CRESCENDO'26

Rulebook
Technical

Aditya Chougale
Tech Cultural Secretary
(Contact No. +91 8275455073)

Arnav Phadke
Tech Cultural Secretary
(Contact No.+91 9371593714)

Yug Jain
Technical Secretary
(Contact No. +91 8263026546)

CRESCENDO
THE INDIAN ODYSSEY

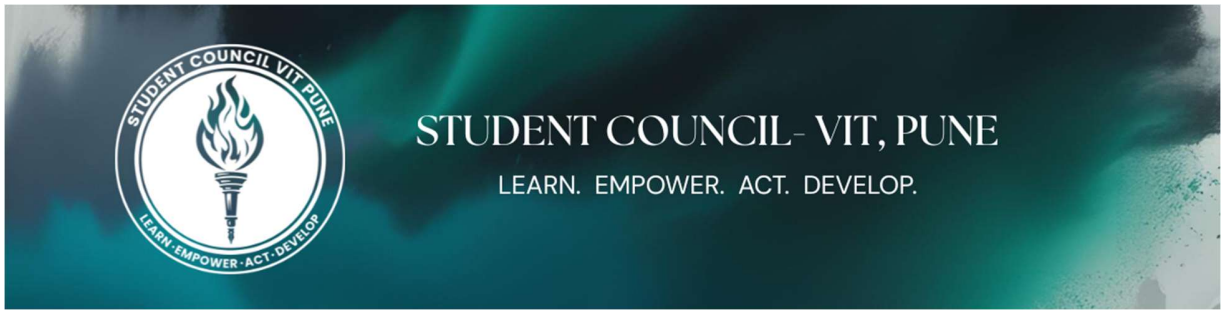
COORDINATOR DETAILS

Section	NAME	CONTACT
INNOVATION	Prathamesh Gave	8766655619
	Yuvraj Zine	7761011010
	Sanskruti Bhambure	7776886300
	Poorva Zope	9960632387
	Khushi Amle	7666473614
TECH GRIDON	Pruthviraj Mohite	8999625830
	Ira Khandelwal	9503259553
	Krishna Patil	7021916819
	Khushi Kachhava	8999549379
CYBERNETICS	Ganesh Pokharkar	8432095801
	Vidhi Oswal	8767054539
	Pranav Daundiya	8178003599
	Sameep Rai	9309702745
	Miti Agarwal	9068896412
VISHWATRONICS	Kunal Yawatkar	8104306354
	Ishika Shukla	9699944915
	Anshul Wankhede	7767825237
	Vanshika Pathrabe	8626034294
	Ved Kulkarni	8830460192

CRESCENDO
THE INDIAN ODYSSEY

Section	NAME	CONTACT
NEXUS	Manas Rade	9665045832
	Ayesha Chaush	9689112511
	Mayuri Pardeshi	9370800637
	Mohit Wankhede	8177932882
	Tanishka Dhonde	8698941002

CRESCENDO
THE INDIAN ODYSSEY



INDEX

Sr no:-	Event Name	Event code	Event fees
Innovation	Robo Soccer	Tech 01	500
	RC rampage	Tech 02	60
Techgridon	Line Following Bot	Tech 05	500
	LLM Workshop	Tech 06	100
	Buzz Wire	Tech 07	40
Cybernetics	Software Hackathon	Tech 03	500
	Code Relay	Tech 04	100
Vishwatronics	Sitting Soccer	Tech 08	50
	Gun Range Shooting	Tech 09	60
Nexus	Escape Room	Tech 10	120
	Agentic AI Workshop	Tech 11	100

CRESCENDO
THE INDIAN ODYSSEY

INNOVATION

Coordinators:

Prathamesh Gave :+91 8766655619
Yuvraj Zine :+91 7761011010
Sanskruti :+91 7776886300
Poorva Zope:+91 9960632387
Khushi Amle:+97666473614

CRESCENDO
THE INDIAN ODYSSEY

Robo Soccer

Overview: Robo Soccer is an exciting robotics competition where teams design and build robots to play a soccer-style match inside a controlled arena. The objective is to maneuver the robot strategically to push or guide the ball into the opponent's goal while defending your own. Participants must demonstrate engineering skills, robot control, and strategic gameplay. The team scoring the maximum number of goals within the match duration wins.

RULES

Match Structure

Entry Fee: Rs. 500/-
Number of Participant(s): Team of 4 (All participants must be from the same college)
Prize Pool: Rs.

- Each match consists of 3 rounds, each lasting 1:30 minute.
- A 30-second technical break occurs between rounds.

Arena

- The arena is a rectangular playing field with goals on opposite sides.
- The ball will be placed at the center of the arena at the start of each round.

Gameplay

- Robots start from their respective starting zones on opposite sides of the arena.
- At the start signal, robots move toward the ball placed at the center.
- The objective is to push or guide the ball into the opponent's goal.
- Each successful goal awards 1 points.
- After a goal is scored, the ball and robots are reset to the starting position, and the round resumes.
- The team with the highest number of goals at the end of the match wins.

Penalties

Hand Touch Penalty

- Touching the robot during the match to influence gameplay is strictly prohibited.
- Any such action will result in 1 points being awarded to the opponent.

Stalling Rule

- If a robot remains stationary or deliberately avoids the ball for more than 10 seconds, it will be considered stalling.
- The referee will issue a verbal warning.
- If stalling continues for another 5 seconds, the opponent will be awarded 1 points.
- Repeated stalling may lead to disqualification at the referee's discretion.

Disqualification Conditions

- Exceeding weight or size specifications.
- Use of destructive weapons, flamethrowers, liquids, or hazardous materials.
- Unsportsmanlike conduct during the match.
- The referee's decision will be final in all disputes, including scoring and conduct.

Robot Specifications

- The base dimensions of the robot must fit within 30 cm × 25 cm (length × breadth).
- There is no restriction on the height of the robot.
- Two weight categories are allowed:
- Category: Maximum weight 3 kg, with a 3S LiPo battery (maximum 12V).
- Robots must be battery powered only.
- Battery replacement during the match is not allowed.
- Robots may be wired or wireless controlled.
- In the case of wireless robots, the battery must be mounted onboard.
- All robots will undergo a pre-match inspection to ensure compliance with size, weight, and power specifications.

