



Deccan Education Society's

**NMITD**

Navinchandra Mehta Institute of Technology & Development



# ROOBAROO-25

## लक्ष्य

Aim it, Achieve it

## Event Brochure

7th / Feb / 2025

09:00 Am Onwards

“**RooBaRoo**” is an Inter-collegiate fest initiated and managed by the MCA/MMS department of the Deccan Education Society's Navinchandra Mehta Institute of Technology and Development (NMITD).

This festival is scheduled on Friday, 7th February 2025. This year the theme of Roobaroo is “**लक्ष्य - Aim it, Achieve it**”.

It is aimed at engaging and empowering youth with innovative ideas and management and technology practices.

which consists of various events revolving around the Technical, Financial and Entrepreneurial ecosystem we're currently living in.

Various students from different colleges visit our campus and compete through various events which are based on Technical, Commercial and Financial activities.

**ABOUT US**



# FLAG SHIP EVENT

# SHARK TANK

**PRIZE :- FIRST PRIZE RS.6000  
SECOND PRIZE RS.3000**

SPONSORED BY



**ENTRY FEES- 300/-**

# RULES

1. Present a pitch for your original idea.
2. Prepare a 10-15 minute presentation.
3. Provide the latest financial position of your startup.
4. You may use images or PowerPoint presentations in your pitch.
5. Presentations using business models, demo machines, etc., are also encouraged.
6. Both individual and group pitches (1-5 people) are allowed.
7. The "Sharks" will have 5 minutes for questions and feedback.
8. If presenting a product or service, bring it along for a demonstration.
9. Final decisions will be made by the judges.

## Pitch Presentation Requirements

- Problem Statement
- Solution
- Competitive Analysis
- Total Available Market
- Market
- Future Scope

# EVENTS

## INDOOR GAMES

CARROM (Rs. 100/-)

CHESS (Rs. 70/-)

RANGOLI (Rs. 50/-)

MEHANDI (Rs. 50/-)

TREASURE HUNT (Rs. 60/-)

BGMI (SQUAD - RS. 300/- SOLO- RS- 70)

TABLE TENNIS (SINGLE - RS. 60/- DOUBLE -RS- 120/-)

## OUTDOOR GAME

BOX CRICKET (Rs.700/-)

## TECHNICAL GAME

SPEED TYPING (Rs. 30/-)

## MINI GAMES

JENGA (RS.10/-)

CARD GAME (RS.10/-)

DIZZY BALL (RS.10/-)

BOUNCE BALL (RS.10/-)

COVER THE CIRCLE (Rs.10/-)

CHOPSTICK PICKUP (Rs.10/-)

MATCH THE COLOUR (Rs.10/-)



# BOX CRICKET

## RULES

- Each team should contain 7 players (boys)
- Match will be 4 overs (20 balls)
- College Identity card compulsory otherwise no entry will be for that player
- Umpire's decision will be final (any argument with the organizer may lead to disqualification)
- Sidearm is not allowed.
- It will be a knockout tournament.
- Teams must arrive 30 minutes before the tournament
- Only first 16 registrations will be accepted
- Entry fees will be 700
- Winning prize can be changed based on number of registrations
- New ball will be provided for new match
- 2nd innings batting team should chase score compulsory

**ENTRY FEES- 700/- PER TEAM**



## **RULES**

**3-Erangle, 1-Miramar, 1-Shanok**

**Mode: TPP (Third Person Perspective)**

**Aim: Assist Disabled**

**Red Zone and Flare Guns: Disabled**

**All Weapons: 2x**

**Screenshot: Compulsory**

**Zone: 1.5x**

**ENTRY FEES- (SQUAD - RS. 300/-  
SOLO- RS- 70)**





# TABLE TENNIS

## GAME RULES

1. A match is played best of 3.
2. A game is won by the player who first reaches 11 points, unless the score is tied at 10-10.
3. If the score is tied at 10-10, the game continues until one player leads by at least 2 points.

## SERVE RULES

1. A serve is done with the ball tossed at least 10 cm in the air.
2. The ball must bounce on the server's side before being hit by the receiver.
3. Player rotates after 2 serves in doubles.
4. Player must serve right court to right court in doubles.
5. If the served ball touches the net but still lands in the correct service box, it is a let, and the serve is replayed.
6. There is no limit to how many let serves can occur.





