ARAVALI
COLLEGE OF ENGINEERING & MANAGEMENT
creating achievers

VIVRTI 2K26
TEJAS
The Fire Within

RULE BOOK

Jasana-Tigaon Road, Greater Faridabad, Haryana
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GENERAL RULES & REGULATIONS

- All The Participants Are Requested To Reach The ACEM Campus By 10:00 A.M.
- Transport Facility Will Be Provided By ACEM From Badkal Mor Metro Station At 08:50 A.M. till 09:00 A.M.
- Registration Can Be Done On The Spot.

- Participants should carry their college ID cards with 2 passport-size photographs.
- If any person (participants/non-participants) is found involved in any misconduct or indiscipline, he/she would be liable to a fine depending upon the gravity of the offense.
- Judges' decision will be final.
- Drinking and smoking are prohibited inside the campus.
- For any other information, please contact the event coordinators.

REGISTRATION FEES

SOLO : 150/-
TECHNICAL EVENTS: 200/- PER TEAM
INSTRUMENTAL DUO: 300/-

FOR GROUP EVENTS

(WESTERN DANCE , FOLK DANCE, STAGE PLAY, STREET PLAY ,FAISHON SHOW)

GROUP OF 10 : 1000/-
GROUP OF 20 : 1800/-
GROUP OF 30 : 2500/-
GROUP OF 40 : 3500/-
GROUP OF 50 : 4500/-

PRIZES

S.NO.	COMMITTEE	EVENT	FIRST PRIZE	SECOND PRIZE
1	CREATIVE	POSTER MAKING COMPETITION	1000	500
		TATTOO MAKING COMPETITION	1000	500
		T-SHIRT PAINTING COMPETITION	1000	500
		PHOTOGRAPHY	1000	500
2	DRAMATICS	STAGE PLAY	5000	3000
		STREET PLAY	7000	5000
		OPEN MIC	1000	500

3	LITERARY	CURATE YOUR OWN NEWSPAPER	1000	500
		CONJUROR'S BOARD (WORD PLAY)	1000	500
		KNIT-A-NARRATIVE	1000	500
		TERRIBLY TINY TALES	1000	500
4	RHYTHM	SOLO SINGING	1000	500
		INSTRUMENTAL DUO	2000	1000
		RAP BATTLE	1000	500
		FOLK DANCE	10000	5000
		WESTERN DANCE	10000	5000
		FAISHON SHOW	30000	10000
		DUET DANCE	2000	1000
		SOLO DANCE	1000	500

4	TECHNICAL	IDEATHON	5000	3000
		CODING BATTLE	2000	1000
		ROBO RACE	5000	3000
		ARDUINO BATTLE	3000	1500
		SHARK TANK	3000	1500

NOTE:

If the participation is less than 4 (teams or individuals as per event) in any event, then only the winner will be awarded a cash prize. There will be no cash prize for the runner-up.

EVENT SCHEDULE
12th February 2026

VENUE	SOCIETY	EVENTS	TIMINGS
MAIN STAGE	RHYTHM	SOLO DANCE	12:00 PM
		SOLO SINGING	12:00 PM
	RHYTHM	DUET DANCE	01:00 PM
		RAP BATTLE	01:30 PM
		INSTRUMENTAL DUO	02:00 PM
	DRAMATICS	RANG MANCH (STAGE PLAY)	3:00 PM
	RHYTHM	FOLK DANCE	04:30 PM
		WESTERN GROUP DANCE	05:30 PM
		FASHION SHOW	06:30 PM

GROUND	CREATIVE	T-SHIRT PAINTING	12:00 PM
		TATTOO MAKING	01:00 PM
		PHOTOGRAPHY	02:00 PM
		POSTER MAKING	03:00 PM
	DRAMATICS	STREET PLAY	02:30 PM
SEMINAR HALL	DRAMATICS	OPEN MIC	01:00 PM

ROOM NUMBER 218	**LITERARY**	CONJUROR'S BOARD	12:00 PM
		KNIT-A-NARRATIVE	01:00 PM
		TERRIBLY TINY TALES	02:00 PM
		CURATE YOUR OWN NEWSPAPER	03:00PM
LAB 9	**TECHNICAL**	CODING BATTLE	01:00 PM
ROOM NO. 208		IDEATHON	12:00PM
		SHARK TANK	2:00 PM
SPORTS ROOM		ROBO RACE	02:00 PM
MECHANICAL WORKSHOP		ARDUINO BATTLE	12:00 PM

