PAPER PRESENTATION :(RULES TO FOLLOW)

1. Maximum number of participants in a team is 3.
2. The topics that the papers can be chosen by your own. It is advisable that the presentation focuses on one particular topic. Report should be well comprehended, albeit advanced which could appeal to an undergraduate.
3. Abstract should not exceed more than 250 words and Paper should not exceed 15 pages.
4. The subject of the mail with the attached abstract and later, the final paper should be the domain and sub-category under which the paper is categorized.
5. Bring your college I-Card & receipt on event day.
6. Kindly bring your PowerPoint presentation on a mobile or on a pen-drive
7. Soft-copies of the submitted before 24-03-2024 paper must be in the .docx format.
8. Power point must be clear about your concepts and key points because of the presentation allocated only 10 min. Per a paper.
9. Kindly Mail your abstract, paper and ppt to mailto:leetechaloneee@ptleecncet.com Difficulties will be addressed through the same email-id.
10.   The teams will get 10 minutes for presentation and followed by question and answer session.
11.   Persons from different institutions can be a part of the same team. However, one person may not be a part of multiple teams for the same event.

12. **The mail with submissions should contain:**

Title- theme of the paper.

Names of the authors.

Phone no of the authors.

E-mail ID's.

13. **Sample file :**
   https://i1.rgstatic.net/publication/333616832_Descriptive_Review_for_Research_Paper_Format/links/5d004e6192851c874c5fa4b4/largepreview.png

14. In case of any doubt about this contact as: +917695841375

carrom:

1. *Objective*: The objective of carrom is to use a striker to pocket all of your carrom men (playing pieces) into any of the four corner pockets before your opponent does the same.

2. *Setup*: Place the carrom board on a level surface. Each player sits on opposite sides of the board. Arrange the carrom men in a circular formation within the central circle, with the red carrom man placed at

the center. Place the striker on the baseline between the two sets of carrom men.

3. *Striking*: Players take turns to strike the striker by flicking it with their fingers. The striker must be aimed at the carrom men to either pocket them or hit them towards the pockets. If the striker fails to hit any carrom men or crosses the diagonal line, it's a foul.

4. *Pocketing*: Players aim to pocket their carrom men by striking them with the striker. Each carrom man pocketed earns the player points. The red carrom man carries the highest point value and must be pocketed before the last carrom man to win the game.

5. *Fouls*: Various actions constitute fouls in carrom. These include pocketing the striker, pocketing the opponent's carrom men, failing to pocket a carrom man, striking without hitting any carrom men, and crossing the diagonal line. Fouls result in penalties such as losing a turn or forfeiting points.

6. *Winning*: The player who successfully pockets all their carrom men and the red carrom man first wins the game. If the queen (red carrom man) is pocketed legally, the player must then pocket one of their carrom men in the next strike, otherwise, the queen is returned to the board. If a player pockets the queen and subsequently pockets their last carrom man in the same turn, they win instantly (known as "covering the queen").

TUNE TOPIA :(RULES TO FOLLOW)

1. Maximum number of participants in a team is 4.
2. Two team will be participate at the time.
3. A BGM is play in the background for 15 seconds.
4. If the members of the team know the name of the song then one of the member come to the centre of the place to tell the correct answer.
5. They can answer within the 5 second,each correct answer has 1 point,total 5 songs will be play.
6. If they didn't tell the correct answer the point is going to the opposite team.
7. Which team will get maximum mark out of 5 points
   The team will be the winner and move onto the semifinal and final round.
8. Audiance cannot tell or disturb the partipants.
9. In case of any doubt about this contact as:
   +91 88706 62623

Here are some basic rules and regulations for sign language:

1. Respect cultural and linguistic norms: Just like spoken languages, sign languages have their own cultural and linguistic norms that should be respected and followed.

2. Use appropriate facial expressions and body movements: Facial expressions and body movements are integral parts of sign language and help convey tone, emotion, and emphasis.

