



TECHNICAL EVENT
- RULEBOOK -

ROBO WAR

A brutal robotic combat event where machines clash head-on in
arena of destruction.

Design, build, and battle your robot to prove ultimate dominance.

TEAM COMPOSITIONS

- Each team may consist of 3–5 members.
- Only one robot is allowed per team.
- Each team must assign one leader for official communication.

ROBOT SPECIFICATIONS

- Maximum robot dimensions: 45 × 45 × 45 cm.
- Robot must be wireless controlled.
- Robots must be powered only by onboard batteries.
- Use of liquids, fire, explosives, or projectiles is strictly prohibited.
- Sharp edges and rotating weapons are allowed within safety limits.

ROUNDS STRUCTURE

- **ROUND 1 – QUALIFYING ROUND**
- All teams participate in knockout matches.
- Match duration: 3 minutes.
- **ROUND 2 – SEMIFINALS**
- Top teams qualify based on performance.
- Higher aggression and control are evaluated.
- **ROUND 3 – FINALS**
- Final combat determines 1st and 2nd positions.

GENERAL RULES

- Robots must pass inspection before the match.
 - No robot replacement during a match.
- Judges' decisions are final and binding.
Organizers reserve the right to modify rules.

WINNER DECLARATION

- Winner is decided based on knockout victories.
- In case of tie, an extra round will be conducted.

ROBO SOCCER

A thrilling robotic football challenge where your bot pushes, hits, and scores goals with precision & power!

TEAM COMPOSITIONS

- Each team should contain 3–5 members.
- Only one bot per team is allowed.
- Only one team member may control the robot during a match.
- Each team leader must assign one team leader for official communication.

ROBOT SPECIFICATIONS

- Robots must be wireless controlled.
- Robots must fit within $30 \times 30 \times 30 \text{ cm}^3$.
- Use of liquids, fire, or projectiles is strictly prohibited.
- Robots must be powered by onboard batteries only.

MATCH STRUCTURE (Rounds)

- **ROUND 1 – QUALIFYING ROUND**
- All teams participate in knockout matches.
- Match duration: 3 minutes.
- **ROUND 2 – SEMI FINALS**
- Top teams qualify based on performance.
- Higher aggression and control are evaluated.
- **ROUND 3 – FINALS**
- Final combat determines 1st and 2nd positions.

GENERAL RULES

- Robots must pass inspection before the match.
- No robot replacement during a match.

Judges' decisions are final.

Final decision rests with organizers.

WINNER DECLARATION

- The winner will be decided based on minimum time (run time + penalties).
- In case of a tie, an additional run may be conducted.

⇒ R.C. CAR ⇒

A high-speed remote-controlled racing challenge where engineering, balance, and control decide the winner.

⇒ TEAM COMPOSITIONS ⇒

- Each team should consist of 2 – 4 members,
- Only one robot per team is allowed.
- Each team should appoint one team leader for communication with judges

⇒ ROBOT SPECIFICATIONS ⇒

- The robot must be battery operated.
- Maximum bot dimensions: 30 × 30 × 30 cm
- Robots must be wireless controlled.
- It should not contain any harmful components like fire, water, sharp blades etc.

⇒ ROUNDS STRUCTURE ⇒

- **ROUND 1 – QUALIFYING ROUND** ⇒
- All teams participate.
- Objective - Complete the track in minimum time..
- Top 8 teams qualify for next round based on time and penalties.

⇒ ROUNDS STRUCTURE ⇒

- **ROUND 2 – SEMI - FINAL ROUND** ⇒
- Increased difficulty (additional obstacles on tighter turns),
- Only qualified teams can participate.
- Best 4 teams move to final round.

⇒ TIMES PER ROUND ⇒

- Maximum time per round – 8 minutes,
- If the bot fails to complete within the given time, the team will be disqualified for that round.

⇒ GENERAL RULES ⇒

- Teams must report at least 20 min before their scheduled time.
- No practice run allowed on the main track.
- Judges have the authority to stop a match if safety is compromised
- Final decision rests with organizers.

⇒ WINNER DECLARATION ⇒

- The winner will be decided based on minimum time (run time + penalties).
- In case of a tie, an additional run may be conducted

⇒ COZMO CLENCH ⇒

A creative robotic challenge featuring the Cozmo robot.
Complete tasks, solve problems, and showcase innovation.

⇒ TEAM COMPOSITIONS ⇒

- Each team may consist of 2 – 4 members.
- Only one robot allowed per team.
- Only one team member may operate the robot during a round.
- One team member must be designated for official communication.
- Team members must stay inside the operating zone.

⇒ ROBOT SPECIFICATIONS ⇒

- The robot must be manually controlled (not autonomous).
- Maximum bot dimensions: $20 \times 30 \times 30 \text{ cm}^3$
- Robots must have clenching/gripping mechanism.
- Robots must be battery powered.
- No sharp edges allowed/magnets/adhesives.

