



Modern Education Society's  
College of Engineering, Pune  
(Wadia College Campus)

Modern Education Society's  
Wadia College of Engineering, Pune



# **ASME MESWCOE STUDENT CHAPTER 2022-2023 ANNUAL REPORT**

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Faculty Advisor

Anand Sharma [Chair]  
Vinit Lulla [Vice Chair]  
Krishnakant Chamwad [Documentation Head]

## **TABLE OF CONTENTS**

	Page
Committee Members.....	[03]
Mega Fest	
i.    Campus Crusade .....	[04]
ii.   Box Cricket Tournament .....	[13]
iii.  Popsicle Stick Bridge .....	[21]
iv.   Engineers' Hurdle Race.....	[30]
v.    The Debate Competition .....	[38]
vi.   The Steve Harvey Show .....	[46]

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	TECHNICAL (C)	Himanshu Sharma
	TECHNICAL (C)	Pranav Darekar
<b>STUDENT CO- ORDINATORS</b>	Avani Jnagam (event)	
	Sanika Choudhary (event)	
	Ninad Metkar	
	Atharva Jadhav	
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ASME STUDENT CHAPTER PRESENTS  
**MEGA FEST 2023**



GIFT PARTNER

# CAMPUS CRUSADE

It's not a treasure hunt!

26  
APR



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Starting Point :-

001

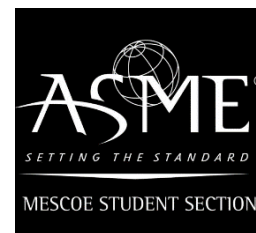
12 pm Onwards

**CONTACT:-** 8999604220 / 9797550095 / 7304085505





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## **ASME MESCOE STUDENT CHAPTER**

Date: 26/04/2023

**Event Name:** Campus Crusade

**Event Date:** 26/04/2023

**Event Time:** 12.00 PM

**Venue:** Engineering Complex

**About the event:** On 24th March, the ASME MESCOE Student Chapter organized a Mega Fest, which included various extracurricular activities. The first event of the fest was the Campus Crusade competition, which aimed to provide a platform for students to showcase their talents and skills.

A dedicated event planning team was assigned for the preparation of the Campus Crusade competition. The team consisted of eight members who worked hard to ensure that all necessary arrangements were made. The team's responsibilities included creating posters, rulebooks, and registration forms, selecting the perfect venue, and decorating it accordingly. They also had to come up with a strategy for promoting the event to attract maximum participants. The publicity team worked hard to ensure that the event was widely promoted. They placed posters and banners of the mega fest in crowded places where maximum participants could be attracted. Vinit secured the sponsorship of Haldiram for the Mega Fest, and the sponsor provided gift hampers and coupons for the participants and winners of the event. Anand and a team member personally invited the principal of the college and all the HODs of various departments from the college. All necessary arrangements were made a day before the competition, ensuring that everything was set up correctly and ready for the competition.

**Event Format:** Campus Crusade was a modified and edited version of the treasure hunt. The competition consisted of a list of '8' unique, fun, and challenging tasks that all teams had to complete to win the game. The tasks were common to all teams, but their sequence was shuffled to ensure that no team had an unfair advantage.

A black card was provided to each team, which they could use to skip any one task they wanted. Teams were advised to use the card carefully. Teams had to complete all the tasks in the least time to win the game and earn exciting gift hampers and much more.

**On the day of the event:** Dr M.P. Dale, the principal of MESCOE, inaugurated the mega fest by cutting the ribbon and lighting the lamp. In her address, she encouraged students to maintain a balance between their studies and extracurricular activities. She also wished the participants and ASME MESCOE members the best of luck for the event.

All registered participants from various departments gathered at 001, where they were given an overview of the competition rules. Participants were advised not to violate any rules and were prohibited from using elevators or receiving help from non-participants. A black card was provided for teams to skip a task if needed, but cheating or any other irrelevant activity would result in immediate disqualification.

Participants were required to complete tasks in sequence, and could not move on to the next task without completing the previous one. After completing a task, participants' task sheets were provided with a completion sticker. The first team to complete all tasks and collect all stickers on their sheet would be declared the winner and would hoist the main flag in front of the main gate building.

Throughout the event, participants were monitored by the event team, who explained all relevant rules and regulations. By following the rules and working together as a team, the event team made sure that participants could enjoy a fair and competitive event.

Sr. No	Task Name	Venue
1	Selfie Expedition	115
2	Mold Mania	509
3	Foldathon	115
4	Chance Odyssey	Workshop 3
5	Ball in the Bucket	420
6	Sui Dhaga	509
7	Deck Dynasty	420
8	Remember Me Now	Opposite of 206

The event had 20 registered teams, but only 8 were selected after an elimination round. To determine the finalists, team leaders participated in a game of Musical Chairs. After the elimination round, the remaining 8 teams were given a set of instructions and a list of tasks to complete. Each team had a unique sequence of tasks to complete, and after finishing each one, an ASME member would sign off on the corresponding task sheet. The tasks were distributed to the teams, and throughout the games, ASME members and coordinators were on hand to provide assistance and instructions. Each team was given a time warning to complete their assigned tasks, and once finished, the task sheet was signed.

## Qualified Teams from Round 1

Sr.No.	Team Names
1	Hostel Bois
2	Maratha Boys
3	Falcon
4	Fire Phoenix
5	Classmates
6	Savage Hunters

Team Hostel Bois emerged as the victors of the competition by completing all the assigned tasks ahead of the other teams, and hoisting their flag first. Following behind, Team Classmates claimed the second position by hoisting their flag shortly after.

The entire event was well coordinated by the members and coordinators of ASME, who provided guidance and instructions to all the participating teams throughout the all games. The event ended once all 8 teams had successfully hoisted their flags.

## Winners

Result	Team Names
Winner	Hostel Bois
Runner-up	Classmates

A group photo of all the participants and committee members was taken. The students across all departments responded positively to the competition. In the end, all committee members clicked a group photo to mark the conclusion of the event. Overall, the Campus Crusade competition was a great success and fun, the event provided a platform for students to showcase their talents and skills, and encouraged them to participate in extracurricular activities, while also encouraging teamwork among the participants. Afterward, the event was concluded.

## Event Photos



















ASME STUDENT CHAPTER PRESENTS  
**MEGA FEST 2023**



GIFT PARTNER

# POPSICLE STICK BRIDGE

HOW MUCH LOAD CAN YOUR  
BRIDGE WITHSTAND?



## BUILD+COMPETE+WIN!

Get exciting prizes  
on winning!!

**Date: 28-04-2023**

**Venue: room no. 509**

For any queries contact: 7002628810/  
7020107181



ASME\_MESCOE

**#MEGAFEST 2023**



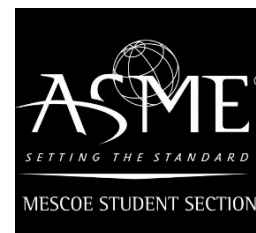
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## ASME MESCOE STUDENT CHAPTER

Date: 28/04/2023

**Event Name:** Popsicle Stick Bridge

**Event Date:** 28/04/2023

**Event Time:** 12.00 PM

**Venue:** Room No- 509

**About the event:** On the 28th of April, a Popsicle Stick Bridge competition was organized as part of the ASME MESCOE Student Chapter's Mega Fest. The goal of this competition was to promote teamwork and creativity and to foster engineering skills among students. The participants had to build a bridge using the provided materials and specified rules.

