FIZ ROBOTIC SOLUTIONS

"INNOVATION PAYS OFF"

CYBER SYMPHONY

30TH DEC, 2024

https://fizrobotics.com/cyber-symphony

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INVITATION

Respected Fellow Principal,

Greetings from Jagran Public School, Noida!

It is with great excitement and enthusiasm that I invite your esteemed institution to participate in our upcoming **Interschool Cyber Symphony Competition 2024**, to be held in collaboration with **FIZ Robotic Solutions** on **30th December 2024 at Jagran Public School, Noida.**

This fest aims to ignite innovation and foster a spirit of healthy competition among young minds. It offers students an exceptional opportunity to showcase their technical prowess, creativity, and teamwork through a variety of engaging and intellectually stimulating events. We believe that collaboration and interaction among schools play a crucial role in shaping the future of education and technology. We would be delighted to have your school join us for this event.

Please confirm your school's participation by registering at **https://fizrobotics.com/cyber-symphony** or contacting us at by **23rd Dec, 2024**.

We look forward to welcoming your students and faculty to this exhilarating event and fostering a shared passion for technology and innovation.

Warm regards,
Dr. D.K. Sinha
Principal, Jagran Public School, Noida

About Event

Date: 30th December 2024
Venue: Jagran Public School, Noida
Presented by: Jagran Public School Noida & FIZ Robotic Solutions (FRS)

Where Robotics Meets Creativity In collaboration with **Jagran Public School, Noida & FIZ Robotic Solutions** brings the **CYBER SYMPHONY** Competition an innovative platform blending robotics and digital creativity to inspire young minds. This inter-school event fosters innovation, problem-solving, and teamwork while showcasing talent in both STEM and digital design.
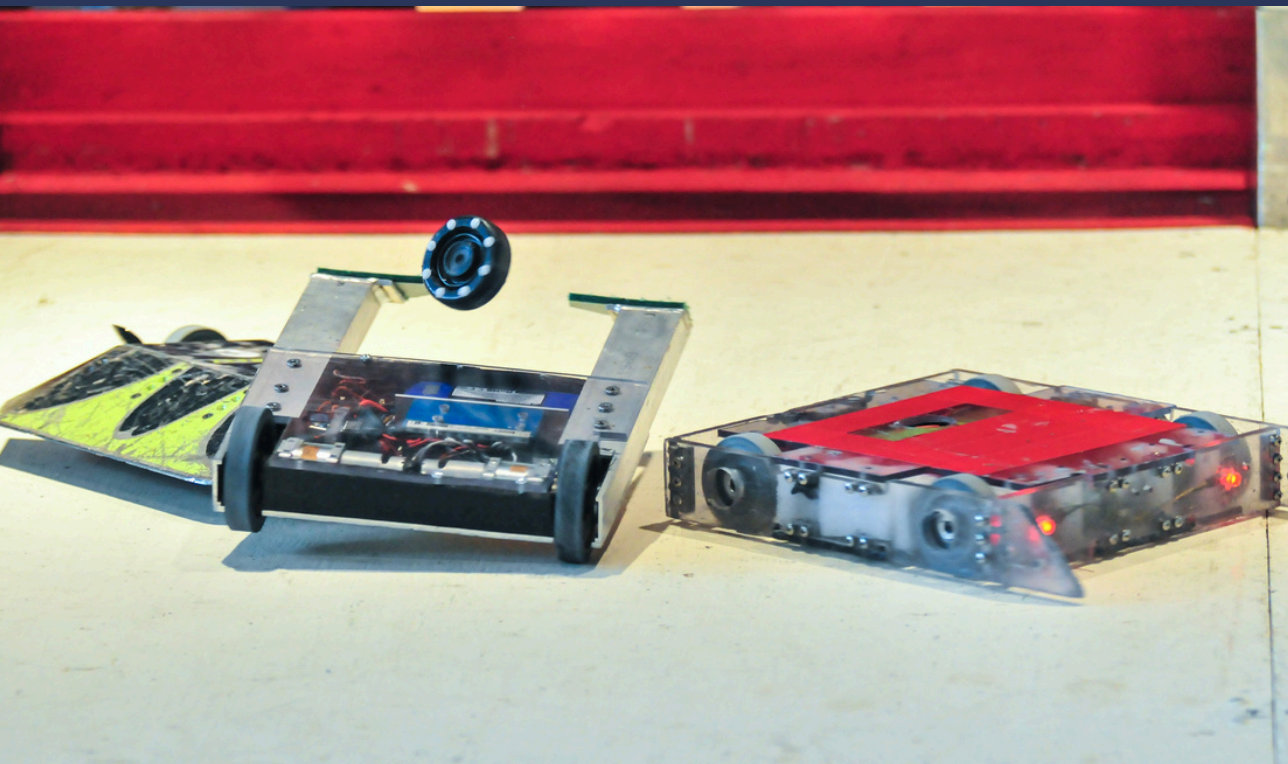
Robotics Events
- **WarBots:** The ultimate robotic battle of strength and strategy.
- **RoboStriker:** An exciting robotic soccer match where teams compete to score the most goals.
- **RacerX:** A high-speed race showcasing precision and speed in robotics.
- **Flying Machine:** Design and launch water rockets to achieve maximum distance and accuracy.