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RHYTHM
EVENTS

FASHION SHOW

- There will be a single round.
- There should be 10-15 participants per team exclusive of the choreographer and supporting members.
- Time limit for the round is 10-12 minutes (Inclusive of stage setup). Points will be deducted for exceeding the limit.
- Theme would be of your choice.
- No props and costumes will be provided by us. Teams have to bring their own costumes and props.
- Use of materials like candles, matches, cigarettes, alcohol, and any hazardous materials on stage is prohibited.
- Two copies of soundtracks to be submitted to the coordinators. (In CDs and pen drive only, no laptops)
- Vulgarity of any kind would lead to disqualification of the team from the event.
- It is imperative that all team members must possess a valid college ID which must be presented at the time of registration.
- Plese do prior registrations by 12th February till 12:00 noon.

SOLO DANCE

- Prior registration required by 12th February 2026 till 9:30 am .
- Participants will perform for 2-4 minutes.
- Use of props permitted and extra marks awarded for it.
- Time limit includes setting of props on stage.
- All dance forms allowed including classical.
- Negative marking for using fire or spoiling the stage.
- Negative marking for exceeding the time limit.
- Submit music of your competitive performances one day before i.e. 11th Feb 2026 at aravalifest@acem.edu.in or deposit it to the stage committee at the registration counter immediately after arriving on the college premises.
- Pen drives are allowed.

WESTERN GROUP DANCE

- Prior registration required by 12th February 2026 till 12:00 noon.
- A minimum of 6 members on stage is compulsory otherwise it may result in negative marking.
- A team may have a maximum of 25 participants, however, only 20 participants are permitted on stage.
- Props usage should be mentioned during registration.
- Time limit is 5-8 minutes.
- Use of props is allowed and extra marks will be given for it. Negative marking for using fire, any kind of sprays or any other object that would make the stage dirty.
- Negative marking for exceeding the time limit.
- Weightage for choreography, music, sync, coordination, props and costumes, and theme depiction.
- Time limit includes setting of props on stage.
- Folk and pure classical dances are not allowed.
- Host entry allowed : 2 , other institutes : 1 .
- Submit music of your competitive performances before one day i.e. 11th Feb 2026 at aravalifest@acem.edu.in or deposit it to the stage committee at the registration counter immediately after arriving on the college premises.
- Pen drives are allowed.

FOLK GROUP DANCE

- Prior registration required by 12th February 2026 till 12:00 noon.
- Minimum of 6 members on stage compulsory otherwise may result in negative marking.
- A team may have a maximum of 25 participants, however, only 20 participants are permitted on stage.
- Time limit 5-8 minutes.
- Props usage should be mentioned during registration.
- Use of props allowed and extra marks for it.
- Weightage for choreography, music, sync, coordination, props and costumes.
- Time limit includes setting of props on stage.
- Negative marking for using fire, any kind of sprays or any other object that would make the stage dirty.
- Host entry allowed: 2, other institutes: 1.
- Submit music of your competitive performances before one day i.e. 11th Feb 2026 at aravalifest@acem.edu.in or deposit it to the stage committee at the registration counter immediately after arriving on the college premises.
- Pen drives are allowed.

DUET DANCE

- There should be only 2 participants per team.
- Participants will perform for 2-4 minutes.
- Use of props permitted and extra marks awarded for it.
- Time limit includes setting of props on stage.
- All dance forms allowed including classical.
- Negative marking for using fire or spoiling the stage.
- Negative marking for exceeding the time limit.
- Submit music of your competitive performances before one day i.e. 11th Feb 2026 at aravalifest@acem.edu.in or deposit it to the stage committee at the registration counter immediately after arriving on the college premises.
- Pen drives are allowed.

SOLO SINGING

- TIME: 3 Minutes per participant including sound check.
- Karaoke is allowed.
- Only 1 instrument is allowed during the performance.
- Medley is allowed.

RAP BATTLE

- TIME: 2-3 minutes per participant.
- Students can bring their background music on CD.
- Any type of vulgarity will lead to disqualification.
- Submit music of your competitive performances to the stage committee at the registration counter immediately after arriving on the college premises.
- Pen drives are allowed.