Tie-Breaking Criteria

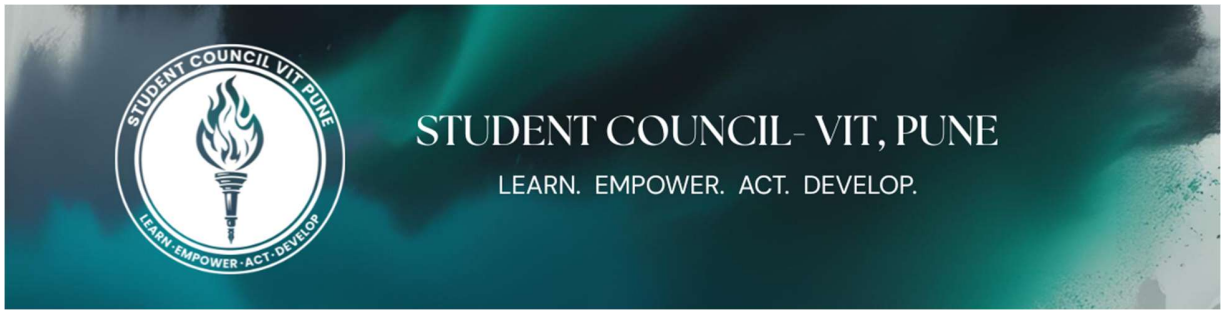
If the match ends in a tie, the referee will evaluate based on:

- **Aggression (1 points):** Actively attempting to control the ball and attack.

- **Control (1 points):** Ability to maneuver effectively and maintain possession.

Updates

- Any **additional rules or updates** will be communicated to registered participants before the event.



RC Rampage Racing

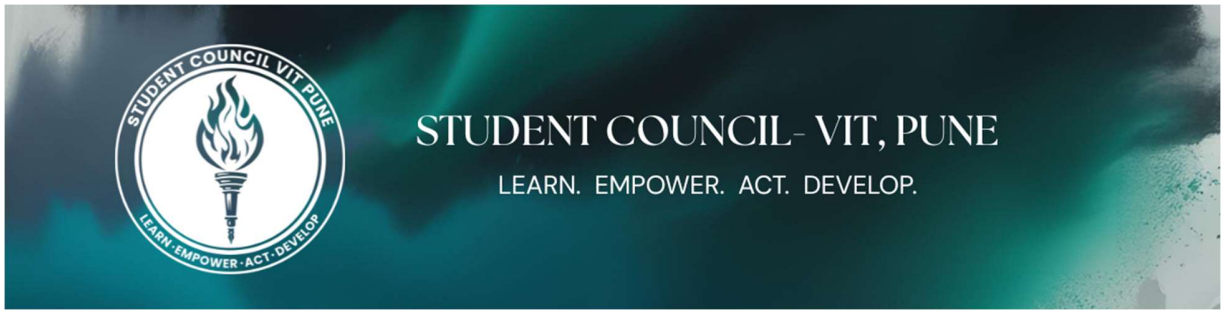
Overview: RC Rampage Racing is a high-octane individual time trial designed to push your driving talent to the limit. Participants must pilot an RC drift car through a meticulously crafted obstacle course, balancing raw speed with surgical precision. This event isn't just about racing; it's a test of reflexes, technical handling, and composure under pressure. Whether you're drifting through tight corners or dodging obstacles, your goal is to master the track and exhibit top-tier sportsmanship.

- **Entry Fee:** ₹60/-
- **Team Size:** 1 (Individual)

Competition Rules:

- **Scoring:** Your final score is the sum of your raw completion time plus any time-based penalties.
- **Time Limit:** Drivers have a strict window of 2 minutes and 30 seconds to finish the course. Exceeding this limit will result in a DNF (Did Not Finish).
- **Penalties:** A 30-second penalty will be added to your total time for every instance the car flips over or leaves the boundaries of the track.
- **Conduct:** Participants are expected to behave professionally. Any attempts to tamper with equipment or display unsportsmanlike behavior will result in immediate disqualification.

CRESCENDO
THE INDIAN ODYSSEY

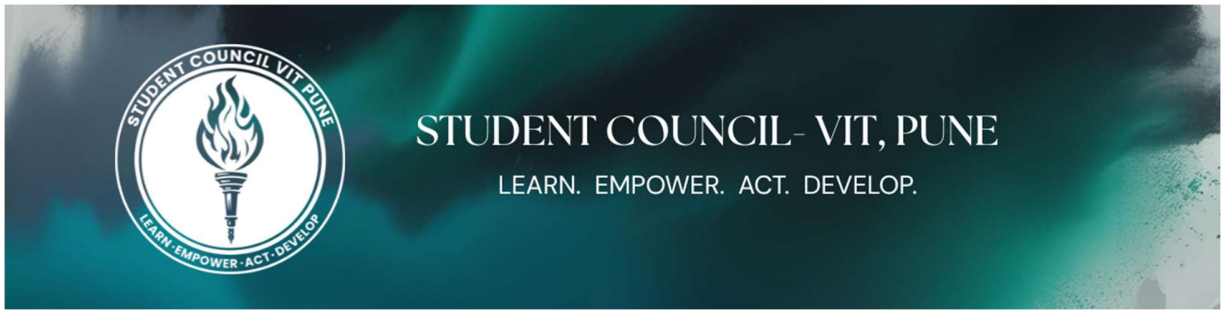


- **Victory Conditions:** The driver with the lowest aggregate time wins. If two or more drivers finish with the exact same time, a tie-breaker race will be held.
- **Safety & Access:** All racers must adhere to the safety briefing provided at the venue. Only active competitors and officials are permitted on the track; all other attendees must remain in the spectator zones.

Judging Criteria: RC Rampage Racing

The evaluation for this event is centered on technical proficiency and track discipline. The winner is determined by the following metrics:

- **Total Time Calculation:** The primary scoring metric is the **Lowest Aggregate Time**. This is the sum of the raw course completion time plus any time-based penalties incurred during the run.
- **Precision and Handling:** Judges will monitor the fluidity of the drive. Participants are expected to demonstrate smooth weight transfer during drifts, stability through high-speed sections, and accuracy when navigating tight obstacles.
- **Track Discipline:** This measures the driver's ability to stay within the course boundaries.
    - **Off-track/Rollover:** Results in a **30-second penalty**.



- **Persistent Violations:** Repeatedly ignoring track limits or failing to correct driving style may lead to disqualification.

- **Adherence to Time Constraints:** Any participant who exceeds the **2 minute and 30 second** maximum running time (raw time) will be automatically disqualified or marked as DNF.

