ANNUAL REPORT

EESA COMMITTEE 2019-20

PREFACE

It is a great opportunity for us to present the Annual report on EESA Activities. The report comprises of brief information about all the activities done under EESA 2019-20 from 1 August 2019 to 31st July 2020.

The report contains following topics :

- Introduction to EESA
- Activities completed.
- Activities Affected due to COVID-19.

ACKNOWLEDGEMENT

In performing all the activities under EESA, we had to take the help and guideline of some respected personalities, who deserve our greatest gratitude. The completion of EESA Activities gives us much pleasure. We would like to show our gratitude towards:-

1. **Dr. Anupa Sabnis** (HOD Electrical)
2. **Mr. Vishal Dake**
3. **Mr. Rahul Chavhan**
4. **Dr. Jayram V. Gholave**

for giving us a good guideline for activities throughout numerous consultations. We would also like to expand our deepest gratitude to all those who have directly and indirectly guided us in completing EESA Activities.

Many people, especially our classmates and team members themselves, have made valuable comment suggestions on this proposal which gave us an inspiration to do your best. We thank all the people for their help directly and indirectly in completing EESA Activities.

INTRODUCTION TO EESA

EESA i.e. Electrical Engineering Students' Association is a student friendly organization of the Electrical Department, SPCE whose motto is "Betterment of Tricals".

Electrical Engineering Students' Association is headed by

Dr. Anupa Sabnis
(Head of Department)
Electrical Engineering

And then faculty member who supervise each activities under EESA.

Mr. Rahul Chavhan

Mr. Vishal Dake

Dr. Jayram V. Gholave

EESA STUDENT COMMITTEE 2019-20

ALOK KUMAR YADAV
(GENERAL SECRETARY)

LALIT SURYAWANSHI
(FINANCE SECRETARY)

ADITI POPALGHAT
(FINANCE SECRETARY)

MUBEEN KANDEKARI
(TECHNICAL SECRETARY)

TARANG BAVISHI
(TECHNICAL SECRETARY)

KAPIL KAKAR
(TECHNICAL SECRETARY)

RONIT WANKHEDE
(NON-TECHNICAL SECRETARY)

RUTUJA PATIL
(NON-TECHNICAL SECRETARY)

ANKIT DEORE
(SPORTS SECRETARY)

BHUMIKA CHOPADE
(SPORTS SECRETARY)

PRASANNA KATKAR
(SPORTS SECRETARY)

ACTIVITIES COMPLETED

TECHINCAL ACTIVITIES

1. CALCULATOR WORKSHOP:-

Date:- 13th Sep 2019
Timing:- 1pm to 1.30pm

Purpose of Activity:- Make First year and Second year direct entry student aware of all the function of calculator – **CASIO fx-991ES PLUS**

Trainer- Tarang Bavishi (Technical Secretary – EESA)

In the workshop our aim was to make students aware of basic calculator functions which will be essential for them during engineering.

- Basic operation of Casio **fx-991Es PLUS**
- Basic and Advance Matrix function
- Basic algebraic function
- Storage of values using variables (even storage of Martrix)
- Getting values of universal constant using Calculator
- Log Rhythmic calculations

No. of students attendant workshop –
55 - 1st year student
05 – 2nd year student

Total – 60 student

2. POINTER CALCULATION WORKSHOP:-

Date:- 13th Sep 2019
Timing:- 1:30pm to 1.45pm

Purpose of Activity:- Make First year and Second year direct entry student aware of Pointer system of our college

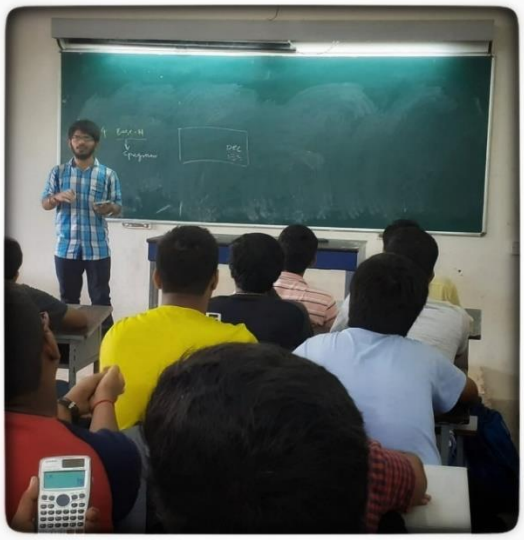
Trainer- Tarang Bavishi (Technical Secretary – EESA)

In the workshop our aim was to make students aware of Pointer System of our college.