⇒ EVENT RECORDS ⇒

- There will be total of 3 rounds.
- Robot will be ranked on the basis of time of consumption and scores earned.

⇒ GENERAL RULES ⇒

- Robots must pass inspection before the match.
- No robot replacement during a round.
- Judges' decisions are final and binding.
- Organizers reserve the right to modify rules for fairness.

⇒ WINNER DECLARATION ⇒

- The winner will be decided based on highest score.
- In case of a tie, a tie breaker round will be conducted.

— LINE FOLLOWER —

Line Follower is an autonomous robotics challenge where participants design and program a robot capable of detecting and following a path.

The robot must accurately track the line using sensors and control logic without any manual intervention.

— TEAM COMPOSITION —

- Each team may consist of 1 – 2 members.
- Only one robot per team is allowed.

— ROBOT SPECIFICATIONS —

- The robot must be fully autonomous (no remote control allowed).
- Line detection must be done using IR sensors or equivalent.
- Robot must be battery operated.
- Maximum robot dimensions: 25 × 25 × 25 cm.
- Robot must follow a black/white line on a contrasting surface.

— TRACK DETAILS —

- The track will include straight paths, curves, and sharp turns.
- Track design will be disclosed at the venue.
- Any deviation from the track will be considered an error.

— SCORING CRITERIA —

- Fastest completion time.
- Accuracy in following the line.
- Penalty for leaving the track.

— GENERAL RULES —

- No changes allowed to the robot after inspection.
 - Judges' decisions are final and binding.
- Organizers reserve the right to modify rules if required.

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⇒ OPEN INNOVATION ⇒

Open Innovation is a platform that encourages students to present creative, practical, and impactful ideas by combining technology, research, and real-world problem solving. Participants can showcase hardware, software, or hybrid projects and receive expert feedback.

⇒ TEAM FORMATION ⇒

- Each team may consist of 2 ~ 4 members.
- Inter-disciplinary teams are allowed and encouraged.

⇒ REPORTING TIME ⇒

- Teams must report at least 30 minutes before the scheduled start time.
- Late arrival may lead to disqualification.

⇒ PROJECT DOMAIN ⇒

- Hardware
- Software
- Hardware + Software (Hybrid)

⇒ JUDGING PROCESS ⇒

- There will be one judging round only.
- Judges' decisions will be final and binding.

⇒ PROJECT DISPLAY REQUIREMENTS ⇒

- Each team must bring an A2-size poster.
- The poster must include:

⇒ GENERAL INSTRUCTIONS ⇒

- Projects must be original and must not violate intellectual property rules.
- Any form of misconduct or plagiarism will lead to immediate disqualification.

⇒ WINNERS ⇒

- First Prize Winner + Second Prize Winner.

⇒ GENERAL INSTRUCTIONS ⇒

- Projects must be original and must not violate intellectual property rules.
- Any form of misconduct or plagiarism will lead to immediate
- Teams are responsible for the safety of their own equipment.

HOVERCRAFT

A hovercraft is an air-cushion vehicle that moves over land and water by riding on a thin layer of air. In student models, XPS or Depron foam is used for construction due to its lightweight, strength, and ease of fabrication.

Air is forced beneath the craft using an electric fan to create lift, while a separate propulsion system provides forward motion and control. These hovercraft models are widely used in technical events and competitions to demonstrate basic principles of aerodynamics, thrust, stability, and lightweight design.



BUGGY SHOWCASE

In this event, a custom-built buggy is presented exclusively for showcase purposes. The focus of the event is on displaying the buggy's design, engineering, and build quality rather than public participation or testing. The vehicle is not open for test drives to ensure safety and to maintain the integrity of the showcase.

A fixed and authorized team member conducts a controlled drive trial to demonstrate the buggy's basic movement, handling, and stability on a designated path. This limited demonstration allows the audience to observe the buggy's performance while ensuring complete, safely and supervision. The event highlights our team's technical expertise,

innovation, and careful approach to vehicle demonstration, making it both informative and visually engaging.



TECH QUIZ

Sharpen your mind, trust your instincts, and conquer the ultimate Tech Quiz challenge!

TEAM COMPOSITIONS

- Each team must consist of minimum 2 and maximum 4 members.
- Cross-branch teams are allowed.
- Once registered, no change in team members will be permitted under any circumstances.
- Each team must have one designated captain who will submit answers.
- If you can't even finalize a team, you're not serious about competing.

QUIZ FORMAT

- The quiz consists of 25 questions.
- Questions will be technical in nature, covering:
 1. Computer Science & IT
 2. Programming & Logic.
 3. Cybersecurity & Networking
 4. General Tech Awareness
- Questions may be MCQs or short-answer based.