- **Fair Play and Professionalism:** Immediate disqualification will be enforced for:
  - Any form of equipment tampering.
  - Reckless driving that endangers the car or track.
  - Unsportsmanlike conduct toward officials or other competitors.

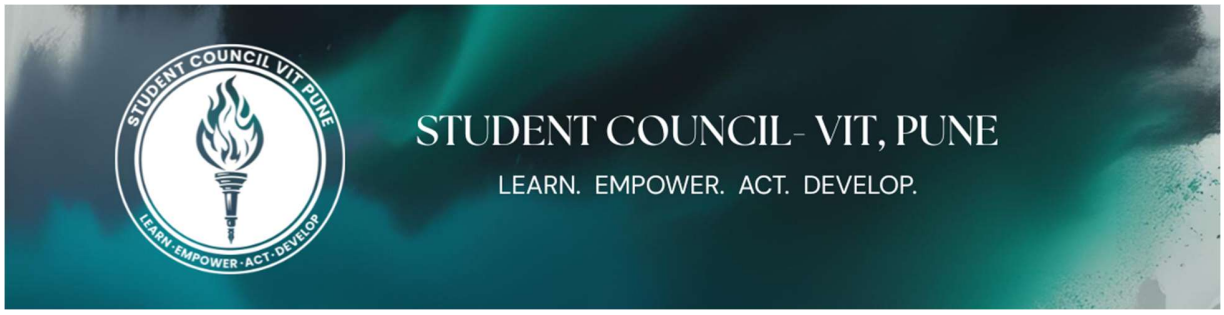
- **Finality of Decisions:** The rulings provided by the event coordinators and judges regarding penalties, timing, and conduct are **final and binding**.

TECH - GRIDON

COORDINATORS:

KRISHNA PATIL: - 7021916819
PRUTHVIRAJ MOHITE: - 8999625830
MAYURI PARDESHI: - 9370800637
KHUSHI KACHHAVA: - 8999549379

CRESCENDO
THE INDIAN ODYSSEY



LLM for Python

Description: The LLM Workshop for Python is designed to introduce participants to the fundamentals of Large Language Models (LLMs) and their integration with Python for building intelligent applications. This workshop will provide a hands-on learning experience where participants will explore how modern AI models can be used for tasks such as text generation, automation, problem solving, and building smart assistants. Through guided demonstrations and practical exercises, attendees will gain insight into how LLMs work, how they can interact with Python programs, and how developers can leverage these technologies to create innovative solutions. The session aims to equip students with foundational knowledge of AI-powered development and inspire them to explore real-world applications of LLMs in software development.

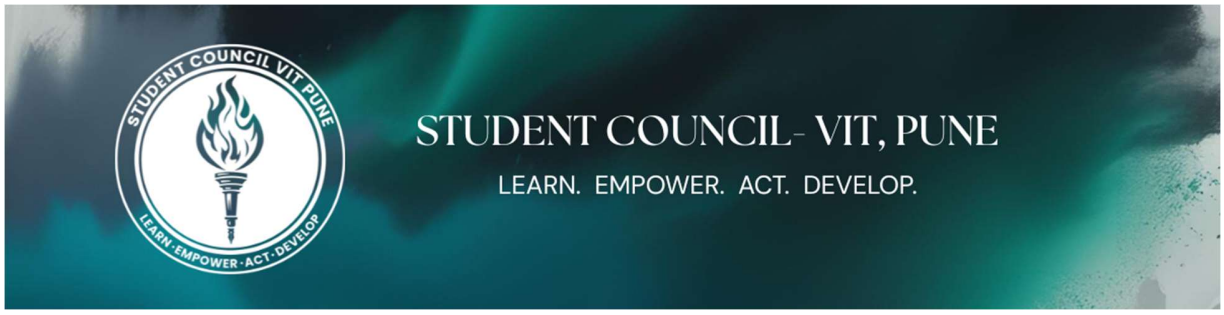
DURATION OF THE EVENT: 2 HOURS

Entry Fee: Rs.100
Number of Participant(s): 1 Person

TOPICS TO BE COVERED:

1. **Introduction to Large Language Models (LLMs)**

   This session will introduce the concept of large language models and how they work. participants will learn about ai models trained on large datasets to understand and generate human-like text.



2. SETTING UP THE PYTHON ENVIRONMENT

Participants will learn how to set up the required tools for working with LLMs using Python. This includes installing python libraries, setting up development environments, and understanding the basic structures.

3. USING LLM APIS WITH PYTHON

This section will demonstrate how python can interact with LLMs through apis. Participants will learn how to send prompts to an AI model and receive responses programmatically. This enables developers to integrate AI capabilities.

4. PROMPT ENGINEERING BASICS

Prompt engineering focuses on designing effective inputs (prompts) to get better outputs from language models. Participants will learn techniques for writing clear and structured prompts, controlling responses, and improving accuracy when interacting with AI systems.

5. BUILDING SIMPLE AI-POWERED APPLICATIONS

In this hands-on segment, participants will build small python applications using LLMs. Examples may include a text summarizer, chatbot, or coding assistant.

BUZZWIRE

Description:

Buzzwire is a high-stakes test of patience, concentration, and motor control. Participants guide a metal "electroloop" along a winding wire track filled with challenging bends and twists. The objective is to reach the finish line without the loop ever touching the wire.

Based on simple electrical principles, any contact completes the circuit, instantly triggering a buzzer to signal an error. This creates a suspenseful atmosphere that demands a steady hand and absolute focus. Part skill-test and part entertainment, Buzzwire provides an interactive experience that rewards precision under pressure—making it a favorite for both participants and spectators alike.

Entry Fee: Rs.40
Number of Participant(s): 1 Person

RULES:

Equipment: Each participant will be provided with a conductive ElectroLoop for the challenge.

Objective:

- Navigate the ElectroLoop through the maze/labyrinth without touching the path.
- Avoid triggering the buzzer, which rings upon any contact between the ElectroLoop and the path.

Scoring and Tracking:

- The time taken and the number of touches will be recorded for each participant.

Time Limit:

- Participants must complete the maze within 3 minutes, failing which the game will end.

Safety and Conduct:

- Ensure safe handling of the ElectroLoop and maze.
- Follow all instructions provided by the event organizers.
- Any misconduct or unsafe behaviour will lead to immediate

Disqualification:

- No electric shocks will be involved. Gameplay Rules
- Each touch is indicated by a buzzer sound and recorded by the organizers and the penalty of 3 seconds will be added to your timer.

