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**Sincerity is our attitude**

**Trust the nexus of our ties**

**With a clear and Pragmatic CREZON**

**Together we can touch the skies**

## **ABOUT SAE**

Society of Automotive Engineers, more commonly known as SAE, is an institution established in 1905 by the top engineers and the industrialists in New York to promote mobility engineering in everyday life. SAE is an umbrella under which the students, teachers and professionals from all over the world gather as a unit to implement the ideas and use the knowledge to add a new chapter to technical history of this world. Jamia has been the member of SAE since 2001. In two years it has made measurable progress in association with SAE. SAE has provided both the funds and the support needed to prepare a framework, which has helped us to build a technical outlook of our own. With a modest membership in 2001, the no. of members as on date stands at 106. It is the only institute along with IIT-D and DCE to have such a prestigious society within it.

## **Events**

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### **TECHPATRA - the Paper Presentation**

The paper presentation competition that would test your research abilities & presentation skills.

### **TOPICS**

1. REFRIGERATION & AIR CONDITIONING
2. NANO MANUFACTURING & PRODUCTION ENGG.
3. LATEST ADVANCEMENT IN AUTOMOBILE INDUSTRY
4. MECHATRONICS
5. ERGONOMICS
6. HIGH PERFORMANCE MATERIALS
7. NON CONVENTIONAL ENERGY SOURCES
8. POWER PLANT OPERATIONS

### **RULES & REGULATIONS**

1. Each team should have a max. of 3 members.
2. Teams would be selected on the basis of the abstract sent by them.
3. Selected teams would be notified through emails & contact numbers.
4. All the teams are required to send an abstract latest by 22<sup>nd</sup> Jan. 2004 & selected teams would be notified by 24<sup>th</sup> Jan. 2004.
5. Selected teams would be required to send a hard copy & a soft copy of their paper latest by 27<sup>th</sup> Jan. 2004.
6. Each team will get a total duration of 12 min. to present its paper, out of which 8 min. would be reserved for the teams presentation & 4 min. for cross questioning.
7. Decision of the judges would be final & binding.

## **PRIZES**

The teams that stand 1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup> in the event would be awarded with attractive prizes & certificates. All the participating teams would be given participation certificates.

## **REGISTRATION**

All the interested teams can send their abstracts to ...  
Siddharth Vij Ravindra Singh, 9891046867

9891097860,

siddharthvij83@yahoo.co.in

... with following information...

Date & Venue: 28<sup>th</sup> Jan. 2004

Name of team members

Name of college

Class ( with year/sem )

E-mail address

Contact No.

Date & Venue

Faculty Auditorium

Time

11.00 am onwards

## **Junk Yard**

Make something Funk out of the given Junk

## **General Aspects**

The event will be held in two rounds

### **1:PRELIMS**

It will be containing thirty Qs. related to science and technology

|              |                                     |
|--------------|-------------------------------------|
| Date & Venue | 28 <sup>th</sup> Jan, Graphics Lab. |
| Time         | 11:00 am                            |
| Time allowed | 30 minutes                          |

## 2:FINAL ROUND

The teams selected in prelims will move to this round

Some junk will be provided by us and something innovative is expected out of you

## GENERAL RULES

1: Maximum number of participants allowed in a team is two

2: Judges discretion would be final and binding.

|              |                                     |
|--------------|-------------------------------------|
| Date & Venue | 29 <sup>th</sup> Jan, Faculty Lawns |
| Time         | 11:30 am                            |

For Registration Contact:

Avinash Baliyan, 9891305201

[baliyan007@rediffmail.com](mailto:baliyan007@rediffmail.com)

## FAST TRACK - the F1 Race

Do you believe in living life on fast track. So let your creative juice fuel your self-made modelled car when it has to burn the track made by us.

## ABOUT TRACK

## TRACK PATH

The racing track will consist of varying contours and hardness levels such as elevated parts en-route, jumps, bridges ,varying width of the track, obstacles on the track, sharp turns and de-elevation. Apart from this one major thing to watch out for will be multi-level tracks en-route. Here the decision making skills of the participating teams will be tested as the racing team will have to select the track from the available two tracks. Also there will be speed breakers and a roadblock on the track. The roadblock must be looked out for as it will provide an opportunity to collect bonus points during the race. There will be check points at regular intervals on the track and crossing each check-point will entitle the racing car for additional points. Thus a lot is there for testing the cars and the racing teams' skills on the whole.

## **TRACK COMPOSITION**

Different materials will be used to make the track and thus varying levels of difficulty will be faced during the racing course. Hence during the race, the racing teams will have to drive their car depending on the material they presently driving on the track. The various materials that will be used on the track are as follows:

1. Sand
2. Marble Chips
3. Mud
4. Pebbles
5. Stones (of various sizes)
6. Stonedust
7. Gravel
8. Water
9. Grass

There can be many other materials on the track (depending on the availability and feasibility of the material) but the above will constitute a part of the track (to say the least).

