



SBIT

ENGINEERING TOMORROW

Shri Balwant Institute of Technology

NCR Delhi, Sonapat
Approved by AICTE, Min. of HRD, Govt. of India and DTE, Govt. of Haryana

6-7 NOVEMBER 2015



celebrates

EXPLORICA ²⁰¹⁵

Flamboyance Unlimited

Annual Inter College Cultural and Sports Fest



DESI MEETS WESTERN

Grace of India
Taste of West

INFORMATION BROCHURE

ABOUT THE THEME

The theme for our Annual Inter College Cultural and Sports festival, Explorica-2015 is **Desi Meets Western- Taste of India, Grace of west**. Stepping into the unleashed mashup appreciating the style and the colorful aeon. SBITians are trying to forge a duet sense involving a perception, not only with Indian but also with western style. This theme gives a true glance of culture containing Indian as well as western accent.

The efforts that attempt to establish a venture incorporating the cultural, technical sports and the most exciting funzone events bustle to participate and showcase their sportsmanship and ultimately grab various prizes.

CULTURAL EVENTS

HEADS: Garima Sahni (CSE III Year)
Sidharth Awasthi (CSE III Year)

1. SING-OFF

CATEGORY HEAD: Karan Yadav (CSE II Year)

a) SOLO SINGING

“Music in itself is healing. To dream of hearing a duet played denotes peace and even existence of lovers.” Sing alone, be a voice not an echo.

**PARTICIPATION: 1
member**

Rules & Regulations:

- The participants must have their identity cards.
- Time limit: 3 - 5 minutes.
- Musical instruments will not be provided. However karaoke system brought by participants can be accepted.
- Judging will based on holding of notes, choice of songs & stage presence.
- Negative points will be awarded for exceeding time limit.
- Decision of Judges will be final.

a) DUET SINGING

“God sent singers upon Earth, with songs of sadness and of mirth. That might touch the hearts of men and bring them back to heaven again.”

**PARTICIPATION: 2
member**

Rules & Regulations:

- The participants must have their identity cards.
- Time limit: 3 minutes.
- Musical instruments will not be provided. However karaoke system brought by participants can be accepted.
- Students must carry their karaoke CD. The format should be .mp3.
- Accompaniments shall not be allowed.
- Judging will based on holding of notes, choice of songs & stage presence.

c) BATTLE OF BANDS

Music is the universal language that allows all people to communicate with each other.

Hence we have a contest where bands compete for the title of the “Best Troop”.

PARTICIPATION: Maximum 6 members

Rules & Regulations:

- Participants must have their identity cards.
- Time limit: 12 minutes (2 minutes of Sound Check)
- Participants have to bring their own instruments.
- Negative points for exceeding the time limit.
- Judgment will be made on the basis of instrument handling and innovation.
- Decision of Judges will be final.

d) RAPSTAR

In this event you have to rap or you can also sing other Rappers' rap songs.

PARTICIPATION: Individual or Duet

Rules & Regulations:

- The participants must have their identity cards.
- Time limit: 4-5 minutes.
- No vulgarity to be used.
- You can spit rhymes also.

2. GROOVE IT UP

CATEGORY HEAD: Ashwani Pandey (ME IV Year)

a) SOLO DANCE

Dance on your own beat, create your own rhythm, and showcase your individual dancing skills. Let it be contemporary, rumba, samba, waltz or some folk. Stage is all yours, follow the beat and tap your feet.

PARTICIPATION: Individual

Rules & Regulations:

- The participants must have their identity cards.
- Time limit: 3 - 6 minutes.
- Participants should bring their props, if required.
- Fire, water and any other disruptive objects are not allowed on the stage.
- Disqualification on exceeding time limit.

b) GROUP DANCE

Dance with the music, coordinated or generalized, same or different dance steps and expressions, various formations and dazzlers complementing each other. Let it be folk, para-para, circle, line or square dance, bunny hop or chicken dance. The spirit to win must be high and attitude on stage must be unique.

PARTICIPATION: 6 - 15 members

Rules & Regulations:

- The participants must have their identity cards.
- Time limit: 7 - 15 minutes.
- Raunchy steps, obscene songs and vulgarity will not be allowed.
- It should be theme based.
- Participants must submit two copies of their song in .mp3 format.
- Negative points will be awarded for exceeding the time limit.
- Decision of Judges will be final.

c) DUET DANCE

Dance and duet are concepts that bind together love and trust. So find a partner who compliments and grooves your moves.