Completion Criteria:

- Successfully navigate the maze without exceeding the time limit or touch limit.
- Participants unable to complete within the stipulated time will have their attempt concluded.

Fair Play:

- The ElectroLoop must not be altered in any way.
- Participants must remain within the designated play area during their turn. The event organizers have the final say in disputes, rule enforcement, and game outcomes.

CRESCENDO
THE INDIAN ODYSSEY

Judging Criteria:

Participants will be judged based on the following:

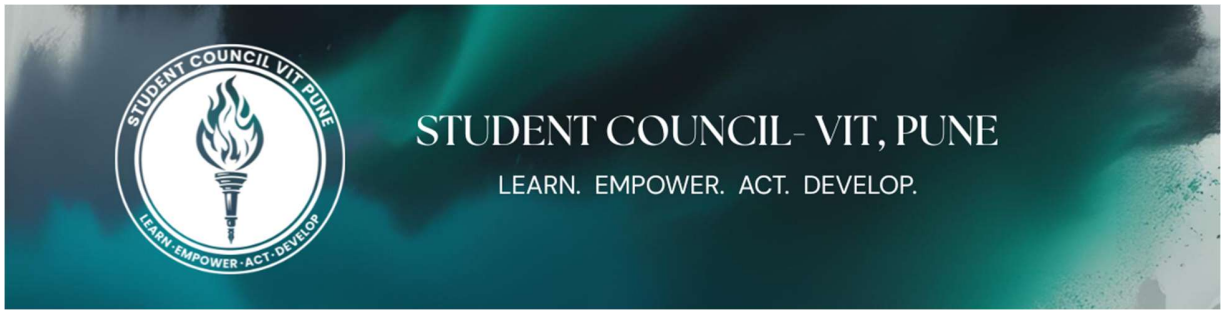
1. Time Taken: The duration required to complete the maze.
2. Number of Touches: The total number of times the buzzer is triggered and a penalty of 3 seconds will be added to the main timer.
3. Tie-Breaker:In case of a tie (same time and touches), a second attempt will be provided to the tied participants.

Disqualification Criteria:

A participant will be disqualified in the following situations:

- Failing to complete the maze within the stipulated time.
- Altering the ElectroLoop or maze setup.
- Misconduct, unsafe behaviour, or failure to follow organizer instructions.

Changes can be made in the rules by the higher authorities



LINE-FOLLOWING BOT

Description: The Line Following Bot competition is an exciting robotics challenge where teams design and showcase autonomous robots that can follow a predefined line on a dynamic track. The event tests precision, efficiency, and speed as bots navigate checkpoints and complete the course in the shortest possible time.

Entry Fee: Rs. 500/-

Number of Participant(s): Maximum 4 participants per team (All participants must be from the same college)

Prize Pool: 15,000/-

RULES:

<u>Robot Specifications:</u>

1. Dimensions: The bot must fit within a 20 x 20 x 20 cm box.

2. Weight: Maximum weight is 3 kg (10% tolerance allowed).

3. Power Supply:

- Onboard power supply only, with a maximum voltage of 16.8V between any two points.
- Battery Backup Requirement: The bot must have sufficient backup to avoid power failure during runs (minimum duration of 10 minutes recommended).
- Battery Replacement: Changing or replacing batteries during the race is not allowed.

4. Tyre Requirements:

- Tyres must be made of rubber or similar non-damaging material to ensure grip and prevent damage to the Flex track.
- Tyres with spikes, sharp edges, or abrasive materials are not allowed.

5. Onboard Programming:

- Microcontrollers or processors like Arduino, Raspberry Pi, NodeMCU and ESP32 are allowed. No external computational devices may assist the bot.

6. Sensors and Components:

- Use of IR sensors, cameras, or LDRs is allowed for line tracking.
- Sensor Configuration: The bot must not use more than 6 IR sensors or 1 camera for tracking. Placement must not damage the track**.**

7. Safety Requirements:

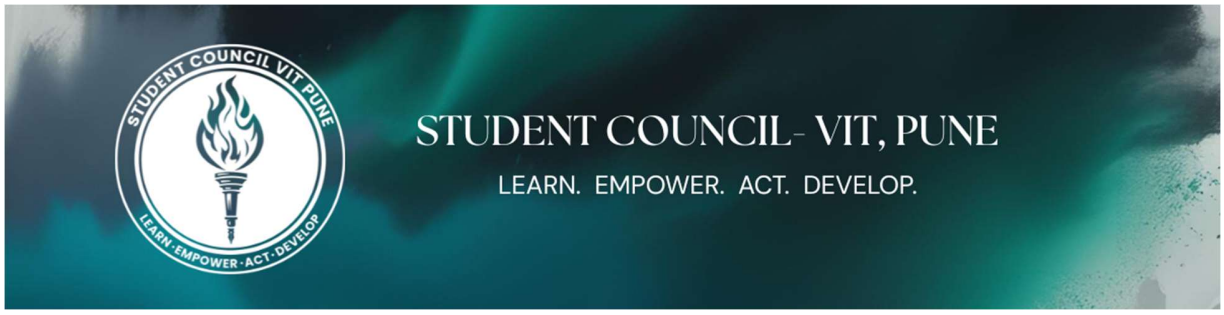
- Exposed wires, sparks, or overheating power systems will result in disqualification.

8. Testing Requirements:

- Bots must demonstrate compliance with voltage and power limits during pre-event inspections.

9. Features:

- A single start button to activate the bot.
- A red LED indicator must light up upon reaching the endpoint.



Track Specifications

1. Track Dimensions:

- **Track Length:** Approximately 3400 cm.
- **Arena Size:** 10 x 15 sq. ft.

2. Track Details:

- A 25mm wide black line on a white surface.
- Includes curved, crossed, and discontinuous black lines for added difficulty.

3. Track Surface Material:

- The track will be made of Flex with a smooth white surface to ensure uniform traction.

4. Obstruction Rules:

- The black line is guaranteed to be unobstructed; no additional obstacles will be placed on the track.

5. Discontinuous Line Rules:

- The bot must rejoin the black line within 15 cm after encountering a gap.

6. Line Crossing Tolerance:

- A deviation of up to 10 mm from the black line is acceptable. Beyond this, penalties will be incurred.