## **FORMULA ONE RULES**

The rules for the race are listed below

### **General Rules**

1. First of all, the participants will have to fill out a form (will be available at the day of competition)giving information about:
  1. Their team
  2. Hardware used for car, dimensions of the car

3. Complete working mechanism of the car
2. Maximum number of members per team is three.
3. The maximum allowable width of car is 11 inches.
4. The maximum allowable battery voltage is 18volts(excluding remote battery in case of wireless).
5. No car will be allowed to change its battery during its stay on the track.
6. There are no constraints on the Driving Mechanism or the Power Source except that the power source must be on the car itself.
7. The car may have a wired or wireless controller.
8. Off-the-shelf cars are not allowed to take part in the contest. Detection of the same will lead to immediate disqualification. Also the remote cannot be bought and used directly.
9. Only one car will race on the track at a time.
10. There will be certain checkpoints on the track. Crossing each checkpoint will entitle you for points based on terrain toughness.
11. The team having highest total of points will win the contest.

### **Race Ahead Rules**

1. The team recording fastest time will get maximum points in Race Ahead. Others will get points in the order of their time recorded.
2. A penalty of 20 seconds will be imposed if the car goes off the track.
3. In the above case the participants are allowed to reposition their car on track at a point behind where the car actually went off. Penalties would be imposed if the participants fail to do so and if the organizer feels that the position was incorrect.
4. In case the participants try to stop the car from going off-track with help of wires they will be given one warning and the repetition of the same would lead to disqualification.
5. The participants are advised to have long wires for the controllers to prevent any obstruction to the motion of the car.
6. In case the car gets stuck in a position or is unable to complete a particular section of the track, participants are allowed to jump over to the next section of track with a penalty on points.
7. Each time you touch a car penalty of 20sec will be added to your time.

8. In no case should the car go offtrack and keep continuing taking a shortcut. The car must be stopped immediately and repositioned on track appropriately.

9. No participant should damage the track.

### **POINTS SYSTEM**

Points will be awarded on the basis of

1. Time taken to complete the track
2. Mechanism of the car
3. Chasis of the car (made from what raw materials & design)
4. Either car is wired or wireless
5. Battery voltage considerations (min. volts will amount to higher points)
6. looks of the car(least points)

### **Note**

More rules may be added as and when the need to do so is felt so that nobody is able to take advantage of any loopholes. If anybody feels that some important point hasn't been addressed, he/she is most welcome sending suggestion(s) to the organizers at:  
maxxy\_mayank@yahoo.com

### **Terms and Conditions**

1. The organizers reserve the right to make changes to the track or rules without giving any prior information to the participants. But the organizers would try to reach out to the participants with new information as soon as possible and the site would be updated regularly.
2. The decision of organizers regarding disqualification and awarding of points shall be final and binding on participants.

FOR FURTHER QUERIES

Contact:

MAYANK

maxxy\_mayank@yahoo.com

9868446537

Date & Venue 29<sup>th</sup> Jan, Dean's Arena

Time 2:00 pm

### **OOPS - the Mega Game Show**

COME & TRY YOUR LUCK...IT MIGHT BE YOUR LUCKY DAY

A game show with a difference ... which will test your skills & knowledge & at the same time would entertain U to its best. In order to win attractive gifts & prizes all U need to do is to be present as an audience at the venue.

And as far as the rules are concerned....there are no rules & regulations for this event..... AMAZED....U should be..... that's the beauty of this event....

SO BE THERE OR BE SQUARE

Date : 29<sup>th</sup> Jan. 2004 ( Wednesday )

Venue : Faculty Auditorium

TIME : 11.30 am

For further information contact:

Abhay Singh

9868004902, abhays2k@yahoo.com

Sachin Kumar

kumarsachin05@yahoo.co.in

### **SPUR - the Technical Quiz**

U think U can break the ICE... U believe U R the best quizzer in town... U think U can beat the heat out of Joules & Miller, then first confronts the " SPUR - the technical quiz".

### **RULES & REGULATIONS**



1. Each team should consist of two members.
2. Six teams would be selected, from the preliminary round, to contest in the main quiz.
3. The prelims would comprise of a written exam of half an hour duration, consisting of both objective & descriptive type questions.
4. Teams are not allowed to change any of the members during the course of the quiz.
5. Decision of the judges would be final & binding.
6. Participants are not allowed to challenge the decision of the judges.