INSTUMENTAL DUO

- Only 2 participants per team .
- TIME: 4 minutes per team including sound check.
- Only one instrument is allowed and either one or both the participants can sing .

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LITERARY EVENTS

CONJUROR'S BOARD

Enjoy wordplay, anagramming or going off Tangents into rabbit holes of Aesthetic words?

Then this event is tailor-made for you.

From Spoonerism to Word Ladders, the literary quizzes to cryptic crosswords, we've got you covered. Don't worry, we also give you hints.

- Entries are accepted in Pairs or Groups of 3.
- There will be 3 rounds in the event:

1) Round I : Jumbled Words

Jumbled words Rearranging the words in correct meaningful form.

2) Round II : Unpuzzle The Puzzle

Unpuzzle the Puzzle Solve the riddle and get the word . Easy!!!!

3) Round III : Spill The Spelling

Spill the Spelling Spell out the word.

- Time limit for each round will be declared on the spot.
- The decision of the judges will be final and binding.
- Digital devices (like mobile phones) will not be allowed during the event.

TERRIBLY TINY TALES

Description: Craft Moving Stories in as few words as possible.

We shall provide you with a A4 Sized sheet to pour in your ARDOURS.

Fun tips to paste/draw/Color to make it more relatable.

- Must be a story within 140 characters (including spaces) – You can use lettercount.com to help.
- Must not be an abstract musing or poem.
- Must convey a passage of time.
- Must have a beginning and an end.
- Must include a character – could be anything from a cat to a letterbox.
- Must not be plagiarized.
- Research more via @ttt_official over Instagram.

CURATE YOUR OWN NEWPAPER

Have a thing for strokes of colors and aesthetically arranged photographs? Do you also love Journaling? Ignite your inner M.F Hussain and bug your creative instincts because we have a perfect event here waiting for your artistic talent.

Bring Photographs/Print outs, Headlines or Write/Draw one. Put all things aesthetically together and curate your own front page of the Newspaper.

Topic : "INDIA ON MOON".

JUDGEMENT CRITERIA: Judgment will be based on:

- Relevance to the theme
- Originality
- Artistic composition
- Creativity
- In accordance with the given instructions

Rules:

1. Single participation and entries in pairs: both accepted.
2. Drawing / painting/ Pasting must be on A3 Sized. Sheet will be provided by us.
3. Colours or any other Medium to draw or decorate shall be brought by you.
4. Time limit (45 Minutes) shall be strictly adhered to.
5. The decision of the judges will be final and binding.
6. Online registration is compulsory for each participant.

KNIT-A-NARRATIVE

Have you been waiting to wake up the storyteller in you? Do you want to?
Display how fast you can think on your feet? Are you ready to hit the button for your creative explosion? Fill up your ink pots and don on your thinking caps. Come join us!

RULES:
- Single participation and entries in pairs: both accepted.
- Basis of narrative will be provided on the spot.
- It will be in pen-paper mode.
- No-Word limit.
- Judging criteria: Creativity,wit & amp; Catharsis.
  (A bit of Grammar and Vocabulary obviously)
- Time limit will be declared on the spot.
- The decision of the judges will be final and binding.
- Digital devices (like mobile phones) will not be allowed during the event.
- Online registration is compulsory for each participant.

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DRAMATICS
EVENTS

STAGE PLAY (RANGMANCH)

- This is a group event. Each team should have a minimum of 7 actors and maximum 10 (Offstage+Onstage).
- The event will take place in single round .
- Play can either be in Hindi or English.
- One entry per college is permitted.
- Time limit: 10-15 minutes.
- Sound system & amp; lights will be provided with prior notification of the requirements only.
- Props may not be provided
- Team exceeding the time limit will be subjected to negative marking.
- Judging Criterion:
1. Content - 40%
2. Acting/Expression- 30%
3. Direction - 20%
4. Miscellaneous Effects - 10%
- Any vulgar act may lead to disqualification, depending upon the judge's decision during the event.
- The decision of the judges will be final and binding. The organizing committee reserves the right to make any last minute change in the rules.