PARTICIPATION: 2 members

Rules & Regulations:

- The participants must have their identity cards.
- Time limit: 5 - 8 minutes.
- Participants should bring their props, if required.
- Fire, water and any other disruptive objects are not allowed on the stage.
- Disqualification on exceeding time limit.
- Participant must submit two copies of their song in .mp3 format.

d) POPPING BATTLE

A style of dancing that incorporated the rhythmic contraction of dancer's muscles and pantomimed movements, usually to funk or hip-hop. So pull up your socks and get ready for the challenge.

PARTICIPATION: Individual

Rules & Regulations:

- The participants must have their identity cards.
- Time limit: 5 - 10 minutes with popping dance only.
- Decision of Judges will be final.

3. NAUTANKI SALA

CATEGORY HEAD: Anuj Rathore (CSE II Year)

a) NUKKAD NATAK

Aao aao natak dekho... raise your voice against the burning issues of the society and make people aware as it has unique socio-political place. The team uses the art of expression, simple costumes and props and no amplification of sound. Use your natural vocal and physical ability to make your performance highly visible and attract the crowd.

PARTICIPATION: 6 - 10 members

Rules & Regulations:

- The participants must have their identity cards.
- Time limit: 10 minutes.
- It should give a social message.
- Play can be in Hindi or English. No other language will be allowed.
- Only live music will be allowed.
- Negative points will be awarded for exceeding the time limit.

b) AD-MAD SHOW

Go crazy or be sensible, all you need is a conceptive idea to attract the public towards your product.

PARTICIPATION: Maximum 3 members

Rules & Regulations:

- The participants must have their identity cards.
- Time limit: 2 minutes.
- Negative points for exceeding the time limit.
- Judgment will be on the basis of content, creativity & catchy lines.
- Decision of Judges will be final.

4. OFF-BEAT KARYAKRAM

CATEGORY HEAD: Saurav Shukla (CSE II Year)

a) ORIGAMI DANCE

An exciting paper folding cum dance event. Partners must coordinate and cooperate with each other to win the competition.

PARTICIPATION: 2 members

Rules & Regulations:

- Paper once folded cannot be unfolded.
- Decision of judges will be final.
- Participants will be disqualified for disobeying the rules.

b) STAND UP COMEDY

There will be two rounds:

ROUND 1: Participants can do standup comedy on any topic of his choice.

ROUND 2: Participants now have to do some shyaries to make the pubic laugh.

PARTICIPATION: Individual or 2 members

Rules & Regulations:

- Time Limit: 5 minutes
- No vulgar comedy should be done.
- Comedy should be done keeping in mind the crowd and the rules.

c) CAPTION CAPTAIN (ONLINE PHOTOGRAPHY EVENT)

There will be two rounds:

ROUND 1: A team of 2-3 students will be told to click with the objects given to them to find out. Team finding maximum items in 15 mins and having selfies with them will be send to round 2.

ROUND 2: In round 2, team will be given various clues. They would have to solve the clues and click the photographs of that object. Team doing that in 10 mins would be the winner.

PARTICIPATION: 2-3 members

Rules & Regulations:

- The participants must have their identity cards.
- Time limit: 15minutes.

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- Negative points will be awarded for exceeding time limit.
- Every participant in a team should appear in the selfie clicked.

d) VOGUE RAMP SHOW

Fashion is not something that exists in dresses only. Fashion is in sky, in the street, fashion has to do with ideas, the way we live and what is happening. Put a step forward towards the ramp and let the world know about your style statement.

There will be two rounds:

Round 1 – Participants should show their own creative outfits.

Round 2 – Participants should show outfits related to the theme i.e. Desi Meets Western.

PARTICIPATION: Maximum 12 members

5. B-SCHOOL

a) CASE ANALYSIS

Study the given case carefully, analyse it and come up with the best conclusion.

PARTICIPATION: Individual

Rules & Regulations:

- Time Limit: 30 minutes.
- Marks will be awarded on the basis of content and language.
- Marks will be deducted, if the participant uses foul language.
- Case will be given at the time of registration.

b) BRAND DETECTIVE

Identify the company or brand with help of its logo, tag line, phrase or some kind of vital information about it.

PARTICIPATION: Individual

Rules & Regulations:

- Participants must have their identity cards.
- Decision of Judges will be final.

c) LOGO DESIGNING

Design a logo that depicts the theme given on the spot.

PARTICIPATION: Individual

Rules & Regulations:

- The participants have to bring their own colors, pens, paints, brushes and other useful material.
- Sheets will be provided
- The logo should be theme based.
- Time limit: 60 minutes.
- Decision of Judges will be final.

d) PUNCH LINE

Make a punch line for the given product. The apt punch line will win.

PARTICIPATION: Individual

Rules & Regulations:

- Marks will be deducted, if the participant uses foul language.
- Marks awarded on the basis of content and language.
- Topic will be given at the time of registration.