Computer Based Events
- **Sound Sync:** Create music mixes that dazzle with creativity and technical prowess.
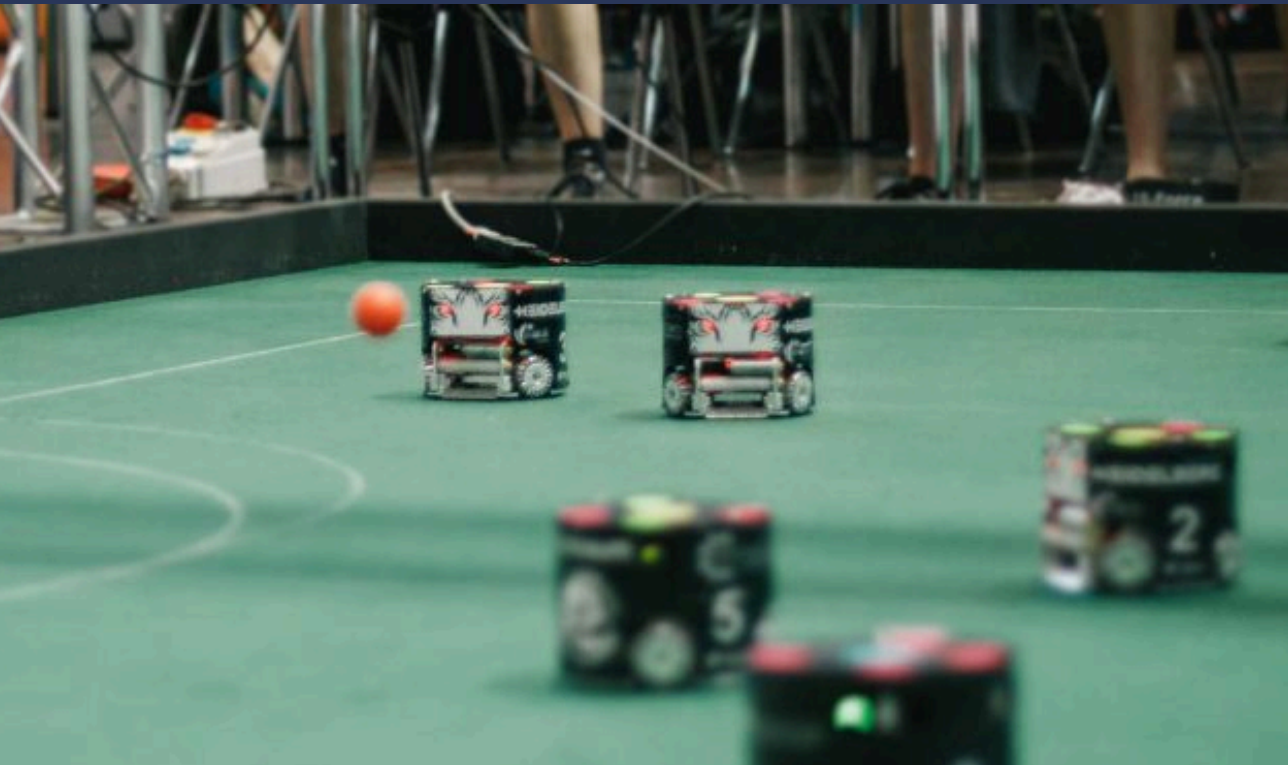- **Pixel Masters:** Showcase your artistic flair through innovative graphic design.

