Technical Fest, 2024-25 <u>Requisition for Part Payment</u>

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

S. No.		Particulars
1.	Name and Address of the Institute/College	
2.	College Code	
		Name
3.	Details of the Director/Principal	Email ID
		Mobile Number
4.	Email ID of the Institute/College	
	Details of Fest Coordinator	Name
5.		Designation
		Email ID
		Mobile Number
6.	Date of the Fest	
7.	Amount of Part Payment*	
		Account No.
8.	Bank Account Details of the	Bank Name
	Institute/College	Bank Address
		IFSC Code
9.	PAN Card details of College (Submit copy of PAN Card)	Torrel Contor and Da 5.0 Loop for State Louis Contor

\*Amount of Part Payment - Rs.1.5 Lacs for Zonal Center and Rs.5.0 Lacs for State Level Center

# **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 part payment of Rs.\_\_\_\_\_ be sanctioned in favour of our Institute/College. The Institute/College will submit Fest Report and utilisation certificate (Form-2 and Annexure-I) within one week of the events organised.

Signature and Seal of the Director/Principal

# **Adjustment of Part Payment**

Note: A detailed report of the Fest should be submitted along with this adjustment form.

S. No.		Particu	llars	
1.	Name and Address of the Institute/College			
2.	College Code			
		Name		
3.	Details of the Director/Principal	Email ID		
		Mobile Number		
4.	Email ID of the Institute/College			
		Name		
5.	Details of Fest Coordinator	Designation		
		Email ID		
		Mobile Number		
6.	Date of the Fest			
7.	Part Payment Received (X)			
8.	Amount Spent (Y), as per prescribed guidelines			
9.	Amount Claimed (Y-X)			
		Account No.		
10.	Bank Account Details of the	Bank Name		
	Institute/College	Bank Address		
		IFSC Code		
11.	PAN Card details of the College (Submit copy of the PAN Card)			
12.	Number of Participants	Male:	Female:	Total:

Note: Please must enclose the detailed break up of expenditure as per the prescribed head.

**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/Principal

## (On College Letter Head) Annexure-1

# Dr. Abdul Kalam Inter-Technical University, Literary, Management and Technical Fest, 2024-25

<u>Head-wise Expenditure Detail</u>

# **Total Number of Participants:**

S. No.	Head/Item	Permissible Amount	Details of Work/ Expenditure	Actual Expenditure	Remark
1.	Expenditure on Remuneration and TA				
2.	Expenditure on Memento, Trophies, Certificate and Fest Materials				
3.	Expenditure on Tentage, Furniture, Stage Decoration, Sound System, Photography, Videography				
4.	Expenditure on Hospitality and Miscellaneous Expenses				
5.	Maximum Permissible Expenditure		Total	Expenditure:	

### **Signature of Coordinator**

Signature of Director/Principal

Name: \_\_\_\_\_

Name: \_\_\_\_\_

Date: \_\_\_\_\_

Seal of the Institute/College

### (On College Letter Head) Annexure-2

# संस्थान निदेशक द्वारा कार्यकम से संबंधित प्रमाण पत्र

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:—

KP

निदेशक के हस्ताक्षर	
संस्था की मुहर	

### (On College Letter Head) Annexure-3

# उपभोग प्रमाण पत्र

संलग्नकः--मदवार वास्तविक व्यय विवरण

KP

फेस्ट कोआर्डिनेटर के हस्ताक्षर	निदेशक के हस्ताक्षर
नामः—	नामः—
दिनांकः—	संस्था की मुहर

# Dr. Abdul Kalam Inter-Technical University Literary, Management and Technical Fest, 2024-25

# **Checklist for submitting the reimbursement claim of Expenditure**

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

### A. DETAILS OF THE ZONAL CENTER:

Name of the Zone	
Name of the Zonal Center/College	
Zonal Centre/College Code	
Name of the Director/Principal	
Email-id of the Director/Principal	
Mob. No. of the Director/Principal	
Name of Zonal Center Coordinator	
Designation of Zonal Center Coordinator	
Email-id of Zonal Center Coordinator	
Mob. No. of Zonal Center Coordinator	

# **B.** CHECK LIST

S. No.	Documents			
1.	Completely filled Form-2 (Adjustment of Part Payment)			
2.	Head-wise expenditure details (Annexure-1)			
3.	Fest related Certificate from the Head of the Institution (Annexure-2)			
4.	Utilisation Certificate (Annexure-3)			
	Detailed outcome report of events (A detailed report of the Fest should be submitted along with			
	the adjustment form. Report should contain brief details about the Fest, list of participating			
	institutions, a consolidated list of college wise participants, signed copy of registration			
	proforma submitted by participating colleges, result, photographs of			
	banner/medals/trophies/events/prize distribution to participants, media coverage report, etc.			
5.	Detailed outcome report of events/videography/photography in Pen drive.			

Signature of Coordinator Zonal Center Signature of Director/Principal Zonal Center

Date: \_\_\_\_\_

Seal of the Institute/College

# 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)

Dep	arture	Arrival Mode of		@@	Distance	Fare Paid Air/R	Air/Rail	
From	Date/Time	То	Date/Time	Journey		in Km.	Air/Rail/	Ticket
							Taxi etc.	No.

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)	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) Tot	Duration of stay in days (No al Amount (Rs.)	o. of days):				
17. Hon	orarium/ Remuneration					
(i)	Number of sitting/Days					
(ii)	Rate of Honorarium/Remur	eration per sitting/per student/	'Day			
(iii)	Total Amount (Rs.)					
18. Gra	nd Total Amount (Sum of serial N	umber of 15 +16+17) (Rs.)				
19. Cer	tified that:					
	1) This claim has been submitted	ed for the first time and this clain	n has not been submitted before.			
	2) Particulars provided herewi	th are correct in all respect and a	as per rules.			
	3) Neither I have claimed TA/ this journey/work.	DA etc. for this journey from an	y other source nor I have got any payment for			
Place:						
Date:						
		PAYEE'S Pre RECEIPT	Signature of Claimant			
	e Claimant was invited under the		nd his attendance and claim as above is verified			
	re of Convener/Coordinator/or	ganizer	Signature of Chairperson/Director/Principal			
		Office Use (to be completed by finance	contion			
		(to be completed by mance	section			
1.	DADays @	Rs				
2.	TA	Rs				
3.	Honorarium/Remuneration	Rs				
4.	Grant Total	Rs				
5.	TDS@ 10% ( <b>-</b> )	Rs				
6.	Net Amount to be paid	Rs				
Passed f	for payment Rs					
Asst. Ac	countant/Accountant	F&A.O.	Finance Officer /D.D.O.			