# TABLE TENNIS

## RALLY RULES

1. Players alternate hitting the ball in doubles.
2. The ball must bounce on the opponent's side of the table.
3. A player cannot touch the ball twice in a row.

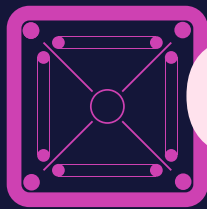
## FAULTS

1. If the ball hits the net but still lands on the opponent's side, it's a valid shot.
2. If the ball lands outside the opponent's side, or doesn't clear the net, it's a fault.
3. If a player obstructs the ball or touches the table, it's a fault.

## GENERAL RULES

The tournament organizer's decisions are final .

**ENTRY FEES- SINGLE - RS. 60/-  
DOUBLE -RS- 120/)**



# CARROM

## RULES

1. Single hand use only(using the other hand will be foul)
2. You can use thumb
3. Use of the hand above the elbow is not allowed
4. Any part of your body, except your hand, cannot cross the imaginary diagonal line.
5. A player can only pocket the queen after pocketing at least one of their own coins.

**ENTRY FEES- 100/-**



## **CASTLING**

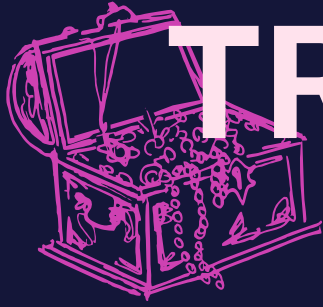
A special move that helps keep the king safe and develops a rook.

## **PAWN PROMOTION**

When a pawn reaches the farthest rank from its original square, it can be promoted to a queen, knight, rook, or bishop of the same color.

- ALL THE PIECES OF CHESS MUST BE PLAYED IN THE CORRECT ORDER.
- NO USE OF ELECTRONIC DEVICES,
- NO MISCONDUCT DURING THE GAME,
- THE PLAYER WILL LOSE EITHER BY CHECKMATE FROM THE OTHER PLAYER OR IF THE TIME ON THE CLOCK RUNS OUT.

**ENTRY FEES- 70/-**



# TREASURE HUNT

## PARTICIPANTS

4 -6 members are required for each team.

## RULES -

1. Max of 6 people per team
2. Teams will receive a set of clues to solve.
3. Each clue leads to the next location or item.
4. Set a time limit to complete the hunt or for each stage.
5. Stay within the designated area. Do not go outside the marked boundaries.
6. Play fair! No cheating or interfering with other teams.
7. The first team to find the treasure or solve all clues wins.
8. Be careful and respectful of your surroundings.
9. Teams may be disqualified for not following the rules or engaging in unsportsmanlike behaviour.
10. No mobile phones allowed.
11. Other players from other events should not get disturbed.

**ENTRY FEES- 60/-**



# **RANGOLI**

## **RULES -**

- 1. Use of any kind of stencils is prohibited.**
- 2. Participants will bring their own rangoli colours.**
- 3. Time duration - 1:15 min.**
- 4. Rangoli design should be based on theme.**
- 5. Judges decision will be final.**

**ENTRY FEES- 50/-**



## **RULES -**

- 1. Use of any kind of stencils is prohibited.**
- 2. Participants will bring their own mehndi cone.**
- 3. Time duration - 1 hr.**
- 4. Mehendi design should be based on the theme.**
- 5. Judges' decision will be final.**

**ENTRY FEES- 50/-**

# SPEED TYPING



## RULES -

- 1. Typing Test:** The competition will consist of a timed typing test, where participants will be given a passage to type.
- 2. Time Limit:** The typing test will have a set time limit of 2 minutes.
- 3. Accuracy:** Participants will be judged on the highest number of correct words typed.
- 4. Word Count:** The passage will have a set word count

## SCORING

- 1. Correct Words:** Participants will be awarded points based on the number of correct words typed.

## WINNING CRITERIA

- 1. Highest Correct Words:** The participant who types the highest number of correct words within the 2-minute time limit will be declared the winner.



# SPEED TYPING



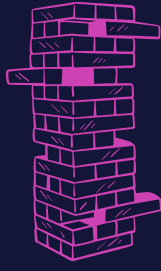
## PRIZES

- 1. Gold:** The winner will receive a Gold medal and a certificate.
- 2. Silver:** The runner-up will receive a Silver medal and a certificate.

