



ZEPHYR – 2024

Canva Buzz

Disclaimer: These rules are subject to be provisional and may be subject to slight change according to situation!

1.1 General rules:

The contest would be conducted on **DECEMBER 20th, 2024** on the 2nd floor of the IPS Campus in ROOM NO 1.

- Contestants should assemble by **2:30 pm** for a brief introductory session. The contest will **begin at 3:30 pm**.
 - Contestants are being suggested to band together with at least 2 members but not more than 4 members. Contestants are being requested to be present on contest day with a valid identification card.
 - Contestants are requested to bring **LAPTOP** on their own.
 - Referees will be assigned to observe the teams throughout the contest. Referees are responsible to report any problem and/or violations of the rules to the Contest Committee if required.
- ♦ **Team Composition:** Each team will consist of a specified number of members, usually ranging from 2 to 4 individuals, depending on the organizer's guidelines.
 - ♦ **Theme:** There will be a specific theme assigned for the Canva Blitz competition. Participants will be required to create a digital canvas (canva) based on this theme.
 - ♦ **Duration:** The competition will have a predetermined duration within which participants must complete their digital canvas. This could range from a few hours to a day, depending on the complexity of the task and the overall schedule of the fest.
 - ♦ **Tools and Software:** Participants are typically allowed to use Canva.com.
 - ♦ **Originality:** Plagiarism or copying from existing artworks is strictly prohibited. Participants must ensure that their submission is original and does not infringe upon any copyright or intellectual property rights.

- **Submission Guidelines:** Clear instructions regarding the format, dimensions, and file size of the digital canvas submission will be provided. Participants must adhere to these guidelines to avoid disqualification.
- **Judging Criteria:** The digital canvases will be evaluated based on various criteria such as creativity, adherence to the theme, visual appeal, technical proficiency, and overall presentation.
- **Presentation:** Participants may be required to present their digital canvases to the judges and/or audience, explaining their creative process, inspiration behind the artwork, and the techniques used.
- **Fair Play:** Participants are expected to maintain the spirit of fair play and sportsmanship throughout the competition. Any form of cheating, sabotage, or unethical behavior will result in immediate disqualification.
- **Prizes and Recognition:** Prizes or certificates may be awarded to the winning teams or individuals, based on their performance in the Canva Blitz competition.
- **Organizer's Discretion:** The organizers reserve the right to modify the rules, judging criteria, or any other aspect of the competition as deemed necessary. Participants are advised to stay updated with any announcements or changes.

Evaluation of Contestant's Programs

- ***The Contest Committee will tally the scores for each team and publish a complete list. The Contest Committee's decision will be the final decision***



ZEPHYR - 2024 AD WIZARD – AD MAD SHOW

The event aims to provide an opportunity to bring out individual and collective talent of the participant by providing a platform to participants to explore and present their creativity and to make participants aware about the essential concept of advertising and their execution. Group of four to six students, will be asked to create a full-fledged creative campaign. Students have to present a conceptual ad of either a product or a service. Students will act out a TV script (developed by them) and present ideas on creating relevant market awareness.

RULES

1. Each team will consist of 4-6 members
2. The products/props for the event will be given on the spot.
3. Each team will get 15 minutes for preparation.
4. Maximum Time Limit for performing the Ad is 5 minutes.
5. Teams will have to design a Logo for the product/service
6. Teams have to design a tagline for the product/service given to them
7. Teams will have to present an act for advertising the product
8. There should be no exposure to biasness against any caste or community or religion through your performance.
9. Use of vulgar expression and language will lead to disqualification of the team
10. Decision of Judges will be binding and Final.

JUDGEMENT CRITERIA

Teams will be judged on the criteria of Creativity, Customer Appeal, Linkage with the brand and Presentation

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COFFIA FIRELESS PLATTER – THE FIRELESS COOKING COMPETITION

Fireless Cooking Competition provides a platform for the students to foster their creativity and decision-making skills and also help them explore their hidden talents and discover new areas of interest. The event will give you an opportunity to demonstrate your culinary knowledge and skills related to: developing and following a recipe, preparation of a dish, and displaying the dish before a judging panel where it will be evaluated on flavor, taste and palatability.

The efforts will be evaluated on the basis of five parameters:

- a) Dish name,
- b) Taste,
- c) Presentation
- d) Calorie content and
- e) Hygiene.

So, infuse a lot of creativity and serve delicious eatables to enhance the taste buds but /

1. Each Team should consist of 2 Members
2. Participants are required to bring their own utensils and ingredients
3. Time Limit: 1 Hour for preparation and 15 Minutes for Presentation
4. All Participants must leave their working area clean after preparation is over.
5. Decision of Judges will be Final

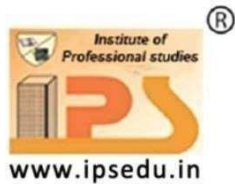
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Quiz Quest – THE QUIZ COMPETITION

A quiz is a quick and informal assessment of one's knowledge. Quizzes are often used for higher education environments to briefly test a students' level of comprehension regarding updated knowledge, providing teachers with insights into student knowledge level and any existing knowledge gaps.