ROBOTICS EVENTS

WAR BOTS

WarBots (Robo War)

- **Grade: VI - XII**

- **Format:**
  - Two bots face off in an arena to push or immobilize the opponent.
  - The match is time-limited (3 minutes per round).
  - Points awarded for knockdowns, immobilizations, and controlled movement.
  - Bots must be controlled via wired remote or wireless systems.
  - Team of only 2 students are allowed to participate.

- **Rules:**
  - Maximum bot dimensions: 30x30x30 cm.
  - Maximum bot weight: 3 kg.
  - Operating voltage must not exceed 24V DC.
  - No destructive weapons (e.g., flamethrowers, saws) & no flammable liquids of any kind are allowed.
  - Two crashes are allowed; exceeding this will result in disqualification.

ROBOSTRIKER

ROBOSTRIKER (Robo Soccer)

- **Grade: VI - XII**

- **Format:**
    - Teams compete in a soccer match using their bots to score goals.
    - Matches are divided into two 3-minute halves.
    - Bots must be controlled via wired remote or wireless systems.
    - Team of only 2 students are allowed to participate.

- **Rules:**
    - Maximum bot dimensions: 30x30x30 cm.
    - Maximum bot weight: 3 kg.
    - Operating voltage must not exceed 24V DC.
    - Each team can field only 1 bot during the match.
    - Bots must be equipped with non-destructive mechanisms.
    - Goals scored by human interference will be invalidated.

RACERX

RACERX (Robo Race)

- **Grade: VI - XII**

- **Format:**
    - Participants must design a bot to complete a track with obstacles in the shortest time.
    - The race will have checkpoints where bots must perform specific tasks (e.g., picking objects).
    - Bots must be controlled via wired remote or wireless systems.
    - Team of only 2 students are allowed to participate.

- **Rules:**
    - Maximum bot dimensions: 30x30x30 cm.
    - Maximum bot weight: 3 kg.
    - Operating voltage must not exceed 24V DC.
    - Each bot gets 2 attempts to complete the track; the fastest time will be considered.
    - Human assistance during the race is prohibited.

FLYING MACHINE

FLYING MACHINE (Water Rocket)

- **Grade: VI - XII**

- **Format:**
  - Participants must design a single stage water rocket to achieve maximum distance and accuracy.
  - Each team gets three launch attempts.
  - Team of only 2 students are allowed to participate.

