



PROJECT COMPETITION

(Event Scheduled on 14th February 2026)

- 1) Entry fee 400/-per group
- 2) Maximum Participant per group - 04 Student only

Rules & Regulations

1.1 General Instructions

- Event is open for degree and polytechnic students.
- One page abstract should be sent (through e-mail) on or before 10/02/2026 on the corresponding email provided.
- Requirement for project (e.g. power supply, hardware and software, etc.) should be informed along with abstract.
- Computer, IT, AI&DS Project competitors' must carry their own laptops for project demo. Wifi facility will not be provided.
- I-card, College is compulsory at the time of registration.
- All the registered participants will be awarded with participation certificate.
- No accommodation and travelling allowances will be paid by JIT, Nashik.
- Transport facility will be available from New Central Bus Stand (New CBS) to college at 8.00 am. Contact: Mr. Ramesh Ghule 9527890337

1.2 Co-ordinator Contact No.

Faculty Name

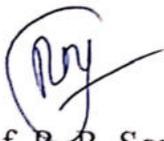
- **Prof. R. R. Sonawane (9130465798) (Mechanical/Production/Automobile)**
- **Prof. K. K. Sirsath (9423348982), Prof. P. D. Dalve (8862027616) (Civil)**
- **Dr. S. Srivastava (9027073823), Prof. N. B. Shaikh (9096241615)
(Electrical/Electronics/Instrumentation)**
- **Prof. B. V. Tayade (9960336237), Prof. S. J. Birari (9850839199), Prof. P.J. Patel
(9033377643) (Computer/IT/ AI&DS)**

Students Name

- **Student coordinator list will be available on poster of ProJIT 2026.**

Department of Mechanical Engineering ProJIT -2026 Project Competition Rule

1. **Eligibility**
 - Diploma and Degree students are eligible to participate.
2. **Team Formation**
 - A team may consist of **maximum 4 students**.
3. **Project Type**
 - Projects must be **innovative, working models**.
4. **Registration**
 - All student complete registration and payment process.
5. **Project Setup**
 - Participants must bring their own project set up/materials/PPT presentation.(Tools, Assembly or Disassembly material, Spanner, Screw drivers etc.)
 - **Transportation of the project setup will be the responsibility of the students.**
 - Electrical connections will be provided on request.
6. **Presentation & Demonstration**
 - Each team will be given **8–10 minutes** for project explanation and demonstration.
 - Judges may ask questions after the presentation.
7. **Safety Rules**
 - Projects must follow **safety norms**.
 - Hazardous or unsafe projects will be disqualified.
8. **Discipline**
 - Participants must maintain discipline during the competition.
 - Any misconduct may lead to disqualification.
9. **Decision of Judges**
 - The judges' decision will be **final and binding**.
10. **Certificates & Prizes**
 - Participation certificates will be given to all participants.
 - Prizes will be awarded to winning teams.



Prof. R. R. Sonawane
(Project Coordinator)



Prof. Y. R. Girase
(Head of Department)

PROJIT-2026

Rule for Robo war

1. Team & Robot Specifications

- Team size: 4 members
- Maximum robot weight: 3 kg (including battery and weapon)
- Maximum dimensions: 40 cm × 40 cm × 40 cm
- Only manually controlled (Not Mobile operated) robots are allowed
- On-board power supply only (battery operated)

2. Arena Rules

- Arena will have clearly marked boundaries
- Robot is eliminated if it leaves the arena
- Robot is declared dead if immobile for 30 seconds

3. Allowed Weapons

- Rotating blades
- Flippers and lifters
- Grippers

4. Prohibited Weapons

- Fire, flames, or explosives
- Liquid weapons (water, oil, acid, glue)
- Projectiles, guns, or missiles

Signal jammers or EMI devices Hammers and spinning discs

5. Match Rules

- Match duration:
First Half : 4 minutes
Second Half : 4 minutes
Break Time : : 4 minutes
- Winner declared by knockout or judges' decision

6. Judging Criteria

- Aggression – 30%
- Damage – 30%
- Control – 20%
- Strategy & Design – 20%

7. Safety Rules

- Emergency power switch is mandatory
- Battery must be securely mounted
- Protective gear required in pit area

8. Disqualification

- Use of prohibited weapons
- Intentional damage to arena
- Violation of safety rules

9. Finalized

- Judges' decision will be final
- Organizers reserve the right to modify rules

10. Eligibility :

- All students with a valid identity card of their respective educational institutes are eligible to participate in the event.

Staff Coordinators: -

Prof.S.S.Aher - 9552650839

Student Coordinators: -

Akshay Dandekar : - 8010643849



(Accredited by NAAC)

Jawahar Education Society's,
**INSTITUTE OF TECHNOLOGY,
MANAGEMENT & RESEARCH, NASHIK.**

(Approved by AICTE, New Delhi, DTE, Government of Maharashtra, Affiliated to Savitribai Phule Pune University)

ProJIT 2026

Reel Rumble Competition - Rules and Regulation

(ProJIT 2026 Reels creation contest)

Organized by : JESITMR, Nashik.

Event : ProJIT 2026

Date : 14th Feb 2026.