STREET PLAY (MAIDAAN-E-RANG)

- Theme - Any debated social issue, Human Rights depiction will be appreciated.
- [Please note - It should highlight the social issue and how it should be dealt with]
- Each college will be allowed only one entry for the event.
- The registration for the street play is limited to 10-15 members per team. Registration will be on first come, first serve basis.
- No cross teams are allowed.
- Time limit for performance is 15 minutes, exceeding which will result in negative marking.
- A warning bell will be provided at 12 minutes, and a final bell will be rung at the end of 15 minutes.
- Language of the play - English and Hindi.
- Participants must report at the venue 30 minutes prior to the commencement of the event to avoid penalization.
- No offensive, vulgar or obscene language is permissible.
- The event will be conducted in an open place and hence no microphones, speakers, or music system will be available.

- No props, costume or any other material (including drums or other musical instruments) will be provided by the host college. A team may use a maximum of 5 props.
- Marking criteria for the event is as follows:
1. Content
2. Formation
3. Impact
4. The decision of the judge will be final and binding.

OPEN MIC

- Multiple entries allowed from the participating institution.
- Time allotted 3+1 minutes.
- No use of abusive language/foul language is permitted.
- No dark humour content is permitted.
- No inappropriate double enterers are permitted.
- Participants are to stick to the time limit strictly.
- No inappropriate comments should be made that could hurt a community's sentiments pertaining to their religious beliefs, race, sex, culture or heritage during the gig.
- Highest weightage would be placed on originality and delivery of content.
- Detected plagiarism of content or use of inappropriate language will lead to negative marking or disqualification.
- Judges decision will be final.

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CREATIVE EVENTS

TATTOO MAKING

- Time limit: 30 min.
- Number of members: 2. (The tattoo artist and the person getting the tattoo.)
- Maximum entry per college: 3.
- Participants must have their identity cards.
- Requirements: Carry your own pens/sketches etc.

POSTER MAKING

- Time limit: 1 hour.
- Number of members: 1.
- Maximum entries per college: 3.
- Participants must have their identity cards.
- Requirements: Carry your own colors, etc.
- A4 sheets will be provided.
- Theme will be given on the spot.
- Assessment based on depiction of theme; explanation of your creation may be asked.

PHOTOGRAPHY

- The photograph should depict the theme (will be disclosed on the spot).
- Only one entry is allowed per photographer.
- The photograph must be original and have no watermark of any kind.
- Only the photos clicked in the given time interval will be considered.
- Edited photos are allowed.
- The photograph must be of the highest resolution possible.
- It can be in Landscape/Portrait mode.
- Adult content of any kind will not be entertained and will lead to direct disqualification.
- Students can email their entry with their name, phone number, and college name to the Email Id given on the spot.

T-SHIRT PAINTING

- This is a team event and each team must comprise of two participants.
- Only plain white T-shirts with a minimum of 'M' size are allowed. T-shirts will be provided by the college.
- Participants shall bring their own materials like fabric or acrylic paints, glitters, brushes, mixing plate, pencil, pen, and eraser.
- Use of any other materials or ready-made stickers is strictly prohibited.
- Participants shall not be allowed to use any photographs for reference.
- Mobile phones or any other electronic devices shall be allowed during the competition.
- Any sort of tracing is not allowed.
- The artwork should be relevant to the theme, which will be given on the spot.
- The duration of the competition shall be 1 hour.
- The decision of the judges shall be final and abiding.
- Judging will be based on:
  - Color Scheme
  - Quality of Application
  - Effective conveying of theme
  - Message
  - Creativity
  - Flow of Design
  - Visual Impact

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TECHNICAL
EVENTS

CODING BATTLE

TEAM COMPOSITION

1. Single participation is allowed.
2. Teams can include members from different colleges (Inter-College teams are allowed).
3. Students from various branches and disciplines can participate.
4. A team can have a maximum of 2 members.

LANGUAGE CHOICE

Independent language (any language can be used).

Participants may use any programming language of their choice in all rounds.

ROUNDS

THIS EVENT COMPRISES THREE ROUNDS:

ROUND 1:

- This round will include a total of 15 questions.
- Question distribution:
  • 12 Multiple Choice Questions (MCQs) based on logic and programming fundamentals.
  • 3 Error Spotting questions based on pseudo code containing logical mistakes.
- Time limit: 10 minutes.
- Judgement will be based on number of correct answers and time taken.
- Top-performing participants will qualify for the next round.