- Basic understanding of Pointer system
- Calculation of Pointer system

No. of students attendant workshop –
55 - 1st year student
05 – 2nd year student

Total – 60 student



3. SPECTRA’20- *Annual Technical Fest*

About

As per the culture of Sardar Patel college of Engineering, The Annual technical fest- SPECTRA, which is 3rd largest technical fest in Mumbai after Techfest (IIT-Bombay) and Technovanza (VJTI).

The SPECTRA is for aspiring Technocrats who participate in various competitions which are highly competitive to showcase their talents.

And also for the young minds of our college to be part of the organizing team of the fest.

SPECTRA is organized every year with the objective to provide a platform for the student to bridge their academic knowledge with practical applications.

ORGANIZING TEAM:- (*Electrical Department*)

CHAIRPERSON :- Alok Kumar Yadav (General Secretary-EESA)

TECHNICAL SECRETARY:- Sanskruti Takalkhede
(**ELECTRICAL**)

HEAD OF EVENTS :- 1. Lalit Suryawanshi (Finance Secretary-EESA)
2. Aditya Bakshi
3. Aman kundra

MARKETING HEAD :- Aditi popalghat (Finance Secretary-EESA)

(ELECTRICAL)

Event and their organizers

1. ***SPRC***
   - Siddi Phondke
   - Kalpesh Malpure
   - Rohit wakekar
   - Vrutika Bavaskar

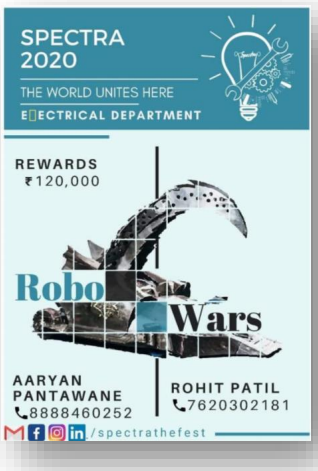
2. ***MESHMERIZE***
   - Rohit Mohokar
   - Rafid Nazir

3. ***ROBOMAZE***
   - Ankur Hingmire
   - Ayush Bambolkar
   - Anand Kalbande

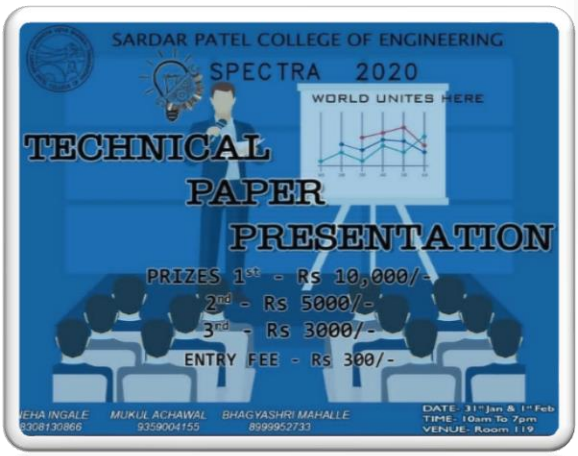
4. ***SUMOBOTS***
   - Shubham Shinde
   - Kshitij Gore

5. ***ROBOSOCCER***
   - Atharva Deokate
   - Bhushan Pilane

6. ***ROBOWAR***
   - Rajesh Ajmera
   - Rohit Patil
   - Gayatri Devraj
   - Aaryan Pantawane
   - Nachiket Chauhan



7. ***TECHNICAL PAPER PRESENTATION (Common Event)***
   - Bhagyashri mahalle
   - Neha ingale
   - Mukul achawal



Sardar Patel Robotics Challenge

Theme-

So, SPECTRA' 20 comes up with the amazing theme "***Annadaata***" which is all about India's farming culture. We all have witnessed our nation's journey from ancient times to modern techniques. Thus we take pride to conduct the robotic championship based on this culture.