A week before the competition, an event planning team was assigned the task of preparing for the event. The team, consisting of four members, worked hard to ensure all necessary arrangements. They were responsible for creating posters, rulebooks, and registration forms, selecting the perfect venue, and decorating it accordingly. The team also had to come up with a strategy for promoting the event to attract maximum participants. The publicity team worked hard to attract as many participants as possible. All necessary arrangements were made a day before the competition, ensuring that everything was set up correctly and ready for competition.

**On the day of the competition:** over 45 participants from various departments gathered at classroom no. 509. Dr A. C. Mitra, a distinguished expert in the field of Mechanical Engineering with a PhD degree, was invited as the chief guest to grace the occasion. He is highly knowledgeable and experienced in the area of Strength of Materials, which added significant value to his presence at the event. Anand Sharma welcomed everyone and provided an overview of the competition rules before initiating the event.

To ensure fair competition, only registered participants who arrived on time were permitted to compete. Each team, consisting of up to three participants, was provided with a toolkit containing all the necessary materials for building a bridge. No outside materials were allowed, and any team caught cheating would be disqualified.

Participants had two and a half hours to design and construct their bridge models using only Popsicle sticks and glue. At the start of the competition, the length requirement for the bridges was announced and strictly enforced to follow the rules.

Anand reminded participants that in case of a tie, the bridge with the best build quality and appearance would be declared the winner. Throughout the competition, committee members provided guidance and support to the participants.

Vinit recorded videos and clicked pictures of the event. Coordinators were supervising the teams and making sure all the rules were being followed. The progress of the participants was checked, and a warning was given 15 minutes before the submission. The participants were asked to stick a name tag to their prepared bridge model and keep it on their table. One member from each team was asked to stand along with their model and Vinit recorded their short review video about the ASME MESCOE Student Chapter's Mega Fest.

The testing session was initiated to know the strength and durability of the bridges. The testing process involved the application of force to the bridges until they reached their breaking point or failed. The testing was divided into four rounds, with increasing levels of force applied during each round. The force applied to the bridges was measured in kilograms, and the weight increased with each subsequent round. The bridges constructed by each team were tested sequentially, with teams that successfully passed a round advancing to the next round while other teams were eliminated.

**Round One:** A total of 14 teams participated in the first round, in which gradual loading of 4 kg was tested. All teams cleared round one with ease and entered the next one.

**Round Two:** In the second round, impact loading was tested, in which the bridges of 4 teams got broken. Only 10 teams could survive the round. Two rounds of testing were completed on the day, with the third and final rounds scheduled to take place on Tuesday, May 2nd.

The third and final rounds were held to determine the winner by subjecting the bridges to a more strict weight test than in previous rounds. Each qualified bridge model was loaded with increasing weights until it eventually collapsed.

**Round Three:** On 2nd May, the third round started for the 10 qualified teams from the previous round. Each bridge was loaded with weight, and sustained models were then selected for the final round, and the maximum weight sustained by each bridge was recorded.

Sr.No.	Name	Result
1	RuleBreakers	The bridge failed at 23 Kg.
2	EUU Bois	The bridge failed at 30.5 Kg.
3	ANS	The bridge failed at 30.5 Kg.
4	MIRAGE	Could not clear minimum criteria(Length>25cm, disqualified
5	Chichore	Bridge got deformed or the design failed so disqualified.
6	Aluminum 3.0	Bridge sustained 30.5 kg and qualified for the fourth round
7	Maratha Bois	Bridge sustained 30.5 kg and qualified for the fourth round
8	Bhakatakti Aatma	Bridge sustained 30.5 kg and qualified for the fourth round
9	Vikings 1	Bridge did not meet the design criteria and was disqualified.
10	Vikings 2	Bridge did not meet the design criteria and was disqualified.

**Round Four:** The final round was conducted to get the winner, with increasing only one bridge model that could sustain the weight. However, a dilemma arose when two bridges managed to withstand the same amount of weight. After careful consideration of all the results and parameters, the winner and two runners-up positions were announced for the competition.

Sr.No.	Name	Result
1	Aluminum 3.0	Bridge failed at 40.5 Kg.
2	Maratha Bois	Bridge failed at 40.5 Kg.
3	Bhakatakti Aatma	Bridge failed at 45.5 Kg, thus Winner.

A group photo of all the participants and committee members was taken, and the venue was cleaned. The students across all departments responded positively to the competition. In the end, all committee members clicked a group photo to mark the conclusion of the event. Overall, the Popsicle Stick Bridge competition was a great success and fun, promoting the message of technical education while also encouraging creativity and teamwork among the participants.

Afterward, the event was concluded.

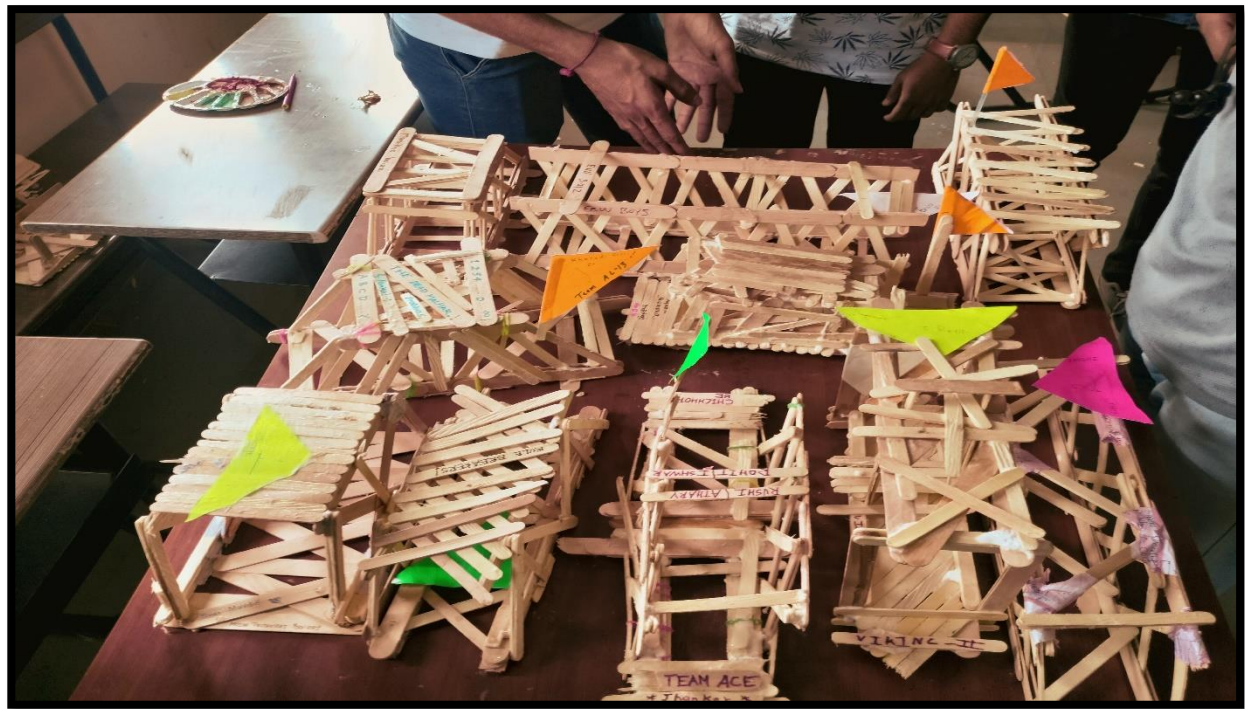


## Winners

Result	Names
Winner	Bhakatakti Aatma
Runner-up	Aluminum 3.0
Runner-up	Maratha Bois