ANSWERING SYSTEM (Speed Based)

- Questions will be displayed one at a time.
- Teams must submit answers using the official response system (Google Form / buzzer / platform decided by organizers).
- First correct answer gets the point.
- If the first team answers incorrectly, negative **marking** applies and the chance passes to the next fastest team.

FAIR PLAY & DISQUALIFICATION

- Use of mobile phones, smartwatches, internet, or external help is strictly prohibited.
- Any form of cheating, signaling, or misbehavior will result in immediate disqualification. Teams must leave the spot.

ORGANIZER'S AUTHORITY

- The quiz master's decision is final.
- Organizers reserve the right to:
 1. Modify rules if required.
 2. Disqualify teams for misconduct.
 3. Resolve disputes on the spot.

FLASH DESIGN

Design a website UI/UX project in limited time.

TEAM COMPOSITION

- Participation allowed in teams of 2–4 members only.
- Multiple teams from the same college are allowed.
- Once registered, no member changes are permitted.
- If you need more than two people for UI/UX, you're hiding weak decision-making.

EVENT OVERVIEW

- This is a time-bound UI/UX design challenge.
- Participants must design a website interface (UI + UX flow) based on a problem statement/theme revealed on the spot.
- The focus is on user experience, clarity, and usability, not fancy visuals.
- Increased difficulty (additional obstacles on tougher turns).

DESIGN SCOPE (What You Must Design)

- Participants must design:
 1. Homepage.
 2. One core feature page (e.g., dashboard, booking, checkout, etc.).
 3. Basic user flow (minimum 3 steps).

TOOLS AND AI USAGE

- Allowed tools:
 1. Figma (preferred), Adobe XD, Sketch.
 2. Wireframing tools.
 3. AI tools (ChatGPT, UX generators, image generators).
- Rules on AI:
 1. AI can assist with ideas, UX flows, copy, or visuals.
 2. Blind AI generated UI = low score.
 3. Plagiarized or pre-made UI kits = disqualification.
- AI is a tool, not your brain.

TIME LIMIT

- Total duration: 90 minutes.
 - First 15 minutes: understand problem & plan UX.
 - Next 60 minutes: design.
 - Last 15 minutes: polish & prepare explanation.
- No extra time. Real designers ship under pressure.

BGMI

Play intense battle royale matches with your squad and fight for victory.

GENERAL INFORMATION

- Match Type: Custom Room.
- Perspective: TPP (Third Person Perspective).
- Map(s): Erangel / Miramar / Rondo (Need to be download before the match).
- Team Size: Squad (4 players).
- Slots: 16 Teams (64 players).
- Server: India.
- Minimum Players per Team: 3 (4 recommended).

TOURNAMENT FORMAT

- Matches will be played in custom rooms only
- Total Matches: 3.
- Final rankings will be decided by:
 1. Total Points.
 2. Total Finishes.
 3. Best Single Match Placement.

ROOM & MATCH RULES

- Room ID & Password will be shared 10–15 minutes before match.
- Players must join with:
 1. Late entry is not allowed.
 2. Correct team tag as registered.
- Matches are scheduled by organizers.
- Once the match starts, no re-entry.

PLAYER & TEAM RULES

- Only registered players are allowed to play.
- Substitutes must joirt:
 1. Lag.
 2. Device crash.

Playing for multiple teams is **STRICTLY PROHIBITED**.

CONDUCT & DISCIPLINE

- Respect all players and admins.
- No abusive language in:
 1. In-game chat.
 2. Voice chat
 3. Discord / WhatsApp groups.
- Any misconduct may lead to.

FREE FIRE

Play fast-paced survival battles and show your shooting skills.

GENERAL INFORMATION

- Match Type: Custom Room.
- Game Mode: Battle Royale.
- Team Type: Squad (4 Players).
- Total Teams: 12 (48 Players).
- Perspective: TPP.
- Maps: Bermuda.
- Server: India.

TOURNAMENT FORMAT

- All matches will be played in custom rooms only.
- Total matches will be announced before the tournament
- Final rankings will be decided by:
 1. Total Points.
 2. Total Kills:
 3. Best Match Placement.

ROOM & MATCH RULES

- Room ID & Password will be shared 10–15 minutes before match
- Players must join with:
 1. Correct IGN as registered.
 2. Correct team name as registered.
- Late joining is not allowed.
- Once the match starts, no re-entry.

PLAYER & TEAM RULES

- Only registered players are allowed to play.
- Substitutes must be informed before the match.
- Minimum 3 players required to start a match.
- Playing for multiple teams is **STRICTLY PROHIBITED**.

CONDUCT & DISCIPLINE

- Respect all players and admins.
- No abusive language or toxic behavior.
- Any misconduct may lead to:
 1. Warning.
 2. Point deduction.
 3. Match disqualification.