## GENERAL RULES

- 1. Conduct:** Participants must conduct themselves in a professional and respectful manner during the competition.
- 2. Cheating:** Any form of cheating will result in disqualification.
- 3. Equipment Failure:** In case of equipment failure, participants must notify the organizers immediately.

**ENTRY FEES- 30/-**



# JENGA

**PARTICIPANTS REQUIRES TO START THE GAME- 4**

## **RULE**

- Standard Jenga rules apply:
- Participants take turns to remove one block at a time from the tower and place it on top without collapsing the structure.
- Only one hand can be used to remove blocks.
- A participant loses if the tower collapses during their turn.
- Time limit per turn: 20 seconds .
- No external help or tools allowed.
- Decisions by the referee are final.

**ENTRY FEES- 10/-**



# CARD GAME

## OBJECTIVE

- Participants bet on one of the four suits (Hearts, Clubs, Spades, or Diamonds). If their chosen suit completes a line of five first, they win.

## SETUP RULE

- Place one card of each suit (Hearts, Clubs, Spades, Diamonds) on the table.
- Use a standard shuffled deck of 52 cards.

## PLACING BETS:

- Each participant places ₹10 on one suit before the game starts.
- Multiple players can bet on the same suit.
- No changing bets once placed.



# CARD GAME

## GAMEPLAY:

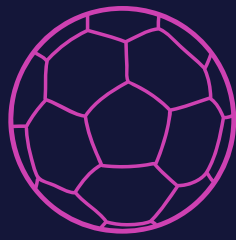
- The host draws cards one by one from the shuffled deck.
- Each drawn card is placed below its matching suit.
- The first suit to complete a line of five wins.

## WINNING CONDITION:

If the suit a participant bet on reaches five cards first, they win.

THE COMMITTEE'S DECISION IS FINAL IN CASE OF ANY DISPUTES.

**ENTRY FEES- 10/-**



# DIZZY BALL

## RULE

- The player must spin around the football 13 times before attempting to kick it toward the goal.
- After completing the spins, they will take their shot.
- If the ball successfully crosses the goal line, they win the challenge.
- However, if they miss, they lose.

**ENTRY FEES- 10/-**

# BOUNCE BALL



## RULE

1. Players must keep bouncing the ball on the bat without stopping.
2. The ball should not fall off the bat.
3. The ball must bounce above the player's head.
4. The goal is to complete 30 bounces within 20 seconds.
5. If successful, the player will get a new challenge: 30 bounces within 15 seconds.

**ENTRY FEES- 10/-**

# COVER THE CIRCLE



## RULE

- 1. Time Limit:** The game must be completed within one minute.
- 2. Placement Restriction:** Once a circle is placed, it cannot be moved, adjusted, or reassigned.
- 3. Complete Coverage:** The entire designated circle area must be fully covered. Any uncovered corners or gaps will result in disqualification.
- 4. Elimination Rule:** If any part of the circle remains uncovered at the end of the time limit, the player is out of the game.

**ENTRY FEES- 10/-**



# MATCH THE COLOR

## RULE

- 1. Matching Rule:** The ball must be aimed into the goal of the same colour. A wrong-colour goal does not count.
- 2. Timed-Based:** The game has to be played within 30 seconds time limit where players score as many points as possible.
- 3. Scoring System:**
  - Correct colour = 1 point
  - Incorrect colour = 0 point
- 4. Winning Criteria:** The player with the highest score wins

**ENTRY FEES- 10/-**

# CHOPSTICK PICKUP



## RULE

- 1. Start Position:** All objects must be placed in one bowl at the start.
- 2. No Hands Allowed:** Players can only use chopsticks to pick up and transfer objects.
- 3. Time Limit:** The game is played within a set time (e.g., 60 seconds)
- 4. No Dropping:** If an object is dropped outside the target container, it must be placed back in the original bowl before continuing.

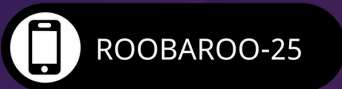
**ENTRY FEES- 10/-**

# THANK YOU!

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## Contact Us:

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**DO  
REGISTER !**



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