## Event Photos



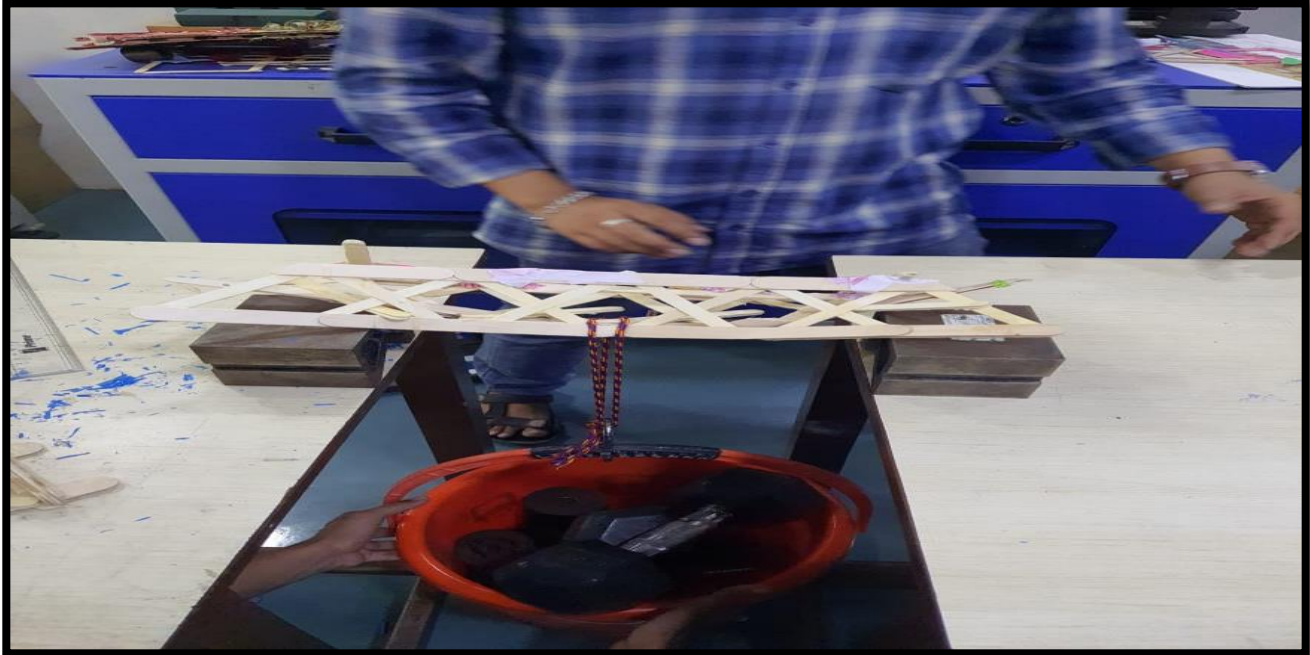














ASME STUDENT CHAPTER PRESENTS  
**MEGA FEST 2023**



# ENGINEERS' 20 HURDLE RACE 23



GET READY TO **ENGINEER**  
YOUR **WAY** THROUGH TO  
**HURDLES**



GET A CHANCE TO  
WIN EXCITING GIFTS

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NIDHI - 93226 38625

ANAND- 70201 07181

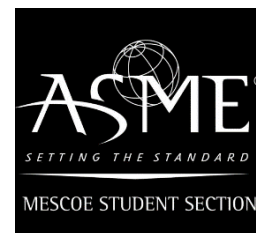
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2023**



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## **ASME MESCOE STUDENT CHAPTER**

Date: 02/05/2023

**Event Name:** Engineers' Hurdle Race

**Event Date:** 02/05/2023

**Event Time:** 12.00 PM

**Venue:** Engineering Complex

**About the event:** On the 2nd of May, an Engineers' Hurdle Race Competition was organized as part of the ASME MESCOE Student Chapter's Mega Fest. The competition aimed to test and push the physical and mental capabilities of participating engineering students and also to provide a platform for students to showcase their talents and skills.

A dedicated event planning team was assigned for the preparation of the Engineers' Hurdle Race competition. The team consisted of four members and eight coordinators who worked hard to ensure that all necessary arrangements were made. The team's responsibilities included creating posters, rulebooks, and registration forms, selecting the perfect venue, and decorating it accordingly. They also had to come up with a strategy for promoting the event to attract maximum participants. The publicity team worked hard to ensure that the event was widely promoted. They placed posters and banners of the competition in crowded places where maximum participants could be attracted. All necessary arrangements were made a day before the competition, ensuring that everything was set up correctly and ready for the competition.

**Event Format:** The Engineers' Hurdle Race competition was an exciting and challenging event. The competition was comprised of three rounds, with two elimination rounds leading up to the final round, which consisted of six stages.

To register for the competition, teams had to consist of only two students. In the first round, each team was given a spoon and a glass and tasked with filling the glass with water from a bucket placed at a specified distance.

For the second round, team members had to tie their legs together and race from the starting point to the endpoint. Only the first two teams to complete the race would move on to the final round.

The third and final round was the main event, consisting of six challenging stages. In the first task, member A of each team was provided with a balloon and a toothpick. The member had to blow up the balloon and protect it from being popped by other teams while also trying to pop their opponents' balloons. Member A could not assist his teammate during the other tasks, but he had to remain present.

As soon as the balloon was blown and tied, the timer started, and the team had to move on to the next task. Five desks were set up for member B to complete the other tasks, and teams could only proceed to the next task once the current task had been completed and verified by the event coordinators.

Task two involved using 20 paper clips to build a paper chain, while task three required teams to build a cube and tetrahedron using clay and a toothpick. In task four, teams had to consume a mystery ingredient to proceed to the next task.

Task five was a paper maze, where teams had to find the path from the left top to the right bottom. All teams were given an identical maze, and verification from the coordinator was required to proceed further.

Finally, on the fifth desk, teams were provided with a sheet of mathematical equations and a calculator. They had to find solutions to the equations using certain rules.

If a team failed to protect their balloon, member B's task would be frozen, and only could be resumed once Member A had returned with another blown balloon. In the end, teams had to complete all the tasks in the least amount of time to win the competition.

**On the day of the event:** All the registered participants from various departments of the college gathered at the designated parking area. The event team welcomed them and provided an overview of the competition rules. With 17 teams in attendance, the competition was set to be challenging.