TECHNICAL EVENTS

HEADS: Pawan Rana (EEE IV Year)

Pulkit Matolia (ME IV Year)

1. LAN GAMING

a) NEED FOR SPEED

Need for speed is one on one race.

PARTICIPATION: Individual

Rules and Regulations:

- No Cheat Codes should be used
- There will be three rounds.
- Time of completion of race will decide the next round players.
- The player completing the race in shortest time in final round will be the winner.

b) COUNTER STRIKE

It is a team game of shooting strategy.

PARTICIPATION: 3-5 members

Rules and Regulations:

- There will be participation in a team which consists of four members.
- The team which will take minimum time will be winner.
- Participants need to carry their identity cards.
- Game play map will be random.

2. ROBOTICS

a) ROBO RACE

Robots will race with each other crossing many hurdles.

PARTICIPATION: Maximum 4 members

Rules and Regulations:

- Speed as well as troubles in the track should be considered by any team.

- The team scoring maximum points will be the winner.
- Participants need to carry their identity card.

b) ROBO WAR

Various robots will fight with each other. Predefined track will be given to the participants.

PARTICIPATION: Individual

Rules and Regulations:

- Dimension of robots should be maximum of 30X30 inches.
- Weight of robot should not be more than 2 kgs.
- Power supply limits to 12 volts.
- Participants need to carry their identity card.

3. EC MASTER

a) CIRCUIT MANIA

A circuit name will be given to the candidates and they have to design the circuit using software provided.

PARTICIPATION: Individual

Rules and Regulations:

- Time limit: 45 minutes.
- Negative marking will be done if time limit gets exceeded.
- Participants need to carry their identity cards.

4. CODONOMICS

Participants have to show his/her coding talent in the event.

PARTICIPATION: Individual

Rules and Regulations:

- No cheating should be done.
- Mobile Phones are not allowed.
- Time limit: 45 minutes.

5. MECHANICAL

a) CNC DESIGNING

Participants have to show their talent in designing through CNC.

PARTICIPATION: Individual

Rules and Regulations:

- Tools will be provided by the organizer itself.
- Tools should not be misplaced.
- Participants need to carry their identity card.

b) CAD MASTER

Participants have to show their talent in CAD software tools in this event.

PARTICIPATION: Individual

Rules and Regulations:

- Software will be provided in the computers.
- Participant should be well known to the software tools.
- Time limit: 40 minutes
- Negative marking will be done if time limits get exceeded.
- Participants need to carry their identity cards.

6. TECHNICAL LOVE LETTER

Participants have to write a love letter using technical words.

PARTICIPATION: Individual

Rules & Regulations:

- Marks shall be deducted for the use of foul language.
- Marks shall be awarded on the basis of content and language.
- Topic will be given at the time of registration.
- Time limit: 90 minutes.
- Decision of Judges will be final.

FUNZONE EVENTS

1. DUMB CHARADES

- It is a movie guessing game. It is an acting game in which one player acts out a name of the given movie and the other players guess the name of the movie.
- Team members: 3-6 members

2. ANTAKSHARI

- This is basically a singing game. In this game each team has to sing a song from an alphabet or a sound at which other team ends their song.
- Team members: 3-6 members

3. SONG DEDICATION

- In this event any student can dedicate the song of their choice to whom so ever they want to.

4. SKULLING

- This is a drinking contest. In this the event participant has to drink the given the mixture prepared by the organizers.

5. TONGUE TWISTER

- Each participant will get a phrase to speak. The one who will speak it fast & correctly will win the game.

6. MUSICAL CHAIR

- There will be 6 chairs & the participants have to move around the chairs till the music is played. When the music stops everyone has to sit on the chairs & each time the music stops one chair will be removed & the participant unable to sit on the chair will be eliminated.
- The one who last at the end & sits on the last chair left wins the game.

7. COLOR CLICKER

- Each participant or team is given a particular color, they need to bring pictures of objects of that color & submit them within 1 hour.
- The person/team brings more pictures wins.
- One must bring their own camera/mobile.

8. JUMP ROPE

- The one who jumps more in ropes, that two persons holding the rope at each end.

9. HORSE CYCLING

- Tying the rope on the handle of the bicycle, using rope you have to handle the bicycle & ride in the designed path.

10. PEN FIGHTING

- Each participant has to fight his pen against his opponents' pen on the desk. The pen which falls first from the desk will lose the game, the other wins.
- Each participant has to bring his own pen.

11. TREASURE HUNT

- There will be a team of 3 & they will be given a list of objects & they have to find them in the given college area & in the given period of time.

MINUTE TO WIN IT

CATEGORY HEAD: Latika (BCA II Year)

1. CONFUSING COLORS

- Each box having different colors & different color name is written in that box with a different color pen, so the participant has to read out the color name within a minute.