ROUND 2:

- Participants will be given one simple programming problem.
- The task is to analyze the problem and write a correct program to obtain the desired output.
- Participants may use any programming language.
- Time limit: 15 minutes.
- Judgement will be based on correctness of output and time efficiency.
- Participants with correct solutions will advance to the final round.

ROUND 3:

- A complex and logic-intensive programming problem will be given to shortlisted participants.
- Participants must design and implement a complete solution using any programming language.
- Time limit: 35 minutes.
- Judgement will be based on logic, correctness of output, and time taken.
- This round will determine the final winners.

DON'T'S

- No Plagiarism: Do not copy solutions from others or online sources.
- No External help: Strictly no collaboration or assistance.
- No Electronic Gadget: Avoid the use of mobile phones, smartwatches or any unauthorized gadgets.

- No Unfair Means: Cheating will result in immediate disqualification.
- No Disruptive Behavior: Maintain discipline and silence during the contest.
- No Re-submissions: Submissions cannot be edited or resubmitted once a round ends.
- Strict Time Policy: Late submissions will not be accepted under any circumstances.
- No Multiple Attempts: Failed submissions cannot be retried.
- No Arguments: Decisions made by judges and coordinators are final.
- No Leaving the Venue: Participants must remain in the contest area throughout the event.
- Follow Time Limits: Each round's time limit must be strictly followed.
- No Browsing External Websites: Only the contest platform may be used unless stated otherwise.
- No Late Entry: Participants arriving after the start of the event will not be allowed to participate.

ADDITIONAL GUIDELINES

1. Participants must maintain the spirit of healthy and fair competition.
2. Judges reserve the right to disqualify any participant involved in misconduct or rule violation.
3. Participants must carry a valid identity card from their respective educational institutions.

ROBO RACE (Fast Line Follower)

GUIDELINES AND RULES FOR ROBO TECH
THEME - OPEN INNOVATION

TEAM COMPOSITION

- Each team must consist of 2 to 4 members. Single participation is allowed.
- Teams can include members from different colleges (Inter-College teams are allowed).
- Students from various branches and disciplines are encouraged to form teams.

TEAM NAME

- The team name must be unique and should not resemble any institute's name.

CONDUCT

- This is racing event so fastest and most balanced robot will win.
- No test practice will be allowed on arena.
- The competition is based on time trail system.
- Robots must travel on the specified path provided in arena.
- Student's must bring their own Arduino based built projects.
- Project must be in working condition.

JUDGING CRITERIA
THE EVALUATION WILL BE BASED ON:

For Robo Tech

Time Duration: Robot that covers the track in minimum time.

Stability: Robot's stability and balance throughout the race.

Reliability: Robot's ability to complete the race without technical issues.

ARDUINO BATTLE

GUIDELINES AND RULES FOR ARDUINO BATTLE:-
Theme - Open Innovation
Team Composition
Each team must consist of 2 to 4 members. Single participation is allowed.
Teams can include members from different colleges (Inter-College teams are allowed).
Students from various branches and disciplines are encouraged to form teams.
Team Name
The team name must be unique and should not resemble any institute's name.

CONDUCT

- No test practice will be allowed on arena.
- Project must be effecient and attractive.
- Student's must bring their own Arduino based built projects.
- Project must be in working condition.
- Judges decesion will be final.

JUDGING CRITERIA
THE EVALUATION WILL BE BASED ON:

For Arduino Battle
Working mode: Arduino based project must be in working condition.
Impact: The potential benefits and value of the idea.
Team work: The team's conduct and behavior during the competition.

IDEATHON

TEAM COMPOSITION

1. Each team must consist of 1 to 3 members. Single participation is allowed.
2. Teams can include members from different colleges (Inter-College teams are allowed).
3. Students from various branches and disciplines are encouraged to form teams.

TEAM NAME

1. The team name must be unique and should not resemble any institute's name.

IDEA SUBMISSION

1. Teams can submit only one idea for the Ideathon.
2. Ideas must be original, innovative, and should not include any plagiarized content
3. Teams are prohibited from making false or misleading statements about their ideas.