Anand and Nidhi provided the participants with detailed information on the rules of the competition. The first round commenced, and all 17 teams took part, but only 12 were able to qualify for the next round.

The second round was conducted in two parts. The first part involved six teams competing to get two winners, while the second part had the remaining six teams battling it out for the other two spots. The second round concluded, and the final four teams were decided.

## Teams qualified for final round

Sr.No	Member 1	Member 2
1	Mayur Shivsharan	Kshitij Raskar
2	Ashwin Dahake	Ankita Ganjave
3	Vaibhav Bombe	Prathamesh Kenjare
4	Neel	Rushi

The important part of the event was the final round, where the four qualified teams competed against each other in a challenging contest consisting of six tasks. The teams had to complete each task in sequence, and the coordinators were assigned to monitor and guide them.

They also verified the tasks once completed by the teams. Vinit captured every moment of the event. Throughout the competition, Nidhi and the coordinators noted the performances of the teams. The event team was vigilant in ensuring that all participants followed the rules and regulations. By working together as a team and following the rules, the event team ensured that all participants enjoyed a fair and competitive event.

After the event came to a close, it was announced that the winners would be announced at the prize distribution ceremony.

A group photo of all the participants and committee members was taken. The students across all departments responded positively to the competition. In the end, all committee members clicked a group photo to mark the conclusion of the event. Overall, the Engineers' Hurdle Race competition was a great success and fun, the event provided a platform for students to showcase their talents and skills, and encouraged them to participate in extracurricular activities, while also encouraging teamwork among the participants. Afterward, the event was concluded.

## Winners

Sr.No	Member 1	Member 2
Winner	Rushi	Neel
Runner Up	Ankita	Ashwin



## Event Photos















ASME-MESCOE  
STUDENT  
CHAPTER  
PRESENTS

AGAINST

Do you  
want to  
speak up?

THE  
DEBATE  
COMPETITION

4 May  
2023

12NOON-3PM

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FOR

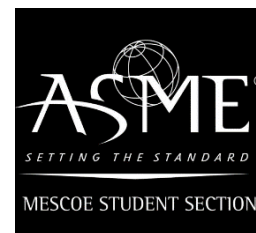


MESCOE  
CLASS NO. 514





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## ASME MESCOE STUDENT CHAPTER

Date: 04/05/2023

**Event Name:** The Debate Competition

**Event Date:** 04/05/2023

**Event Time:** 12.00 PM

**Venue:** Room No- 514

**About the event:** On the 4th of May, The Debate Competition was organized as part of the ASME MESCOE Student Chapter's Mega Fest. The competition was aimed at improving the public speaking and critical thinking skills among students.

A week before the competition, an event planning team was assigned the task of preparing for the event. The team, consisting of four members, worked hard to ensure all necessary arrangements. They were responsible for creating posters, rulebooks, and registration forms, selecting the perfect venue, and decorating it accordingly. The team also had to come up with a strategy for promoting the event to attract maximum participants. The publicity team worked hard to attract as many participants as possible. All necessary arrangements were made a day before the competition, ensuring that everything was set up correctly and ready for competition.

**Competition Format:** The Debate Competition consisted of three rounds, and if required, a fourth round was scheduled to be conducted. The first round was an elimination round and was conducted individually. Participants were provided with a topic one day prior to the event to allow them time to prepare. On the day of the event, each participant was called to the stage to present their topic. They were given a minimum of 2 minutes and a maximum of 3 minutes to deliver their topic.

Participants had to debate for or against a topic, and to qualify for the next round, they had to present stronger points. Only after that would a participant be selected for round two. If both participants had strong points and excelled in public speaking, both candidates could be selected for the next round.

Round two was the actual debate round in which selected participants from Round one were grouped into teams. The topic for Round two was provided to the teams 20 minutes before the start of the round. Participants could also opt to group up with their friends/colleagues only if their friend was also selected from Round one. Both teams would debate for 2-3 minutes, and the best team would be selected for round three.

Round three was the final debate round, and it was the same as round two, only this time the topics were given on the spot. No time was given to prepare for the topic. The best team to come up with strong points would be declared the winner of the debate competition.

**On the day of the competition:** Over 20 participants from various departments gathered at Hall No. 514. Dr. K. A. Mahajan and Dr. Salunkhe were invited as judges for the first round. Vinit welcomed everyone and provided an overview of the competition rules before initiating the event. He announced that participants were not allowed to check their mobile phones while on stage, but they could carry a pen and paper. Additionally, participants were expected to behave respectfully towards their opponents, judges, and audience. Vinit warned participants not to use any kind of disrespectful language and suggested addressing the audience while presenting their points.

As the host of the competition, Vinit announced the topic for the competition and specified the names of participants for the 'for' and 'against' positions. Kapil displayed the names of the topic, participant, and their stand in the debate. Vinit called each participant one by one, and the debate began. In round one, points were given based on the participants' understanding of the topic, public speaking skills, clear enunciation, good posture, and their ability to engage the audience. Round one was successfully conducted, and xx participants were selected for the next round. A short break was given before moving to the next round.

After the break, teams were formed from the qualified participants, and a topic was assigned. They were given 20 minutes to prepare for the conflict. For the second round, Dr. K. A. Mahajan, Prof. S.R.Kandharkar, and HOD of the mechanical department, Dr.V.N. Chougule Sir, were invited as judges.

### **Participants qualified for second round**

<b>Sr.No</b>	<b>Member 1</b>	<b>Member 2</b>
1	Anand	Sakshi
2	Shubham	Sanika
3	Hemchandra	Abrar
4	Manav	Shruti

Two teams were called on stage, and a coin was tossed to decide the stand in the debate. Participants debated in teams, but the points were given based on their individual performances. After all the teams completed their debates, round two was finished, and four participants were selected for the final round.

### **Participants qualified for final round**

<b>Sr.No</b>	<b>Member 1</b>	<b>Member 2</b>
1	Anand	Sakshi
2	Shubham	Sanika

The final round started, and the four participants were divided into two teams. A topic was announced, and a coin was tossed to decide the stand in the debate. A time limit was given to complete the final round, and participants were instructed not to interrupt the other team presenting their points. Participants were told that they would be evaluated separately. After the given time ended, the participants were stopped. They were allowed to finish their points, but it did not count towards the evaluation.

Vinit thanked all participants for participating in the competition. He specifically mentioned Dr. K. A. Mahajan for providing the liberty to conduct any kind of event and invited the HOD, Dr. V. N. Chougule, to address the audience and participants. The HOD appreciated for being there and encouraged them to not let language barriers hold them back from expressing themselves. He shared his own college experience on the debate topic of peer pressure and suggested that students be interactive and take part in events. He emphasized



that participating in competitions is the most important thing, and winning or losing is secondary.

The HOD also spoke about the importance of language and how transferring one's data or expressing one's feelings is more important than worrying about grammar. He advised that the courage to speak is always backed by knowledge, and facing one's fears can help build confidence. He concluded his speech by thanking the ASME MESCOE team for organizing the event.