Rules & General Information:

- 3 Members in each team
- First Round will be a Knock-Out-Round.
- Top 6 Teams will play QUIZZIPEDIA
- The Rounds in QUIZZIPEDIA will consist of:
 - a) General Round,
 - b) Logo Round,
 - c) Personality Round,
 - d) Tag Line Round, and
 - e) Bollywood Round



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ZEPHYR - 2024 **BLIND CODING**

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1.2 Code Craft Fusion Challenge Instructions:

- ***There will be 2 rounds in this competition***

- A) Qualifier round**
- B) Final Round**

1.1 Rules for BLIND CODING Challenge

- ❖ The Contestant cannot use any AI tool like ChatGPT, Gemini, Bard etc. If any contestant found Using AI tool, then they will be disqualified.**
- ❖ The contestant must have to complete the round in given time.**
- ❖ Mobile Phones are not allowed during the challenge.**
- ❖ Use Visual Studio code as IDE ,Dev C++**
- ❖ After Completion of code challenge, the contestant must have to explain the code onstage.**
- ❖ The contestant who qualifies the qualifier round, they will be eligible for the final round.**
- ❖ Wi-fi Connections will be provided by the IPSCollege to all the contestant for general use.**



Case Solution Saga

Objective: To provide participants with an immersive experience in strategic thinking, problem-solving, and teamwork by tackling real-world case studies. The event aims to enhance participants' analytical skills and encourage innovative solutions under time constraints.

Event Format:

1. Introduction & Orientation (5 minutes):
 - a) Overview of the event structure, objectives, and judging criteria.
 - b) Introduction to the types of cases that will be presented.
 - c) 2 Members per team

2. Case Release (5 minutes):
 - a) Each Team can have 2 members.
 - b) Teams receive a case study with a real-world business problem (e.g., a market entry strategy, operational inefficiency, customer service improvement).

3. Case Analysis & Solution Development (30 minutes):
 - a) Teams analyze the case, identifying the core problem, discussing potential solutions, and formulating a strategy.
 - b) Teams are encouraged to consider innovative approaches, risk factors, and long-term impacts of their solutions.

4. Presentation of Solutions (5 minutes per team):
 - a) Each team presents their case solution to a panel of judges, highlighting their analytical approach, proposed strategies, and anticipated outcomes.
 - b) Presentations should be kept concise (5 minutes per team) with a brief Q&A session after each.

5. Judging and Feedback (15 minutes):
 - a) Judges will evaluate based on criteria such as creativity, feasibility, depth of analysis, and presentation skills.
 - b) Teams receive constructive feedback to understand the strengths and areas for improvement.



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ZEPHYR – 2024 RANGRAZ- (T- Shirt, Tattoo and Face Art)

Tattooing is the process of creating permanent or temporary designs on the skin using ink and a needle. A tattoo artist typically uses a tattoo machine to inject ink into the skin's dermis layer, creating intricate and detailed designs.

Face painting involves applying pigments, paints, or makeup to the face to create decorative designs, patterns, or characters. It is commonly used for artistic expression, cultural celebrations, theatrical performances, festivals, parties, and children's entertainment.

T- Shirt Painting:-

- 2 Members in each team.
- Carry your own colors and T-Shirts.
- Final decision of judges should be considered.

Rules for Face Painting:-

- 2 Members in each team.
- Carry your own material.
- Final decision of judges should be considered.

Rules for The Face Painting :-

- 2 Members in each team.
- Carry your own colors.



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E- Stock Bulls & Bears – THE VIRTUAL TRADING COMPETITION

Bulls & Bears is a premier Virtual Trading simulation event. The event will create a real world stock market experience and allow participants to gauge their trading skills, knowledge, reactivity, intuition, guts and temperament. Participants will be tested on both fundamental and technical aspects of markets in three rounds before declaring the ultimate winners.

Format:

Stock Mania is divided into three rounds:

Round 1: Quiz

Registered teams will be tested on their finance concepts, general awareness and working knowledge of stock markets.

Round 2: Virtual Trading (Time: 90 Minutes)

Shortlisted participants from Round 1 would be asked to trade on a virtual stock market platform covering Indian Equities.

Round 3: Virtual Trading (Time: 30 Minutes)

Only 5 teams will qualify for **3rd** round, those having the **Maximum Profit** or **Minimum Loss**

Rules:

1. Each Team will consist of **2 Members**
2. Each transaction should be registered with the **Broker**.
3. Only **CASH** transactions are allowed.
4. Maximum **50 orders** are allowed in buy side & sell side orders.
5. Buying transaction will be reflected in the **GREEN** colour and selling transactions will be reflected in **RED** colour and the remaining balance will be reflected in the **YELLOW** colour.
6. Any team found doing **CREDIT** transaction will be disqualified.

7. Buying and Selling of share quantity should be in Multiple of **10**.
8. Teams have to spend at least **65%** of their limit amount during the first **45 Minutes** of their game.
9. At the end of the game, teams with the **maximum cash in hand** will be the winners.
10. **Short Selling** of stocks is not allowed.

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