Evaluation Venue : Seminar Hall, Room no (111),JESITMR, Nashik.

About the Event : Reel Rumble is a high-energy short-video competition that challenges participants to showcase their creativity, storytelling, and editing skills through engaging reels. Whether it's humor, emotion, awareness, or innovation—this is your stage to make an impact in under a minute.

CREATIVE THEMES : Tech That Matters

(Show your skills into a meaningful solution)

Theme : A short video covering all events of ProJIT 2026.

Eligibility : Open to Diploma and Degree college students.

Rules and Guidelines:

- **Duration:** 60 to 75 seconds
- **Format:** Horizontal/ Vertical
- **Resolution:** Minimum 1080 × 1920
- **Language:** English / Hindi / Marathi
- **Content Type:**
 - ❖ Original content covering all ProJIT2026 Events.
 - ❖ The reel must strictly adhere to the given theme.
 - ❖ Vulgar, offensive or political content is strictly prohibited.
 - ❖ College discipline and social media guidelines must be followed.
 - ❖ Decision of the judges will be final and binding.

Registration QR



Whatsapp Group



*Exciting Awards/Rewards for winners at the conclusion of ProJIT 2026
Reel will be used for college promotion in future.*

Ms.M. N. Diwate
Reel Rumber Coordinator

Mrs. G. P. Mohole
HOD Dept. of computer

Dr. M. V. Bhatkar
Principal

PROJIT-2026

Rules for Robo Race (Sprint): -

- The robots build by given dimension and specification will be allowed for game.
- The rounds will be decided according to groups participated.
- The robot which gain maximum points will be the winner.

Rules & regulation:

- The team should consist at the most 4 members.
- Each member from same college is not mandatory.
- The robot should follow the robot specifications provided. Any deviation from the mentioned specifications will lead to disqualification.
- Once the race begins, three hand touches are allowed, if your taking hand touch you have to start from last check point with a penalty.
- No test practice will be allowed on the main arena.
- Terminals for charging the battery will not be provided in the college.
- The arena may subject to change before the commencement of any round.
- If the Robot crosses a checkpoint, and moves off track, then the Robot would be placed back on the previous checkpoint crossed with a penalty.
- The decision of the judges will be final and abiding. Argument with judges in any form will lead to the disqualification of the team.

Robot specifications:

- Any changes in the Robot will not be allowed after starting the race
- Lego kits are strictly not allowed in any form.
- The L X B X H should not exceed 30cm X 30cm X 30cm.
- The net weight should not exceed 3 kg.
- However a tolerance of 5% is acceptable.
- Power source may be on board (i.e., on the robot body placed in the arena). A Power source will be provided if required
- Wired or wireless robot are allowed
- The length of the wire (for wired bots) should be long enough to cover the whole track (around 17m or more) and the wire should remain slack during the complete run.
- The maximum allowed voltage to power the robot is 24V.

GENERAL RULES:

- The structure of the robot should not be changed during the competition.
- During the game play, if any part of a robot is destructed/ dismantled/ damaged the participant will be given a timeout to repair at an expense of a penalty, while the next participant for will be called the play.
- Only 1 timeout will be given for any participant and the participant will repair it without the help from the mentor.
- A total of 5 minutes run time (arena time) will be given to every participant.
- A maximum of 3 attempts will be allowed in this 5 minutes, the commencement of the second attempt will be on request of the participant and consent of the judge.
- The better of 2 scores will be considered as final.
- If the total time taken by the robots exceeds 5minutes the participant would be disqualified.
- No readjustment is allowed during the run.

Eligibility :

- All students with a valid identity card of their respective educational institutes are eligible to participate in the event.

Staff Coordinators: -

1.Prof.G.B. Patil- 9284178489

Student Coordinators: -

1.Rohit Jagdale: - 8010963505

2.Rohan Lohar: -8767158469

PROJIT-2026

Rules for “C Coding” Competition

Event Scheduled on 14th February 2026

- 1) Entry fee 100/-per group
- 2) Maximum Participant per group - 02 Student only
- 3) Entry fees are non-refundable under any circumstances

Rules & Regulations

Warning: These are still provisional and may be subject to slight changes!

1.1 General Instructions

- The contest will be held on 14nd Feb 2026, in the Computer Laboratory Room No.105 on the 1st floor of the Computer Department. Contestants should report at 9:30. The competition will begin at 10.00 am - and end at 13.00.
- Individuals or teams of up to two people will be allowed to compete. All contestants are required to present a valid student identification card & registration receipt.
- Contestants cannot bring any notes or textbooks to the contest room.
- Contestants in the same team can discuss the problems they are assigned. However, they should do so in a quiet way and without disturbing contestants in other teams.
- Referees will be assigned to observe teams throughout the contest and report any problems and/or violations of the rules to the Contest Committee.
- No internet browsing and Usage of Mobile and ChatGPT strictly prohibited.
- Only usage of turbo C-IDE and Compiler Allowed for contest.
- Check your allocated systems properly in working condition or not. If not please report to the volunteers immediately. No complaints will be entertained afterwards.
- Teams may submit only a single solution to each problem. Judge's decision will be final decision.