Later, Prof. S. R. Kandharkar was invited to guide the students. He thanked Dr. K.A. Mahajan for inviting him to the event as a judge. He then spoke to the students about the importance of participating in such events, highlighting how it can help boost their skills, interact with individuals from various fields and improve their personalities. He also emphasized the need to consider opponents' views and shared his opinions on the event before concluding his speech.

Next, Dr. K. A. Mahajan took the stage and concluded up the event. Vinit expressed his gratitude to all attendees and announced that the results would be declared at the prize distribution ceremony.

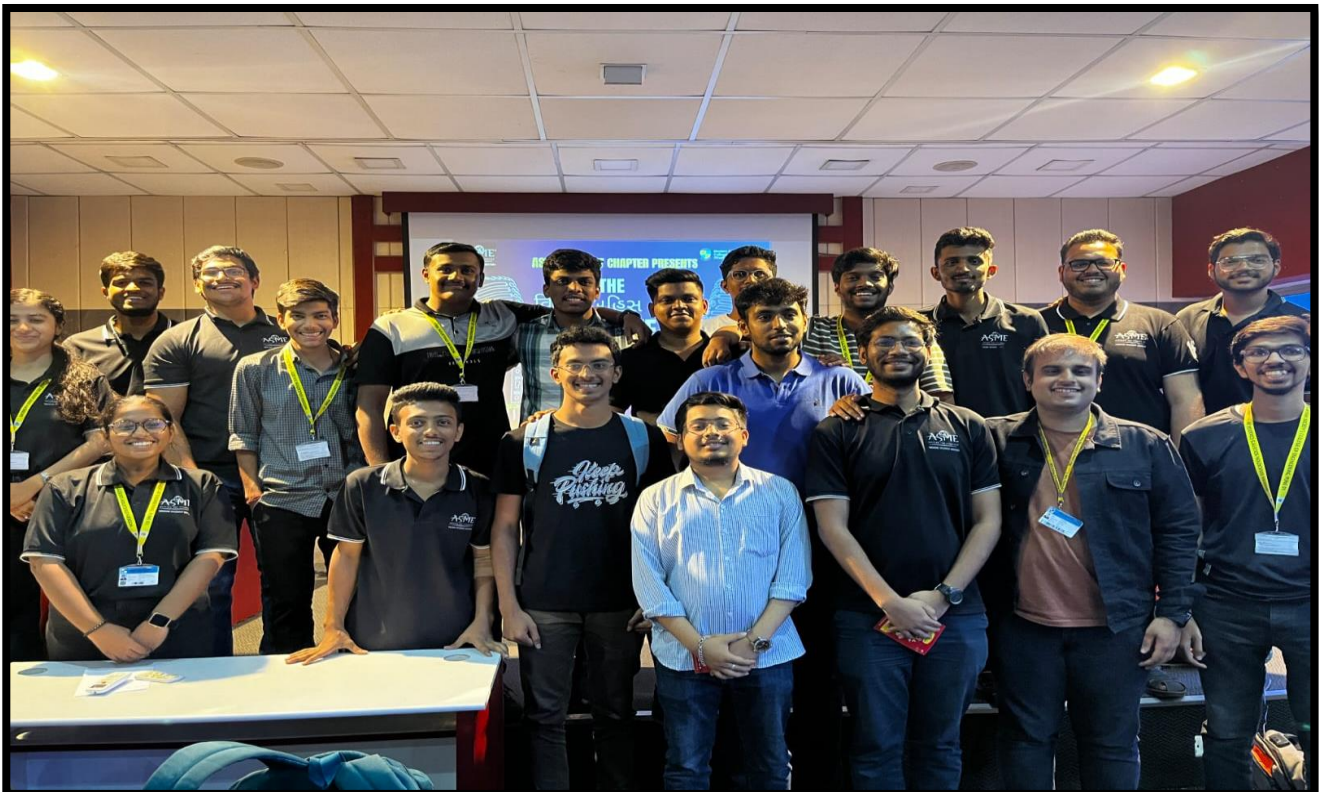
A group photo of all the participants and committee members was taken. The students across all departments responded positively to the competition. In the end, all committee members clicked a group photo to mark the conclusion of the event. Overall, the The Debate Competition was an excellent opportunity for the participants to hone their skills in public speaking and critical thinking. It was also a great way to promote the use of English as a language of communication. The participants were challenged to think critically, communicate effectively, and engage in constructive dialogue, while also encouraging teamwork among the participants. Afterward, the event was concluded.

## Event Photos











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ASME<sup>®</sup>  
SETTING THE STANDARD  
MESCOE STUDENT SECTION

# THE STEVE HARVEY SHOW




Bring your friends for an afternoon of fun  
and games


8th May in 514 @2:00 PM

Sponsored by:



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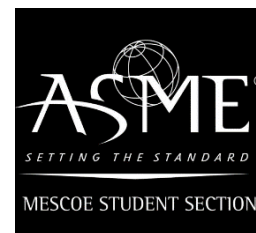
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## **ASME MESCOE STUDENT CHAPTER**

Date: 08/05/2023

**Event Name:** The Steve Harvey Show

**Event Date:** 08/05/2023

**Event Time:** 02.00 PM

**Venue:** Room No- 514

**About the event:** On the 8th of May, The Steve Harvey Show event was organized as part of the ASME MESCOE Student Chapter's Mega Fest. The event was aimed to test the contestants' knowledge and quick-thinking skills.

A week before the event, an event planning team was assigned the task of preparing for the event. The team, consisting of four members, worked hard to ensure all necessary arrangements. They were responsible for creating posters, rulebooks, and registration forms, selecting the perfect venue, and decorating it accordingly. The team also had to come up with a strategy for promoting the event to attract maximum participants. The publicity team worked hard to attract as many participants as possible. All necessary arrangements were made a day before the event, ensuring that everything was set up correctly and ready for the event.

**Event Format:** The Steve Harvey Show was an engaging event that challenged contestants to answer survey questions and guess the most popular responses given by a group of surveyed individuals. The event featured three exciting rounds, each with its unique challenges and rules, designed to test the knowledge and quick thinking of the contestants.

Teams consisting of three to four members competed against each other in the competition.

To answer the survey questions, a team member had to buzz in first, and the first team member to buzz in got a chance to answer. If the answer was one of the top responses, the team earned points. However, if the first team did not guess one of the top answers, the other team had an opportunity to "steal" the points by giving a correct answer.

Each team had a limited amount of time to answer the survey question. If the team did not answer within the time limit, they forfeited the opportunity to score points. The answers could not be repeated, and if a team repeated an answer, it was considered incorrect. If a team disputed the validity of an answer, the judge made the final decision on whether the answer was acceptable.

Contestants were expected to behave respectfully and in a sportsmanlike manner towards each other and the host and to avoid using profanity or engaging in any other inappropriate behavior. Participating members were allowed to invite their friends and colleagues to attend as members of the audience.

The competition was played in three rounds, with each round featuring a different survey question. The team with the most points at the end won.

In round one, two teams were called on the stage, and one question was asked in each part with four answer options. Teams had to send one member to give the answers, and other members could also help. Mobile phones were not allowed, and teams were allowed to answer three wrong answers. If both teams failed to answer all the questions, the remaining ones were passed to the audience to answer, and the teams were allocated the correct guessed points.