### **REGISTRATION**

For further details & registration, please contact

Abhay Singh

Sachin Kumar

9868004902, abhays2k@yahoo.com kumarsachin05@yahoo.co.in

You can email to the above address with following information:

Team Name :

Names of members

Class ( with year/sem )

Name of college/institute

E-mail address

Contact No.

**Date & Venue**

**PRELIMS : 28<sup>th</sup> Jan. 2004, Graphics Lab**

**Time**

**11.30 am onwards**

**FINALS : 28<sup>th</sup> Jan. 2004, Faculty Auditorium  
1.30 pm**

### **TALK-e-TIVE - the Debate**

Do you have the guts to go one on one, when words are your only weapons.

### **Topic**

"Total output of Engineers in the country should be restricted".

Date & Venue: 29<sup>th</sup> Jan'04, Faculty Auditorium.

Time 10:00 A.M. Onwards

:

### **RULES AND REGULATIONS**

- 1.Each speaker would get a maximum time limit of three minutes to speak for or against the motion.
- 2.Points would be deducted for every 25 seconds over the time limit of 3 minutes.
- 3.Judges decision would be final & binding.

If you think you have the points to speak for or against the motion then REGISTER yourself at : [ronnylive@rediffmail.com](mailto:ronnylive@rediffmail.com)

Contact: Ronald Kenny, or

Abhinav Kaushik, 9811931450.

### **TECHNIKALA -the Computer Designing Contest**

Metamorphise your imagination on the virtual horizon.

Date & Venue 28<sup>th</sup> Jan'04, Faculty Computer Centre

Time 11:00 A.M. Onwards

### **Rules and Regulations**

- 1.The event would consists of two rounds-

a)Theory Round-In the following round the contestant would be required to answer 15 questions based on Autocad & mechanical drawing on the answer sheet provided by us.

b)Designing Round-The candidates selected in the first round are required to draw the orthographic views of the structure provided by us within the given time limit.

2.The participants are assumed to have a good knowledge of Autocad.

3.The participants would be judged on the basis of the correctness and accuracy of the views projected.

4.Judges discretion would be final and deciding.

If you think you can scroll the mouse as well as you can scribble with your pen, this is a challenge you don't want to miss.

For registration contact:

Abhay Miglani, 9891441991

abhaymiglani@yahoo.com

### **ZERO dB - the Dumb Charades**

The only time when the dumb are rewarded.

|              |  |
|--------------|--|
| Date & Venue | 28 <sup>th</sup> Jan'04, Faculty Auditorium. |
| Time         | 3:00 P.M. Onwards                            |

### **Rules and Regulations**

1.Each team would consist of three members.

2.The event would comprise of seven exciting rounds.

3.Each time would receive the topic to be enacted on the basis of random sampling by picking chits.

4.Judges decision would be final and binding.

For registration contact:

B.Santhosh Kumar

santy4cool@yahoo.com

Sanjeev Kumar

suntty72002@yahoo.com

or Contact: 9868004902

## **SCHEDULE**

### **Jan 28<sup>th</sup> Day 1**

| <b>EVENT</b>                 | <b>TIME</b> | <b>VENUE</b>            |
|------------------------------|-------------|-------------------------|
| Inauguration & Guest Lecture | 10:00 a.m.  | Faculty Auditorium      |
| Paper Presentation           | 11:00 a.m.  | Faculty Auditorium      |
| Junkyard Prelims             | 11:00 a.m.  | Graphics Lab            |
| Technikala                   | 11:00 a.m.  | Faculty Computer Centre |
| Tech Quiz Prelims            | 11:30 a.m.  | Graphics Lab            |
| Tech Quiz Finals             | 1:30 p.m.   | Faculty Auditorium      |
| Zero dB                      | 3:00 p.m.   | Faculty Auditorium      |

### **Jan 29<sup>th</sup> Day 2**

| <b>EVENT</b>   | <b>TIME</b> | <b>VENUE</b>       |
|--|-------------|--------------------|
| Debate   | 10:00 a.m.  | Faculty Auditorium |
| OOPS   | 11:30 a.m.  | Faculty Auditorium |
| Junkyard Finals  | 11:30 a.m.  | Faculty Lawns.     |
| Fast Track   | 2:00 p.m.   | Dean's Arena       |
| Prize distribution Ceremony will be held in the Faculty Auditorium from 4:30 P.M. onwards on 29 <sup>th</sup> Jan. |             |                    |

## **Contacts**

For registration and other queries please contact:

Abhay Miglani, 9891441991, abhaymiglani@yahoo.com

Abhay Singh, 9868004902, abhays2k@yahoo.com

Ronald Kenny, ronnylive@rediffmail.com

Mayank Aggarwal, 9868446537, maxxy\_mayank@yahoo.com