7. Dynamic Elements:

- The track will not include dynamic or moving elements like rotating bridges.

8. Start and Finish:

- Start and finish points are located at the same point, forming a complete circuit.

9. Boundary Rules:

- The bot must stay on the black line or within track boundaries. Off-track violations will incur penalties.

Competition Structure:

1. Dry Run: (Till first Checkpoint only)

- Teams get 3 minutes to calibrate their bot on the track.
- Calibration Enforcement: A warning will be given 30 seconds before the end. Exceeding the limit will reduce main run time.

2. Main Run:

- Teams have 5 minutes to complete the track.
- Time will be recorded using an automated timing system accurate to milliseconds.

3. Checkpoints:

- Maximum of 3 restarts allowed.
- Checkpoints will be clearly marked on the track or described in the event briefing.

4. Restarts:

- The bot must resume from the last checkpoint crossed, with a margin of error of 5 cm.
- Each restart incurs a 10-point penalty.

5. Technical Malfunctions:

- Teams can request restarts for technical issues, but standard restart penalties apply.

6. Interference and Assistance:

- Manual assistance (e.g., cleaning sensors) during restarts is allowed but within the restart penalty rules.
- Intentional interference with other bots or the arena will lead to disqualification.

7. Time Tracking:

- Automated systems will ensure precise timekeeping to avoid disputes.

Points System

● **Checkpoint Points:**

○ 10 points for successfully crossing each checkpoint.

● **Completion Points:**

○ 50 points for completing the track within the time limit. ● Efficiency Points:

● **Feature Bonus:**

● **Partial Completion Point**

○ 20 points for completing the track without any restarts.

- 10 points for completing the track with only one restart.
- 10 points if the red LED indicator lights up at the endpoint.
- Points will still be awarded for checkpoints crossed even if the bot fails to complete the track.

● **Penalties:**

- -5 points for missing a checkpoint.
- -10 points for each restart.
- -10 points each time the bot leaves the track (off-track violation).
- -2 points for every 10 seconds exceeding the time limit (dry run or main run).

● **Tie-Breaker Rules:**

- First tie-breaker: Fastest completion time.
- Second tie-breaker: Fewest restarts.
- Third tie-breaker: Fewest penalties incurred.

Event Rules

● **Team Conduct:**

- Misbehavior, unsporting conduct, or tampering with other bots or the track will result in immediate disqualification.
- Teams must adhere to all instructions from event organizers and judges.

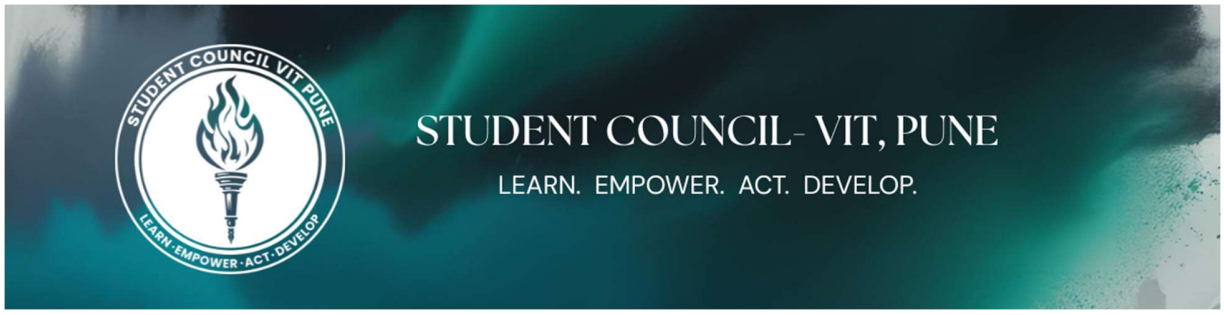
- **Arena Damage:**
    - Bots causing damage to the track or the timing system may face disqualification**.**
- **Pre-Event Inspection:**
    - Bots will undergo a size, weight, and safety inspection before the event begins.
- **Late Arrival:**
    - Teams arriving late will forfeit their calibration or main run.
- **Judge's Decision:**
    - All decisions made by the judges will be final and binding.
- **Track Modifications:**
    - The organizers reserve the right to modify the track layout before the competition begins.

Clarifications for Teams

- **Calibration:** Tools and equipment (like laptops) are allowed only during the calibration phase.
- **Checkpoints:** Checkpoints refer to specific physical or virtual points along the track. Partial crossings will not count.
- **LED Verification:** The LED must remain lit for a brief duration to receive the bonus points, verified by judges.
- **Restarts:** Teams can manually reposition their bots during restarts at the last checkpoint.

● Any additional rules, modifications, or updates regarding the event will be communicated exclusively to the registered participants prior to the competition.

- **Changes can be made in the rules by the higher authorities**



CYBERNETICS

Coordinators:

Ganesh Pokharkar:+91 8432095801
Miti Agarwal :+91 9068896412
Vidhi Oswal :+91 8767054539
Sameep Rai :+91 9309702745
Pranav Dhaundiyal :+91 8178003599

CRESCENDO
THE INDIAN ODYSSEY

SOFTWARE HACKATHON

Description: an exciting **24-Hour Hackathon** where creativity, technology, and innovation come together. This event invites students to collaborate, brainstorm, and build impactful solutions within a limited time frame. Participants will work in teams to develop projects, solve real-world problems, and present their ideas to a panel of judges.

The hackathon is designed to encourage learning, teamwork, and innovation. Whether you're interested in software development, artificial intelligence, web development, or creative problem solving, this event provides the perfect platform to showcase your skills and push your limits.

Throughout the 24 hours, participants will have the opportunity to transform their ideas into working prototypes while networking with fellow innovators and gaining valuable experience in a fast-paced development environment.