Round two had different rules in which the host picked any random member from each team to answer. Teams had to guess the top answer to get the chance to answer all the questions. Teams had three chances to guess the right answer and could pass the question. If the other team guessed the right answer, all the points scored by the first team were allocated to them. If they failed to do so, the points were given to the first team. Two questions with four options were there in round two.

Round three was the final round and was played between two teams selected from the previous round. The rules were the same as of the second round, but it had four questions with five answer options. The host picked all the members from the team one by one. The team with the most points at the end of the final round won.

**On the day of the competition:** On the day of the competition, more than 30 participants and 40 audiences from different departments gathered at Hall No. 514. Pranav, the event's host, welcomed everyone and provided an overview of the competition rules. He emphasized that participants were strictly prohibited from using their mobile phones while on stage, and were expected to behave respectfully towards their opponents, judges, and the audience.



Additionally, he suggested that contestants should exhibit good sportsmanship and avoid using any disrespectful language.

Pranav, the host of the event, randomly picked two chits and called two teams to compete in the first round. Each team sent one member to answer one question, and then another member for the second question. To answer, members had to tap the buzzer, and the first to do so would have the opportunity to answer first. Teams had to score more points than their opponents to advance to the next round. The point values for each answer were different, depending on the survey results. If a team answered incorrectly, a red cross was displayed on the screen.

After the completion of the first round, there was a short break to select the teams for the next round. During the break, the audience enjoyed a few rounds of Family Feud. Out of the eight teams that participated in the first round, only four were selected to proceed to the next round.

Round two of the event began with the host explaining the rules for the new round. Two chits were randomly picked and the two teams that were selected in the previous round were called up on stage to compete. The round consisted of two questions, each with four options, covering different topics. To answer the questions, the host randomly selected one member from each team.

The round was played successfully and the show continued with another round of Family Feud, which included participation from the audience. Of the four teams, two were selected to move on to the final round.

### **Teams selected for final round**

Sr.No.	Teams Name
1	Squad
2	Invisible

In the final round, the same rules applied as in the second round, but this time the number of questions was increased to four, and each question had five options. Both teams, each consisting of four members, were called up on stage. Sabit displayed the questions on a screen while Himanshu kept track of the scores. Coordinators took pictures throughout the round.

After completing all four questions, the final round came to an end and it was announced that the results would be revealed at the prize distribution ceremony.

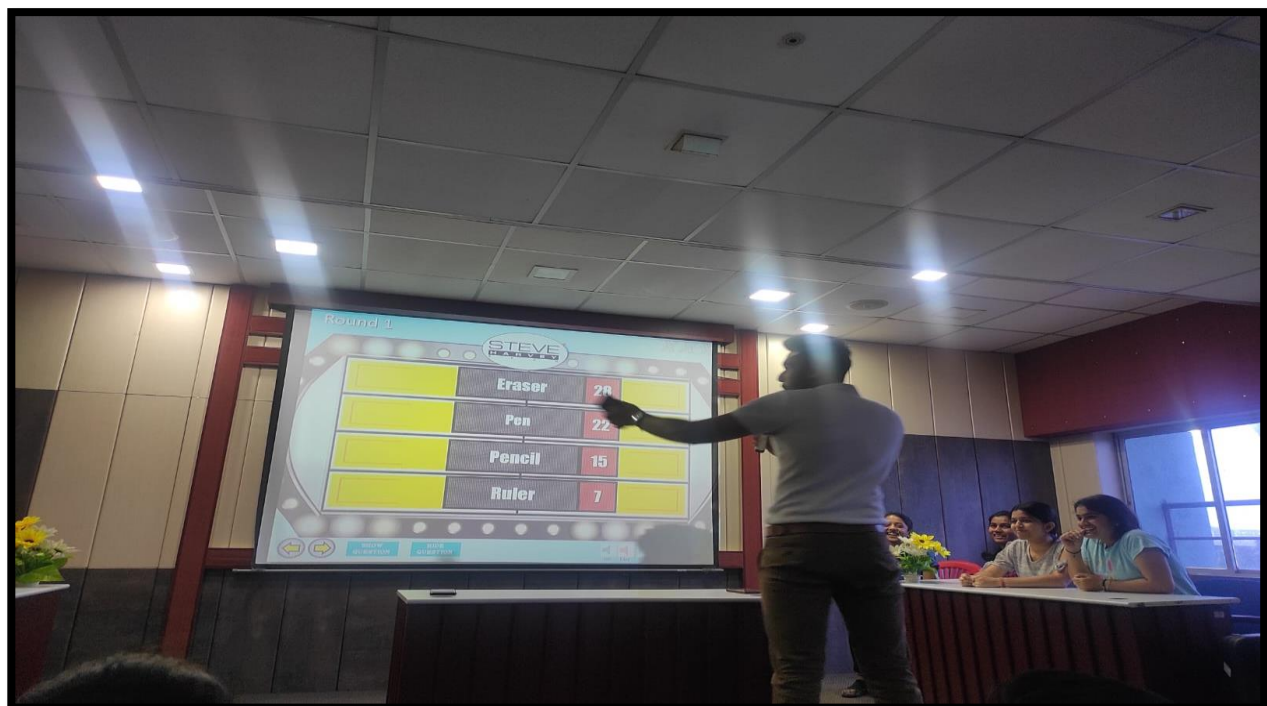
Pranav thanked all participants for participating in the event. He specifically thanked the audience for their presence at the event. A group photo of all the participants and committee members was taken. The students across all departments responded positively to the event. In the end, all committee members clicked a group photo to mark the conclusion of the event. Overall, The Steve Harvey Show was an entertaining game show that featured a unique format and challenging questions and tested the contestants' knowledge and quick-thinking skills. The use of survey questions added an interesting element to the show, as it allowed participants to see how their opinions compare to those of the general public. Overall, the Steve Harvey Show was a fun and engaging program. Afterwards, the event was concluded.