1.2 Evaluation of Contestants' Programs

Round 1st:

- MCQ's on C language with online evaluation. Selected students from 1st round allowed for 2nd round.

Round 2nd:

- One C Program with specific aim and output will be given for competition.
- The group which will execute and shows the correct output in shortest time will be winner.

1.3 Co-ordinator

- Faculty Name

Mrs. J.N. Thakur (8275008129)

Mr. K.N. Nagare (9423853161)

- Students Name

Mr. Ganesh Sonawane (7499096064)

Miss. Kirti Shinde (8208311134)

Miss. Vaishali Rathod (8007680777)

Miss. Minakshi Bhavsar (9518970487)



Web Design Competition (ProJIT-2026)

(Event Scheduled on 14th February 2026)

Rules and Regulations Participation in Web Design

1. Eligibility & Registration

- Only registered students are allowed to participate.
- Valid college ID card is mandatory.

2. Participation

- Participation is individual only.
- **Each participant must complete website**

3. Timing

- The competition is strictly time-bound and has to be completed within 1.30 hrs
- Late submission or extra time usage will lead to disqualification

4. Web Design Guidelines

- The theme/topic will be announced on the spot.
- Websites must be created during the event duration.
- Only allowed technologies may be used (HTML, CSS, JavaScript, Bootstrap or approved front-end frameworks).
- Backend development is not compulsory

5. Originality & Fair Practice

- All content, design, and code must be original.
- Copying templates, pre-designed projects, or plagiarized content is strictly prohibited.
- Use of unfair means will result in immediate disqualification.

6. Internet & Resources

- Internet usage (if allowed) must be strictly for reference only.
- Any restriction on internet access will be informed on the spot.

7. Evaluation

- Evaluation will be based on relevance to theme, creativity, UI design, content clarity, and timely completion.
- Judges' decision will be final and binding.

8. Discipline

- Participants must follow instructions given by coordinators and faculty.
- Misconduct or rule violation will lead to disqualification.

9. General

- The organizing committee reserves the right to modify rules or schedule if required.
- Participation implies acceptance of all rules and regulations.



EVENT NAME: SLIDE-SHOW

The Slideshow Event is designed to assess participants' ability to communicate ideas effectively using visual presentations. Participants will create and present a slideshow on the given or chosen theme within a specified time limit.

Event Scheduled Date: 14th February 2026

- 1) Entry fee:- 100/-
- 2) Maximum Participant per group: - Individual participant

Rules & Regulations

1.1 General Instructions

- The Theme/topic
 1. Role of Youth in Nation Building
 2. Climate Change and Sustainable Development
 3. Women Empowerment in the 21st Century
 4. Technology vs Humanity
 5. Mental Health Awareness among College Students
 6. Digital India: Opportunities and Challenges
- Content must be original and relevant to the theme.
- Content should be appropriate and must not include offensive, discriminatory, or inappropriate material.
- Participants must maintain discipline and professionalism.
- Any form of misconduct, cheating, or rule violation may result in disqualification.
- Judges' and organizers' decisions are final and binding.

1.2 Specification of Slides

- Language: English
- Number of slides: 12 to 15 and Time: 3 minutes
- Media Use: Images, charts, audio, or short videos may be used but must support the content.
- No oral Presentations

1.3 Evaluation of Contestants based on Content and Relevance, Visual Designs, Creativity and Originality, Flow & Time management

1.4 Coordinator Contact No

- **Faculty Name: Dr. Sonal Borase: 8983521050**
- **Students Name: Shruti Sanap : 7620495758**



BRIDGE MAKING

Event Scheduled on 14th February 2026

- 1) Entry fee 200/-per group
- 2) Maximum Participant per group - 04 Student only

Rules & Regulations

1.1 General Instructions (Compulsory)

- Span of Bridge : 80 cm.
- Width of Bridge : 15 cm.
- Height of Bridge : 15 cm (Including the road thickness)
- Use only standard wooden ice-cream candy stick for model making.
- Use only **Fevicol (MR)** as binding material.
- Time for preparing Bridge is 2.5 hours inclusive of cooling.
- After preparations, bridges will be subjected to destructive load test based on maximum of : Weight carried to self weight.
- Applied load will be point load acting at centre of span.
- In case of tie in load carrying capacity, the weight (lesser weight) of the bridge will be the criteria for deciding winner.
- The shape of the deck must be rectangular in the longitudinal direction.
- Once the structure is measured, you are not permitted to change your structure.
- In case that any of these requirements are not met, point deductions (as mentioned) or disqualification might be forced at the sole discretion of the organizers.
- The organizers hold all rights to change any or all of the above rules as they deem fit.
- Any query related to this competition should be asked by **Team Leader** only.

1.2 Evaluation of Contestants' Programs

- Bridges will be subjected to destructive load test based on maximum of : Weight carried to self weight.

1.3 Co-ordinator Contact No.

- **Faculty Name** : 1. Mr. G. V. Sabale (Mo. No. 7304707582)
2. Mr. K. N. Marathe (Mo. No. 8551833135)
- **Students Name** : 1. Mr. Ritesh Padaya (Mo. No. 9373276530)