3. Maintain eye contact: When communicating in sign language, it's important to maintain eye contact with the person you are speaking to, as it shows respect and attentiveness.

4. Clarify ambiguous signs: If a sign is unclear or ambiguous, it's important to clarify its meaning through gestures, fingerspelling, or other means to ensure effective communication.

5. Respect personal space: Just like in spoken communication, it's important to respect personal space when communicating in sign language and not invade someone's space without permission.

6. Avoid distractions: Minimize distractions in the environment when communicating in sign language to ensure clear and effective communication.

7. Practice patience and empathy: Learning sign language takes time and effort, so it's important to be patient with yourself and others as they learn and communicate in sign language.

Tech debate

1. **Respectful Engagement**: Participants must engage in discussions with civility and respect, refraining from personal attacks or derogatory language towards others' opinions.

2. **Factual Accuracy**: Arguments presented should be supported by verifiable facts, data, and reliable sources, promoting a discourse grounded in evidence-based reasoning rather than speculation or hearsay.

3. **Constructive Criticism**: Critiques should focus on the ideas being discussed rather than the individuals presenting them, fostering an environment where feedback is given constructively to enhance understanding and refine arguments.

4. **Equal Opportunity**: All participants should have an equal opportunity to express their viewpoints without interruption, ensuring a fair platform where diverse perspectives can be heard and considered.

5. **Open-mindedness**: Participants should approach debates with an open mind, being willing to consider alternative viewpoints and revise their own positions in light of compelling evidence or persuasive arguments presented by others.

6. **Moderator Guidance**: Discussions should be guided by a neutral moderator who ensures adherence to the established rules,

maintains decorum, and facilitates a balanced exchange of ideas among participants.

Tech quiz:

1. **Topic Relevance**: Questions must pertain specifically to Electrical and Electronic Engineering (EEE), covering core concepts, principles, and applications within the field.

2. **Difficulty Gradation**: Questions should be designed to span a range of difficulty levels, accommodating participants with varying levels of expertise, from beginners to advanced learners.

3. **Clarity and Precision**: Each question should be clear and unambiguous, avoiding vague language or convoluted phrasing that could lead to misunderstandings or confusion.

4. **Timely Responses**: Participants must provide answers within a predetermined time limit, promoting quick thinking, and preventing excessive deliberation or external assistance.

5. **Fair Evaluation**: Scoring should be transparent and based solely on the correctness of responses, ensuring impartial assessment and discouraging favoritism or bias.

6. **Feedback and Learning**: After the quiz, participants should receive constructive feedback on their performance, along with explanations for correct answers, fostering continuous learning and improvement in EEE knowledge.

Mini militia:

1. **Safety First**: All participants must adhere to strict safety protocols, including wearing protective gear and handling equipment responsibly to prevent accidents or injuries during gameplay.

2. **Fair Play**: Players must abide by the rules of fair play, refraining from cheating, exploiting glitches, or engaging in unsportsmanlike conduct that undermines the integrity of the game.

3. **Team Cooperation**: Collaboration and teamwork are essential; players must communicate effectively, strategize together, and support each other to achieve objectives and secure victory.

4. **Respect for Others**: Respect for fellow players, opponents, and referees is mandatory, with no tolerance for harassment, bullying, or disrespectful behavior based on factors such as gender, ethnicity, or nationality.

5. **Game Environment Preservation**: Participants must respect the game environment, avoiding destruction of property, littering, or any

actions that may disrupt the natural surroundings or cause harm to wildlife.

7. **Conflict Resolution**: In the event of disputes or disagreements, players should resolve conflicts peacefully and through proper channels, maintaining sportsmanship and mutual respect throughout the resolution process.

PROJECT EXPO:

1. A Team contain maximum 3 members .

2. They can expo there project regarding any development.

3. The maximum time to expo is 15 min .

4. A well trained staff consult and select two project .

5. The contant on the ppt is verified and they all you .

6. The last date to summit the project is 25/03/2024.