- **Rules:**
  - Rockets must not exceed 2L in capacity.
  - Only water and compressed air can be used as propellants.
  - Safety measures (e.g., proper assembly and handling) must be followed.
  - Launcher has to be fabricated by the teams individually, sharing of launcher is prohibited.
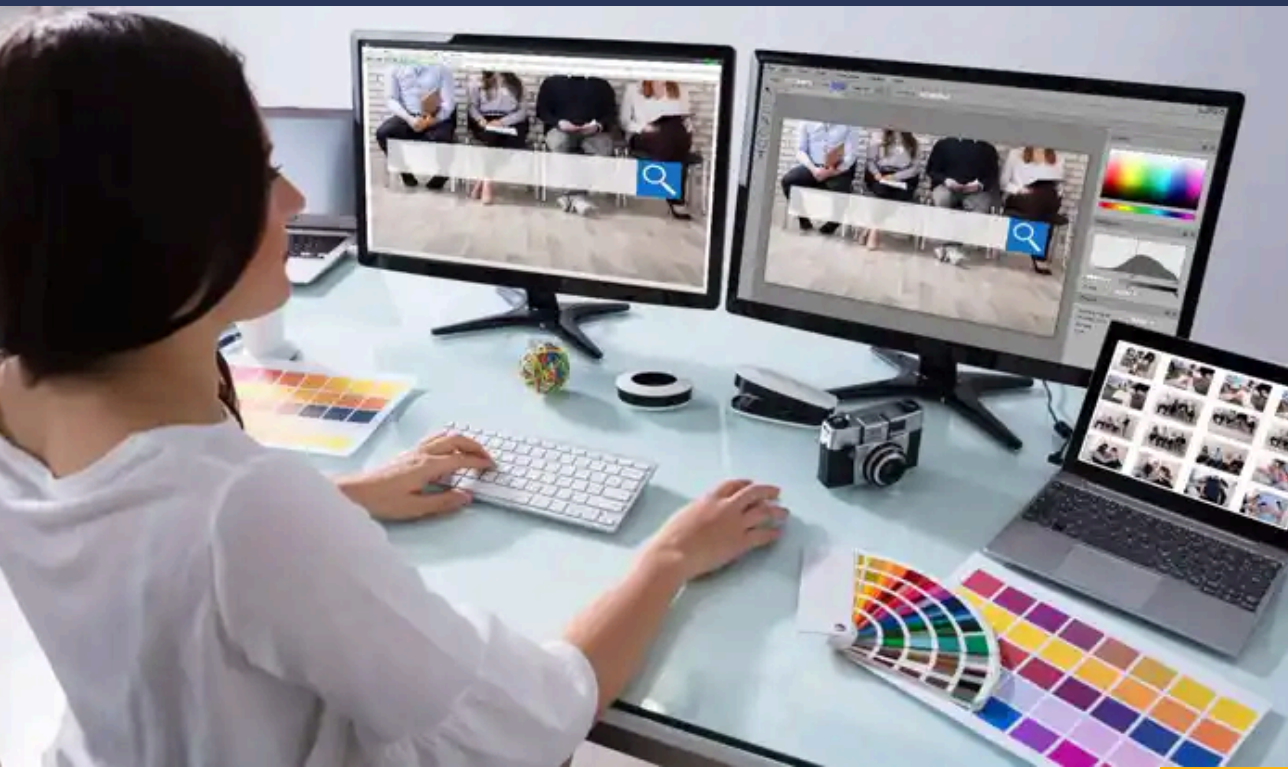
COMPUTER BASED EVENTS

SOUND SYNC

SOUND SYNC (SOUND REMIXING)

- **Grade: VI - XII**

- **Format:**
  - Participants must create a remix of pre-provided audio tracks.
  - Each team will have 1 hour to mix a 3–5 minute track using their own choice of software.
  - Team of only 2 students are allowed to participate.

- **Rules:**
  - At least three audio effects must be used in the remix.
  - External pre-made samples or pre-composed tracks are not allowed.
  - Participants must present their remix to judges, who will evaluate creativity, sound quality, and technique.

PIXEL MASTERS

PIXEL MASTERS (GRAPHIC DESIGNING)

- **Grade: VI - XII**

- **Format:**
    - Participants will be given a theme on the spot and must create a graphic design within 1.5 hours.
    - Designs must be submitted in JPEG or PNG format.

- **Rules:**
    - Participants must use their own design software (e.g., Canva, Photoshop, Illustrator etc.).
    - Designs should include original work only; plagiarism will result in disqualification.
    - Judges will evaluate creativity, adherence to the theme, and visual impact.

GENERAL RULES

General Terms & Conditions

1. Participants must bring their own laptops, devices, and robots as required for the competition.
2. The Internet will be provided at the venue, but all other technical equipment (bots, controllers, cameras, software, etc.) must be brought by the participants.
3. Each team can consist of only 1-2 students.
4. The participants are responsible for the safety and functionality of their equipment.
5. Any violation of competition rules or unethical practices will lead to disqualification.
6. The judges' decision will be final and binding.
7. The participants must adhere to the schedule provided; delays may result in forfeiture.
8. Participants are expected to maintain discipline and abide by the school's code of conduct.
9. Refreshment will be provided to all the participants.

How to Register:
Visit our official website to register: **https://fizrobotics.com/cyber-symphony**

Key Dates
- **Free Online Workshop by FRS:** 25th December 2024 (Online)
- **Last Date to Register:** 23rd December, 2024
- **Competition:** 30th December 2024

THE ORGANIZING TEAM

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