2. BOUNCING BALL

- Bouncing the ball on the table to aim the bucket.

3. JUGGLING

- In this event each participant has to juggle 3 balls with his/her hands.

4. HULA HOOP

- Moving the Hula hoop on waist.

5. CANSTRIKER

- Striking cans with the ball & placing them again.
- 2 participants in a team.

SPORTS EVENTS

**HEADS: SWAPNIL DEO (ECE IV YEAR)
ROHIT YADAV (ME IV YEAR)**

1. CRICKET

Rules & Regulations:

- There should be a proper cricket team with 11 players.
- Players must have their identity cards.
- Teams should bring their own kits.

2. VOLLEYBALL

Rules & Regulations:

- 6 players are allowed per team.
- Only one team can come from a particular college.
- Players must have their identity cards.

3. BASKETBALL

Rules & Regulations:

- There should be a team of 5+1 players.
- There will be two halves of 20-minutes each.
- Players must have their identity cards.

4. KHO-KHO

Rules & Regulations:

- There should be a team of 12 players.
- Players must have their identity cards.

5. KABADDI

Rules & Regulations:

- There should be a team of 7 players.
- Players must have their identity cards.

6. BADMINTON

Rules & Regulations:

- The players should get their racquets.
- Each game is played to 21 points.
- Only individual participation is allowed.
- Players must have their identity cards.

7. FOOTBALL

Rules & Regulations:

- Maximum of 11 players can come from a particular college.
- Players must have their identity cards.

8. SNOOKER

Rules & Regulations:

- Maximum of 3 players can participate from a particular college.
- Players must have their identity cards.

9. TUG OF WAR

Rules & Regulations:

In this game, there should be a perfect team.

- A tug is used to play this game.
- The team to take the tug to their side will win the game.

10. SHOTPUT

Rules & Regulations:

- Only individual participation is allowed.
- Competitors take their throw from inside marked circle 2.135 meters (7.00 ft) in diameter.
- The distance thrown is measured from the inside of the circumference of the circle.
- Players must have their identity cards.

11. TABLE TENNIS

Rules & Regulations:

- Maximum of 3 players can participate from a particular college.
- Players must have their identity cards.
- Players should bring their own kits.

12. 100 Meter RACE

Rules & Regulations:

- Only individual participation is allowed.
- Players must have their identity cards.

13. 400 Meter RACE

Rules & Regulations:

- Only individual participation is allowed.
- Players must have their identity cards.

14. CARROM

Rules & Regulations:

- Only individual participation is allowed.
- Players must have their identity cards.

15. CHESS

Rules & Regulations:

- Only individual participation is allowed.
- Players must have their identity cards.

16. ARM WRESTLING

Rules & Regulations:

- Only individual participation is allowed.
- Players must have their identity cards.

17. WEIGHT LIFTING

Rules & Regulations:

- Only individual participation is allowed.
- Players must have their identity cards.

18. ONE ARM PUSH UP

Rules & Regulations:

- Only individual participation is allowed.
- Players must have their identity cards.

19. LONG JUMP

Rules & Regulations:

- Only individual participation is allowed.
- Players must have their identity cards.

SPORTS EVENTS (GIRLS)

1. BADMINTON

Rules & Regulations:

- The players should get their racquets.
- Each game is played to 21 points.
- Only individual participation is allowed.
- Players must have their identity card.

2. SKIPPING

Rules & Regulations:

- Only individual participation is allowed.
- Maximum time skipping will be awarded winner.
- Decision of judges will be final.

3. ARM WRESTLING

Rules & Regulations:

- Only individual participation is allowed.
- Players must have their identity cards.

4. CARROM

Rules & Regulations:

- Only individual participation is allowed.
- Players must have their identity cards.

5. DOG IN THE POND

Rules & Regulations:

- Only individual participation is allowed.
- Players must have their identity cards.

6. LUDO

Rules & Regulations:

- Only individual participation is allowed.
- Players must have their identity cards.

CORE TEAM

DESIGNATION	NAME	CONTACT NO.
Faculty Coordinators	Mrs. Arpita Asthana	8004586094
	Ms. Monika Khatri	9716063665
Convener	Amanpreet Singh	9717249472
Co Convener	Siddharth Sharma	9958362548
	Rahul Chamoli	9953304644
	Archana Yadav	8376868852
President	Kumar Gaurav	9729227665
Vice President	Anshuka Jain	9899734929
	Bharti Yadav	9899337481
	Ashish Grewal	9599698997
Secretary	Diksha Singh	9013269942
Joint Secretary	Rishabh Kaushik	8393928703
	Varun Sharma	8684069828
	Pankit Dabas	9650372051