CONDUCT

1. Participants can only be part of one team. If a participant is found in multiple teams, all associated teams will be disqualified.
2. Any attempt to disrupt or interfere with the Ideathon will result in disqualification.

PRESENTATION RULES

1. The names of team members must not appear in the presentation or related materials. Violation will lead to disqualification.
2. Presentations must be submitted in .ppt format only. Submissions in any other format will be disqualified.
3. The PowerPoint file size must not exceed 2 MB; larger files will result in a reduction of marks in evaluation.

RULES & GUIDELINES FOR PRESENTATION

- Maximum of 2 speakers per team is allowed to present the PPT. and to present thier idea for 8 minutes and 2 minutes will be for Q/A session.
- It is to be noted that speakers shall be part of the same team only.
- No usage of Props , Act or any kind of informal stunts allowed.
- Usage of foul or abusive language is strictly prohibited.
- PPT slides should be maximum of 10 slides only . Teams are requested to abide by the rules of the round.
- Decision of the judges is final.

JUDGING CRITERIA
The evaluation will be based on:
- Originality: How unique and innovative the idea is.
- Feasibility: The practicality of implementing the idea.
- Impact: The potential benefits and value of the idea.
- Clarity: How well the idea is explained in the presentation.

ADDITIONAL GUIDELINES
- Teams must adhere to the Ideathon's spirit of collaboration and innovation.
- Problem statements or themes will be provided by the organizers.

SHARK TANK

TEAM COMPOSITION

1. Each team must consist of 1 to 3 members. Single participation is not allowed.
2. Teams can include members from different colleges, organizations, or professional backgrounds (Inter-College and Inter-Discipline teams are allowed).

TEAM NAME

3. The team name must be unique and should not resemble any institute or organization name.

IDEA SUBMISSION

4. Teams can pitch only one idea during the event for time duration of 8 minutes .
5. The idea must be original, innovative, and viable in terms of business potential. Plagiarized or previously patented ideas will not be accepted.
6. There will be a Q/A session after your presentation by the judges(Around 2 min).

BUSINESS STRUCTURE AND FINANCIAL MODEL

6. The pitch must include a clear business structure, covering aspects such as:
Market analysis
- Value proposition
- Revenue model
- Scalability
- Competitive advantage

7. A detailed financial model is mandatory, including:
- Estimated startup costs
- Projected revenue and profit margins
- Break-even analysis
- Funding requirements and equity being offered to investors

PRESENTATION RULES

8. Presentations must be submitted in .ppt format only. Submissions in any other format will not be accepted.
9. The PowerPoint file size must not exceed 2 MB; exceeding this limit will result in a penalty during evaluation.
10. Team members' names must not appear on the slides or related materials

TIME LIMIT

The time limit for each team is 10 - 15 minutes.
In case numbers of teams exceed 15, The time for each team will be reduced to 9 minutes.

JUDGING AND EVALUATION

11. Teams will present their ideas to a panel of investors ("Sharks") and will be evaluated based on:
    - Innovation: How unique and groundbreaking the idea
    - Feasibility: Practicality and scalability of the   business
    - Market Potential: Target audience, market size, and demand.
    - Financial Model: Accuracy, profitability, and growth potential.
    - Presentation: Clarity, confidence, and overall delivery.

12. The Sharks will offer prize money or hypothetical investments based on the idea's potential and their interest.

CONDUCT

13. Participants can only be part of one team. Any participant found in multiple teams will result in disqualification of all associated teams.
 14. Teams must not provide false or misleading information about their business or financials.

ADDITIONAL GUIDELINES

15. Teams must respect the time limits allocated for their pitch (as specified by the organizers).
16. Problem statements or themes will be provided by the organizers, if applicable

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Dear Participants,

Join VIVRTI 2026 and be a part of an unforgettable college fest. Your enthusiasm shapes this memorable event. In the fest rulebook, see more than guidelines—spot opportunities to showcase your talent. Rules ensure a fair, enjoyable fest; your adherence makes it a success. The fest's essence? Collective spirit, challenges embraced, victories celebrated, and lasting memories forged. Your commitment to rules ensures a fair chance for all.

Thank you for being a part of this journey. We're eager to see your talents unfold at VIVRTI 2026

Best Regards,
VIVRTI 2026 Team