## Winner

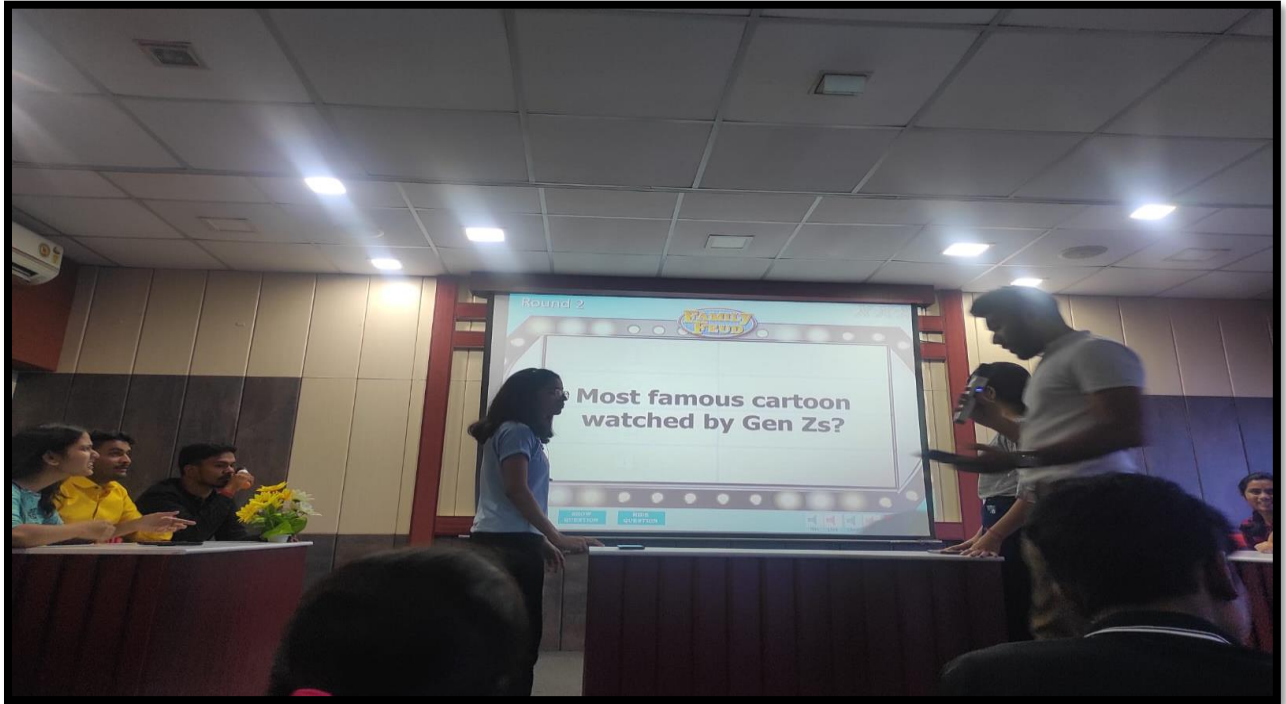
Rank	Teams Name
Winner	Squad
Runner up	Invisible

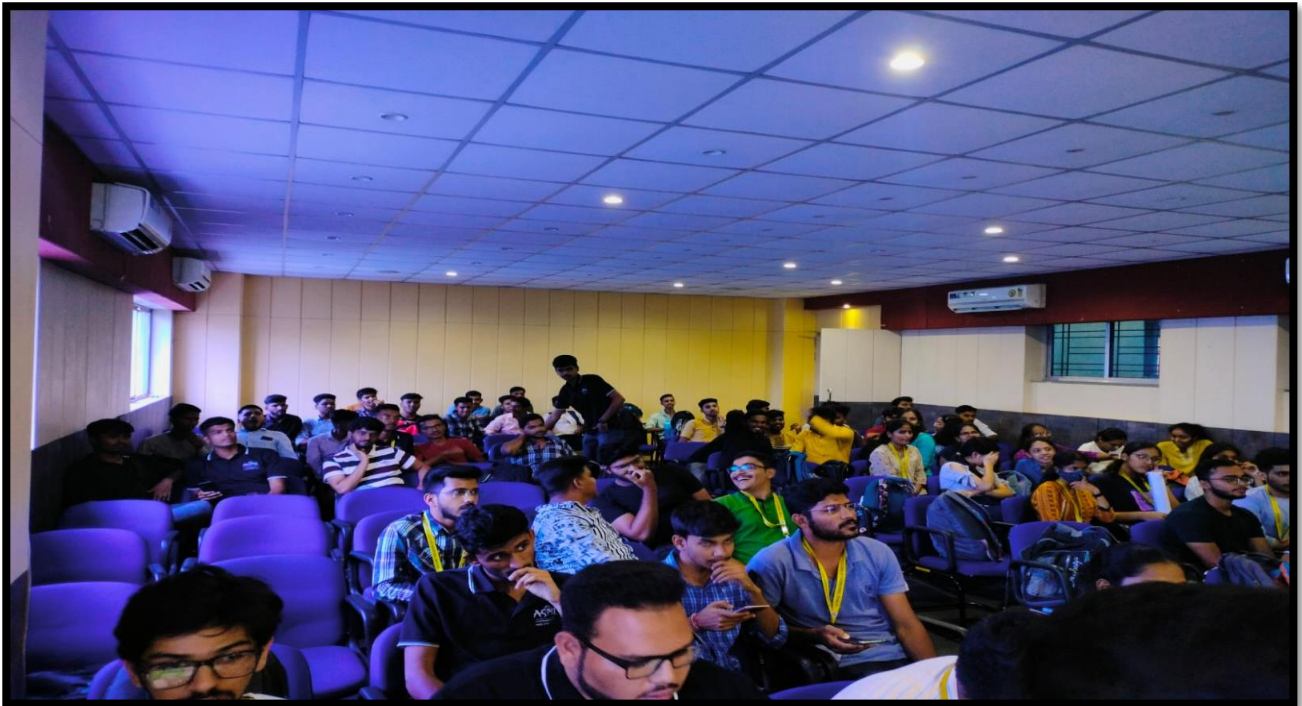
## Event Photos















ASME STUDENT CHAPTER PRESENTS  
**MEGA FEST 2023**



# **BOX CRICKET TOURNAMENT 2023**

League - Knockout Tournament



**DATE :- 27-28 APRIL 2023**



**LOCATION 5TH FLOOR (510)  
{ 2 PM ONWARDS }**



**SCAN TO  
REGISTER**

**REGISTRATION FEE :- 100RS**

● Limited Entries on First Come First Serve Basis

● **WINNER ₹1000**

● **RUNNER UP ₹500**

\*Prize money is subject to change depending on  
the number of teams participating\*



**Participate to Win Cash Prizes and Trophies**

**For Any Query Contact : 7741016859/ 9130021018**





Modern Education Society's  
College of Engineering, Pune  
(Wadia College Campus)



## ASME MESCOE STUDENT CHAPTER

Date: 27/04/2023

**Event Name:** Box Cricket Tournament

**Event Date:** 27/04/2023

**Time:** 2.00 PM **Venue:** Room

No- 510

**About the event:** On the 27th of April, the ASME MESCOE Student Chapter organized a Box Cricket Tournament as part of Mega Fest to encourage sports and physical activity among students. This two-day tournament featured unique rules created by the organizers.

A week before the tournament, a dedicated event planning team consisting of four members was assigned the task of organizing the event. They were responsible for creating posters, rulebooks, and registration forms, selecting the perfect venue, and decorating it accordingly. The team also had to come up with a strategy for promoting the event to attract maximum participants. The event planning team also developed a strategy to promote the tournament and attract maximum participants. The publicity team worked hard to spread the word about the tournament across campus and social media platforms.

The day before the tournament, all necessary arrangements were made to ensure a smooth and efficient competition. The event planning team and coordinators worked hard to set up the venue, ensuring that everything was in place, and participants had everything they needed.

**Tournament Format:** Box cricket was an exciting event that followed a unique format, involving a maximum of 4 overs per match. Each team consisted of 6 players, including one substitute, and only underarm bowling was allowed in the half-pitch format. One bowler could bowl a maximum of 1 over only.

A substitution was allowed after the completion of the magical over as per the team's needs. One of the game's most exciting features was the magical over, which was the first over of the match. Runs scored during the magical over were doubled, but if a wicket fell, the team loses 5 runs. Moreover, if the ball hit the stumps or was caught by the fielder, the batsman was declared out.