Entry Fee : 400/-

Number of Participants: 1-4

CRESCENDO
THE INDIAN ODYSSEY

Hackathon Schedule

Online Round

Date	Activity
28 March	Problem Statement Release
4-5 April	Online Round Evaluation
8-9 ApRIL	Offline round

24-Hour Hackathon Schedule (Offline Round)

Day 1 – Offline Round (8 April)

Time	Activity
9:00 AM	Check-in & Registration
9:30 AM – 10:00 AM	Opening Ceremony
10:00 AM	Hackathon Officially Begins
1:00 PM – 2:00 PM	Lunch Break

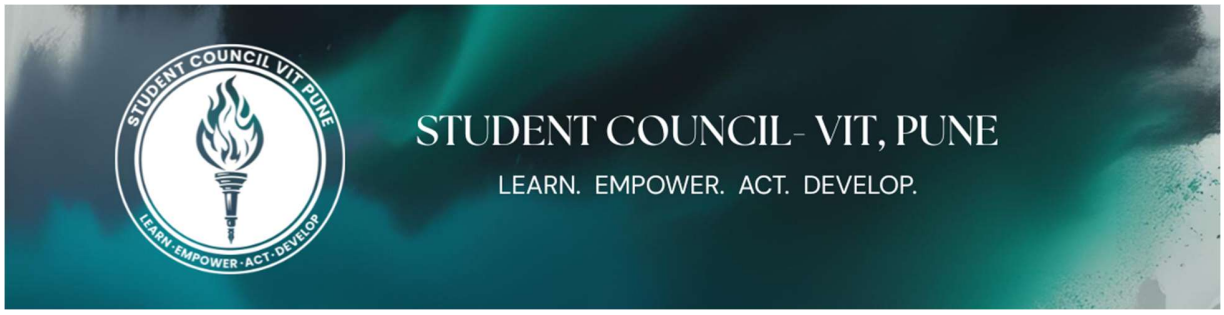
CRESCENDO
THE INDIAN ODYSSEY

2:00 PM – 4:00 PM	Hackathon Continues
4:00 PM – 5:00 PM	Mentor Progress Check
5:00 PM – 7:00 PM	Development Session
7:00 PM – 8:30 PM	Evening Refreshments Break
9:00 PM – 12:00 AM	Night Coding Session
12:00 AM – 1:00 AM	Fun Activity / Icebreaker
1:00 AM – 9:00 AM	Rest / Sleep (Power naps allowed)

DAY 2 :- Offline Round (9 April)

Time	Activity
9:00 AM	Final Submission Deadline
9:00 AM – 12:00 PM	Final Presentations
2:00 PM – 3:00 PM	Result Declaration & Closing Ceremony

CRESCENDO
THE INDIAN ODYSSEY



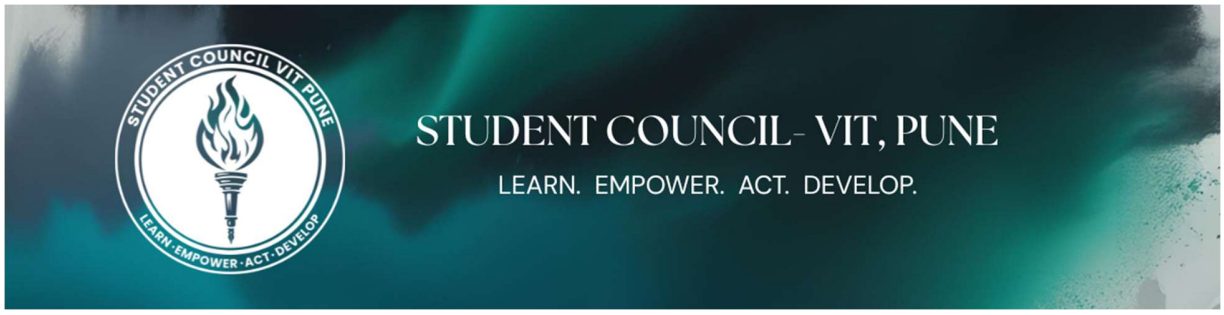
Round 1 – Problem Statement and Presentation:

- The problem statement will be provided before the event.
- Each team must prepare a presentation (PPT) explaining The understanding of the problem
- Their proposed solution or concept
- The approach, design, and implementation plan
- Evaluation in this round will be based on: ○ Creativity and originality of the idea
- Feasibility of implementation
- Potential impact on the given domain
- Top teams will be shortlisted for the next round.

Round 2 – Implementation and Demonstration:

- Qualified teams will develop a working prototype of their proposed solution.
- The prototype should be developed during the offline round only.
- Each team must give a live demonstration of their working model.
- During the demo, teams must explain:
    1. The technical working of their solution
    2. Key features and innovations implemented
    3. How it addresses the problem effectively
    4. Evaluation will consider functionality, innovation, and presentation clarity.

CRESCENDO
THE INDIAN ODYSSEY



Project Development Rules:

- Teams can use any programming language, framework, library, or hardware platform suitable for their project.
- Open-source tools or APIs can be used with proper credits and permissions.
- Projects must be original, and plagiarism or copied work will lead to disqualification.
- Each team is responsible for maintaining data integrity and code security.

Important Note

- **Intercollege teams are not allowed.**
- Participants must remain at the venue for the **entire 24-hour hackathon**.
- Overnight stay will be required during the event.
- **Food arrangements will not be provided by the organizers**, so participants are advised to plan accordingly.
- **Certificates will be Shared after the completion of the event.**

Code Relay

Description: Code Relay is an exhilarating team-based coding competition designed to challenge logic, coordination, and programming expertise. Participants will work in a relay format where the first partner initiates the solution and the second partner must comprehend the existing logic to complete the task. This event tests not only individual coding skills but also the ability to communicate and build upon a teammate's work in a high-stakes, competitive environment.

Entry Fee: 100rs per team

Number of Participants: 2-4

RULES

Relay Format: There will be only one participant who can play at a time. The first participant will write some part of the code within a designated time slot. Then the remaining participants will then take over to understand and complete the remaining logic. There will be a certain time limit set after which members will have to switch and the next member will complete the code. So in this way the participants have to write the full code by constant switching after each buzzer. Each participant will get one chance to complete the code .

Communication: No verbal or written communication, hints, or discussions are allowed between partners during the transition or while the other is coding.

Languages Allowed: Only C,C++, Java, or Python programming languages are permitted for the challenge.

Plagiarism & AI: The use of AI-assisted coding tools, internet searching, or any form of plagiarism will lead to immediate disqualification.

Time Management: Each participant must adhere to their specific time limit; failure to finish the logic within the total allotted time will result in an incomplete submission.

JUDGING CRITERIA

Accuracy: The final code must successfully pass all predefined test cases and provide the correct output.

Logic & Efficiency: Teams will be judged on the cleanliness of their code and the efficiency of the combined logic.

Completion Time: In the event of a tie in accuracy, the team that submitted their final solution the fastest will receive a higher ranking.