VALORANT

A tactical 5v5 shooter where teamwork, strategy, and precise aim decide victory.

GENERAL INFORMATION

- Match Type: Custom Game
- Game Mode: Standard (Search & Destroy)
- Team Size: 5 vs 5
- Server: Mumbai
- Voice Chat: In-game / Discord (team-only)

TOURNAMENT FORMAT

- Format (announced before event):
 - Single Elimination
 - Double Elimination
 - League ♦ Playoffs
- Match Structure:
 - Early Rounds: Best of 1 (BO1)
 - Semi-Finals & Finals: Best of 3 (BO3)

MAP POOL

- Ascent
- Bind
- Split
- Bind
- Haven
- Lotus

MATCH SETTINGS

- Tournament Mode: ON
- Cheats: OFF
- Overtime: ON
- Technical Pauses: Allowed

PAUSE RULES

- 1 Technical Timeout per team per map
- Maximum duration: 5 minutes
- Fake or excessive pauses may result in penalties

DISCONNECT & TECHNICAL ISSUES

- Player internet or PC issues are team responsibility
- No rematch for lag, crash or power failure.
- Server-wide issues may result in restart or rematch

FAIR PLAY & CHEATING POLICY

- Strictly prohibited:
 1. Hacks, cheats, scripts, or macros
 2. Third-party software
 3. Exploiting bugs or glitches
 4. Ghosting or stream sniping
- Penalty: immediate disqualification & ban

Canva

DESIGN WORKSHOP

The Designing and Decorative Club is organizing a hands-on Canva Design Workshop at AADHAR 2026, aimed at introducing participants to the fundamentals of graphic design using Canva.

WHAT YOU WILL LEARN

- ✓ Overview of Canva interface
- ✓ Essential design tools and features
- ✓ Layout and alignment principles
- ✓ Typography basics
- ✓ Effective color usage

ADVANCED INSIGHTS

- ✓ Tips to use Canva efficiently
- ✓ Guidance on Canva Pro features
- ✓ Design shortcuts and best practices

LIVE SHOWCASE

- ✓ Real-world design examples
- ✓ Demonstration of existing designs

PARTICIPATION DETAILS

- ✓ Solo participation
- ✓ No prior design experience required

JUMANJI BOARD

A life-sized wooden jumanji board where the jungle decides your fate.
Every move triggers fun, daring, and unpredictable challenges.

PLAYER SETUP

- 4 players play at a time
- Each player is assigned an animal pawn
- Pawns start from four corner positions
- All students are allowed to participate

GAME FORMAT

- Life-sized wooden board setup
- Dice decides movement on the track
- Each block contains a fun or daring task
- Task must be completed to stay in game

WINNING CRITERIA

- First player to reach the final block wins
- Incomplete tasks may cause turn loss

GENERAL RULES

- No skipping tasks
- Fair play is mandatory
- Organizers' decision is final



TREASURE HUNT

The jungle hides secrets across the campus. Decode clues, solve riddles, race against time — only the cleverest explorers claim the treasure.

TEAM DETAILS

- Team Size: 3–4 members
- One phone allowed per team
- No external assistance

EVENT FORMAT

- Multiple clue-based rounds
- Each clue leads to a hidden location
- QR / puzzle / riddle unlocking nextstep
- Slowest teams eliminated per round

WINNING CRITERIA

- First team to reach final treasure wins
- Time tracked for tie-breaker

GENERAL RULES

- No damaging campus property
- Stay within event boundaries
- Fair play mandatory



HUMAN BINGO

A brain + fun twist on Tic-Tac-Toe.

Answer questions, claim cubes, and form the winning line.

PLAYER FORMAT

- 2 players play per match
- Game is based on X-O format

GAME SETUP

- 9 cube blocks arranged in 3x3 grid
- Each cube face has a unique question
- Questions cover multiple topics
- Correct answer allows claiming the block

HOW TO PLAY

- Player chooses any cube
- Answers the displayed question
- On correct answer, player writes initials in the blank space.
- Next turn goes to opponent

WINNING CRITERIA

- First to complete a line of 3 blocks wins
- Wrong answer = lost turn

GENERAL RULES

- No changing chosen cube after selection
- No external help allowed
- Judges' decision final



SPUD GUN

A lighthearted target-hitting challenge.
Simple, safe, and purely for fun.

PARTICIPATION

- Solo event
- Open for all students

GAME FORMAT

- Each participant gets 3 chances
- Aim and hit the target
- Higher accuracy = better score

EVENT NATURE

- Non-competitive fun activity
- No elimination rounds
- Pure entertainment zone

GENERAL RULES

- Only organizers handle the launcher
- Safety distance must be maintained
- Organizers' decision final



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