In addition, running between the wickets was not allowed, and the ball might hit the posters of 1s, 2s, 4s, and 6s on the walls to score runs. For scoring 6 runs, the ball might hit the 6 posters directly; otherwise, 4 runs would be awarded. One tip one hand was not out and was not allowed, and teams were allowed to use their bats. The matches in the tournament were played using tennis balls.

**On the day of the tournament:** The teams scheduled to play in the tournament gathered at classroom no. 510 where they were greeted by Harshal Nirfal and his team. After a welcome, Harshal provided an overview of the event and went over the rules before officially starting the tournament.

To ensure a fair and organized competition, certain rules and regulations had to be followed. Only teams that had registered and reported 15 minutes prior to the scheduled time were permitted to compete. Teams that failed to report on time could face a reduction in allotted overs. It was essential to evacuate the field/room promptly after the match to ensure that the next game could start on time. Any dissent, either through word or action, was not tolerated. Tampering with equipment or identifying non-active members of the college would result in the disqualification of the team. The management was not held responsible for any loss of personal belongings during the event.

The decision of the referees/umpires was final, and any disputes could be addressed by the captain, who would contact the committee. Changes in the schedule or timing of matches (including during matches) were at the discretion of the committee. To participate in the tournament, participants had to present their original college ID card. In case of a lost ID card, participants could present their original fee receipt slip with the college stamp, which was mandatory.

In the event of a tie, a super-over was used to determine the winner, and the tournament operated under a knockout format, with teams being eliminated after losing a single match. Any misbehavior by players towards the management team, faculties, referees, or other participating teams could result in the cancellation of their participation.

Furthermore, Harshal had declared that no refunds would be provided under any circumstances. The prize money was subject to change depending on the number of teams participating.

Teams were given a period to complete their innings, and all necessary materials were provided. Umpiring and scorekeeping were done by experienced individuals, including Harshal, Kapil, and Yash.

On the first day of the tournament, a total of 9 matches were successfully conducted, including a match between teachers and staff. Eight winning teams from these matches qualified for the stage matches, which were scheduled for the last day of the tournament. Teachers and staff also enjoyed the games. Aryan captured photos and videos while Abhishek and the coordinators managed attendance and discipline. A group photo was taken with the teachers and staff to conclude the first day.

On the second day, 7 matches were scheduled, including 4 stage matches, 2 semifinals, and the final. The 8 teams played 4 matches to determine the 4 teams for the semifinals, which then played to determine the 2 teams for the final match.

Match No	Team 01	Team02	Winner
Match-01	Black Capz	F-10	F-10
Match-02	Top G	Game Changer	Game Changer
Match-03	Maratha Boys	BE Mech	BE Mech
Match-04	Mech 1(B.Nishant)	Pandavas	Pandavas

### **Semi-final Matches**

Match No	Team 01	Team02	Winner
Semi-final 01	F-10	Game Changer	Game Changer
Semi-final 02	BE Mech	Pandavas	Pandavas

The final match was played between Team Pandavas and Team Game Changer, with Team Pandavas declared as the winner of the tournament and Team Game Changers as runners-up. Throughout the tournament, the committee members provided support and guidance to the teams.

A group photo was taken with the winning team, runners-up team, and committee members. The students from various departments responded positively, and the event was concluded with the committee members expressing their gratitude.

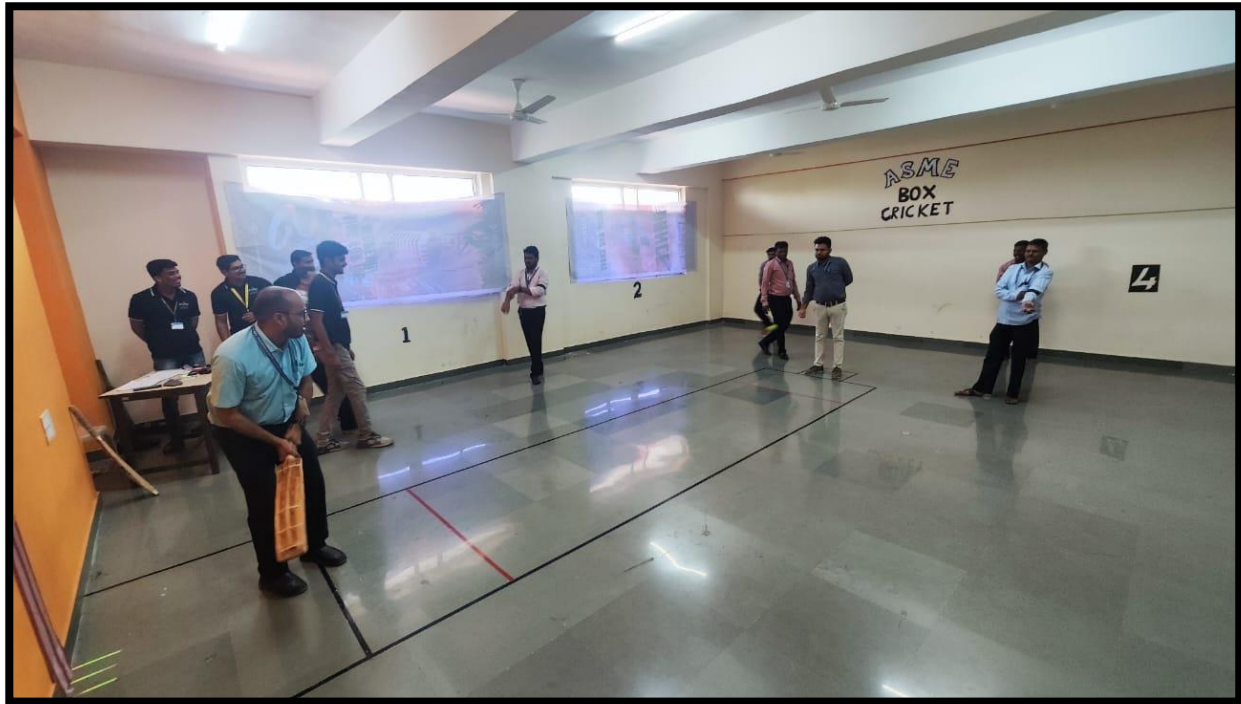


Overall, the Box Cricket Tournament was a great success, providing an enjoyable experience for everyone involved and promoting the message of sports and physical activity among the participants. It was a wonderful opportunity for students, teachers, and staff to come together and enjoy the spirit of competition in a fun and healthy way.

Afterwards, the event was concluded.

## Event Photos











# ASME MESCOE STUDENT CHAPTER Prize Distribution Ceremony



Prize Distribution Ceremony



Prizes from Gift Partner Haldiram





Winners Campus Crusade



Runner-up Campus Crusade





Winners Steve Harvey Show



Runner-up Steve Harvey Show



Winners Pop sickle Bridge



Runner-up Pop sickle bridge



Runner-up Pop sickle bridge

Dr. K.A. Mahajan  
Faculty Advisor

Dr. V. N. Chougule  
HOD

Dr. M.P.Dale  
I/C Principal