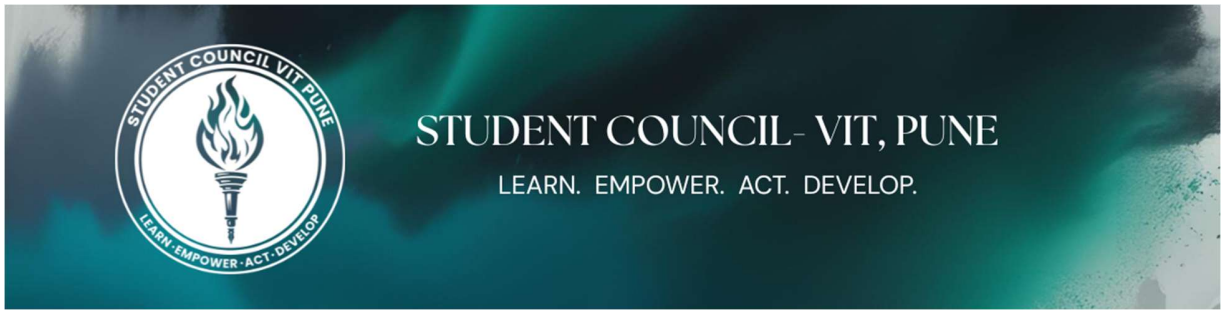
Final Decision: The decisions of the judges and event coordinators are final and binding in all matters.

VISHWATRONICS

Coordinators:

Kunal Yawatkar :+91 8104306354
Ishika Shukla :+91 9699944915
Anshul Wankhede :+91 7767825237
Vanshika Pathrabe :+91 8626034294
Ved Kulkarni :+91 8830460192

CRESCENDO
THE INDIAN ODYSSEY



Sitting Soccer

Description: Sitting Soccer is a fast-paced and engaging individual sports event played in a compact Sub Soccer–style arena where participants compete in exciting one-on-one matches while remaining seated throughout the game. Designed to test foot control, reflexes, and strategic play, the event challenges players to score goals using only their feet within an enclosed mini football field. With continuous play, dynamic rebounds, and strict seated posture rules, Sitting Soccer offers a unique blend of skill, fairness, and fun. The event promotes sportsmanship, safety, and competitive spirit.

Entry Fee: Rs.50
Number of Participant(s): 1

Rules and Regulations

Preparation and Arrangement:

- A compact Sub Soccer–style sitting soccer arena with a raised mini football field, side nets, and goal frames will be set up to ensure smooth and continuous play.
- Lightweight footballs, fixed seating benches, and all required equipment will be arranged and inspected for safety and fairness.
- Prior to the event, all participants will attend a mandatory briefing on rules, seated posture, safety guidelines, and code of conduct.

Rules and Gameplay:

- All matches shall be conducted in a **one-on-one (1v1)** format. Substitutions are not permitted, as the competition is strictly individual.
- Depending on the total number of participants, the competition may follow a league, knockout, or hybrid structure as determined by the organizers.
- Playing rules:

I. Each match shall be contested between two individual players seated on opposite sides of the playing arena.

II. Players must remain fully seated on the designated bench throughout the match. Standing, kneeling, lifting off the seat, or changing seating position is strictly prohibited.

III. Only the feet may be used to control, pass, defend, or score. Use of hands, arms, or intentional body contact with the ball is not allowed.

IV. The ball shall remain in continuous play within the enclosed arena, with side nets and boundaries allowing rebounds.

V. Matches shall commence with a kick-off from the centre of the playing surface, as instructed by the match official.

VI. Unsporting behaviour, unsafe play, or repeated violations of rules may result in warnings, point deductions, or disqualification at the discretion of the organizers.

Judging Criteria:

- A goal shall be awarded when the ball completely crosses the opponent's goal line within the goal frame.
- The participant who scores the higher number of goals within the prescribed match duration shall be declared the winner.

Tie-breaker:

- In knockout stages, if a match ends in a draw at the conclusion of regular time, the winner shall be decided through sudden-death play or a penalty challenge, as specified by the organizers.

Additional Update:

- The competition may be conducted over one or multiple days depending on the total number of participants and matches

Gun Range Shooting

CRESCENDO
THE INDIAN ODYSSEY

Description: Gun Range Shooting is an exhilarating individual shooting competition where participants test their accuracy, concentration, and reaction speed by aiming at targets within a set time frame. The event is designed to simulate a controlled shooting range experience where each participant must carefully focus on their targets and demonstrate precision under time pressure. Every player is provided with a fixed number of shots and must attempt to hit as many targets as possible within the allotted duration.

Each participant is given **10 shots using safe, non-realistic guns** that are specially designed for controlled event environments. These guns ensure that the activity remains completely safe while still providing the excitement and challenge of a shooting competition. The participant must aim steadily, control their breathing, and fire accurately to maximize their score. The event emphasizes **precision, hand–eye coordination, focus, and quick reflexes**, making it both mentally engaging and skill-oriented.

Entry Fee: 0 Rs.

Number of participant(s): 1

RULES

Safety First:

· The guns provided for the event are non-lethal and specially designed for safe recreational shooting activities. Participants must use the equipment exactly as provided by the organizers, and any form of modification or tampering with the equipment is strictly prohibited. This ensures the safety of both the participant and others present at the event venue

· Participants are required to remain behind the designated safety line at all times until their turn arrives. Only the participant whose turn is currently in progress is allowed inside the shooting zone. This rule helps maintain order and prevents unnecessary movement around the shooting area.

Shooting Protocol:

- Each participant will be provided with a maximum of 10 pellets, which represent the total number of shots they can take during their attempt. Participants should use these shots carefully to achieve the highest possible score by hitting the targets accurately.
- No assistance of any kind is allowed during the shooting attempt. Participants must rely solely on their own skill, concentration, and shooting ability while aiming at the targets.
- Participants must stay within the designated shooting area.

Scoring and Conduct:

· Points are awarded based on the number of targets successfully hit by the participant during their attempt. Accuracy and effective use of the available shots play a crucial role in achieving a higher score.

· In addition to accuracy, the amount of time taken to hit the targets may also be considered while determining rankings if required by the organizers. Participants who demonstrate both precision and efficiency will have a better chance of securing higher positions in the competition.

· Participants are expected to maintain proper discipline and sportsmanlike conduct throughout the event. Any disruptive behaviour, intentional rule violation, or unsportsmanlike conduct may result in penalties or disqualification.

The decisions made by the judges and event coordinators are final

Tie-Breaking:

- In the event of a tie between two or more participants who achieve the same score, a shoot-off round will be conducted to determine the winner. The shoot-off will follow the same rules and shooting conditions as the original attempt to ensure fairness.
- During the shoot-off, tied participants will again attempt to hit targets using the prescribed number of shots. The participant who demonstrates better accuracy during this round will be declared the winner.
- The decisions made by the judges and event coordinators will be final and binding.

NEXUS

Coordinators:

Vedant Patil : +91 7499158301
Tanishka Donde : +91 8698941002
Ayesha Chaush : +91 9689112511
Manas Rade : +91 9665045832
Mohit Wankhade : +91 8177932882

CRESCENDO
THE INDIAN ODYSSEY

Escape Room

Description: Escape the Dark Room is an adrenaline-filled technical adventure where participants must rely on their logic, coordination, and problem-solving skills to navigate through total darkness. The challenge unfolds in a closed arena where visibility is minimal, and teams must depend on communication, reasoning, and teamwork to find their way out. Throughout the room, multiple puzzles are hidden — including Sudoku, laser-based alignment puzzles, circuit diagram problems, and logic-based clues. Solving each puzzle unveils hints that guide participants closer to unlocking the final mechanism — the master light switch. Only after all clues are deciphered and the switch is activated will the room light up, marking the team's escape. The event blends excitement, intellect, and pressure, pushing participants to think creatively under time constraints.

Number of Participants: Team of 4

ENTRY FEE: ₹120/-

DURATION:

Rules and Regulations:

Game Objective:

● The goal is to solve all the given puzzles within the allotted time

● Each team's progress depends on the number of puzzles solved and the time taken to complete them.

● Teams that successfully solve all puzzles and will be declared winners.

Gameplay Rules:

- Each team will be given 10 minutes to complete the challenge.

- Teams will encounter a sequence of interconnected puzzles, each revealing a clue or tool needed for the next.
- Scoring will be based on both accuracy and time:
  - Each puzzle solved = 10 points
  - Lighting up the arena (successful escape) = 40 bonus points
- Teams that fail to complete all puzzles will earn points according to the number of puzzles solved.
  - Example: Solving 2 puzzles = 20 points.
- In case of a tie in total points, the time taken to complete the challenge will determine the winner.

Puzzle Categories:

- Logical Puzzles:
  - Includes number grids like Sudoku, riddles, and patterN recognition problems that test analytical thinking.
- Technical Puzzles:
  - Circuit-based logic puzzles, component identification, and simple electrical problem-solving.
- Laser and Physical Puzzles:
  - Teams may encounter alignment puzzles requiring precision and coordination to direct light or laser beams to a target.
- Clue-Based Challenges:
  - Hidden objects, coded hints, or step-by-step sequences where one solved clue reveals the next.
- The puzzles are designed to test a combination of technical aptitude, teamwork, and problem-solving speed.

Safety Protocols and Instructions:

- Participants must handle all props and materials with care; damaging or tearing clues is strictly prohibited.
- The arena will be dimly lit or dark — move cautiously to avoid

accidents or tampering with equipment.

- Only event-provided materials (pens, paper, tools) are allowed.
- Teams must remain within their assigned area and follow all instructions from the coordinators.
- Participants found behaving irresponsibly or endangering others will be disqualified immediately.

DisqualificationS:

- Electronic gadgets such as mobile phones, torches, or smart devices are not allowed. Possession or use will lead to instant disqualification.
- Physical tampering with props, circuits, or other teams' setups will not be tolerated.
- Teams that exceed the allotted number of attempts for a puzzle will lose points for that puzzle.
- Any form of external help, cheating, or communication with outsiders will result in disqualification.
- Disrespectful behavior toward event staff or violating the event code of conduct will lead to expulsion from the event without refund.

Judging Criteria:

1. **Completion Status**: Whether the team successfully lights up the arena.
2. **Points Earned**: Based on the number of puzzles correctly solved.
3. **Time Taken**: Used as a tiebreaker if multiple teams achieve similar Scores.
4. **Team Coordination and Efficiency**: Observers may consider teamwork and communication during gameplay.

Final Note:

- This event emphasizes logical reasoning, presence of mind, and collaboration under pressure.
- Organizers and judges hold the final authority on scoring and decisions.
- Participants are advised to remain calm, think critically, and use time effectively to uncover all the hidden clues.

- **Any additional rules, modifications, or updates regarding the event will be communicated exclusively to the registered participants prior to the workshop.**

Agentic AI

(AI Workshop)

Description: GenAI Ignite is a hands-on session designed to introduce participants with no prior AI experience to the fascinating world of Generative Artificial Intelligence. The workshop covers essential concepts behind Large Language Models (LLMs) and Transformer architectures — the technology powering tools like ChatGPT and Google Gemini. Through live demonstrations and guided exercises using Google Gemini, participants will explore how generative models understand and produce human-like text. All participants will receive a Certificate of Participation upon completion. Don't miss this opportunity to kickstart your AI journey!

Number of Participants: 1

ENTRY FEE: ₹100/-

DURATION:

Certificate Policy:

Certificates of Participation will be awarded to all attendees who successfully complete the GenAI Ignite workshop.

Topics Covered:

- **What is Generative AI? :** Understanding generative models vs traditional AI, and real-world applications across text, image, and code generation.
- **Introduction to LLMs :** Understanding how Large Language Models work, including tokenization, context windows, and how they generate responses.
- **Transformer Architecture Basics :** A beginner-friendly breakdown of the Transformer model — attention mechanisms, encoders, decoders, and why this architecture revolutionized AI.
- **Prompt Engineering Fundamentals :** Learning how to write effective prompts to get the best results from generative AI models, including zero-shot and few-shot techniques.

CRESCENDO
THE INDIAN ODYSSEY

- **Hands-on with Google Gemini :** Live exploration of Google Gemini — experimenting with text generation, summarization, Q&A, and multi-turn conversations.
- **Responsible AI & Limitations :** Understanding hallucinations, biases, and ethical considerations when working with generative AI systems.
- **Future of GenAI :** A look at where generative AI is headed — emerging trends, multimodal models, and how to keep learning after the workshop.
- Any additional rules, modifications, or updates regarding the event will be communicated exclusively to the registered participants prior to the workshop.

CRESCENDO
THE INDIAN ODYSSEY