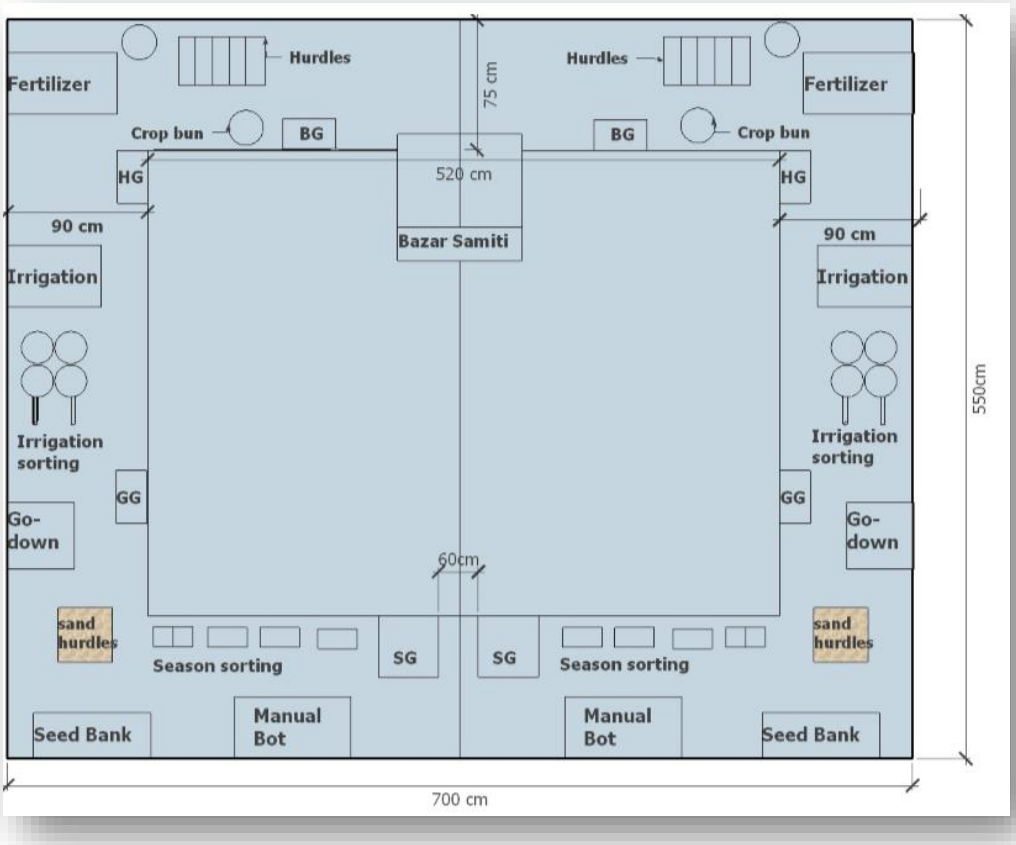
GAMEPLAY:

Manual Bot: **Farmer**
Auto-Bot: **Tractor**
Arena: **Farming Field**

The complete dimensions of the arena are 7000.0 mm x 5500.0 mm.
Every cylindrical bun used is of the dimensions R-150 mm and height 150mm.
The line following white strip is of uniform width 30.0 mm.
The major elements of the arena are:

1. Seed Bank
2. Season sorting section
3. Sand hurdles
4. Godown
5. Irrigation sorting section
6. Irrigation store
7. Fertilizer store
8. Bazaar samiti
9. Pipe hurdles

TOP VIEW:
Where
BG- BAZAAR GATE
SG- SORTING GATE
GG- GODOWN GATE
HG- HARVESTING GATE



TASK:

Manual Bot (farmer) and Auto Bot (tractor) will have to be placed in their respective locations on the arena.

- Tractor will traverse from seed bank gate (SG) to return seed bank gate (SG), representing land preparation action.
- Farmer will first have to decide the season, by means of sorting task.
    - K: Kharif, R: Rabi, Z: Zaid
- After deciding the season farmer will open the seed bank drawer and pick up seed drill machine bun first and then seed bun according to the season and place on the tractor.
- NOTE: For Kharif: Rice bun (R), Rabi: Wheat bun (W), Zaid: Vegetable bun (V)
- Tractor with seeds and drill machine will traverse from seed bank gate (SG) to Godown gate (GG), representing sowing action.
- Simultaneously farmer will pass sand hurdles and when tractor reaches at Godown gate (GG) pick up seeds and machine and place them in the Godown.
- Farmer will then project a ball to decide the type of irrigation.
    - If ball is projected in S: Sprinkler irrigation
      D: Drip irrigation.
- Now farmer will pick up corresponding irrigation bun from irrigation store by lifting it and place it on the tractor.

- Also farmer will pick one corresponding fertilizer bun from fertilizer store and place it on the tractor.
  Kharif: Fertilizer A; Rabi: Fertilizer B; Zaid: Fertilizer C
- Now tractor with two buns on it traverses from Godown gate (GG) to Harvesting gate (HG).
- 10.When tractor reaches HG farmer will pick up both buns from it and place them in godown and close it's door.
- Farmer will then pick up harvesting bun and place it on the tractor. Tractor will proceed to the Bazar Samiti gate (BG).
- Farmer will have to pass the pipe hurdles and reach BG.
- When tractor reaches BG with harvesting bun on it farmer will have to pick up crop bun and climb up the plank representing Bazar Samiti.
- Mission will be completed once the crop bun is placed on top of the plank.

Prize money :- ₹ 30,000

Winners- ₹15,000

Runners up- ₹10,000

2nd runners up- ₹5,000

Number of team participating in SPRC – 10 teams

i.e around **60 participant** as 1 team consist of 6 members

Winner, Runners up and 2nd runners up where from our college and best part 2nd Runners up where from 1st year.

MESHMERIZE

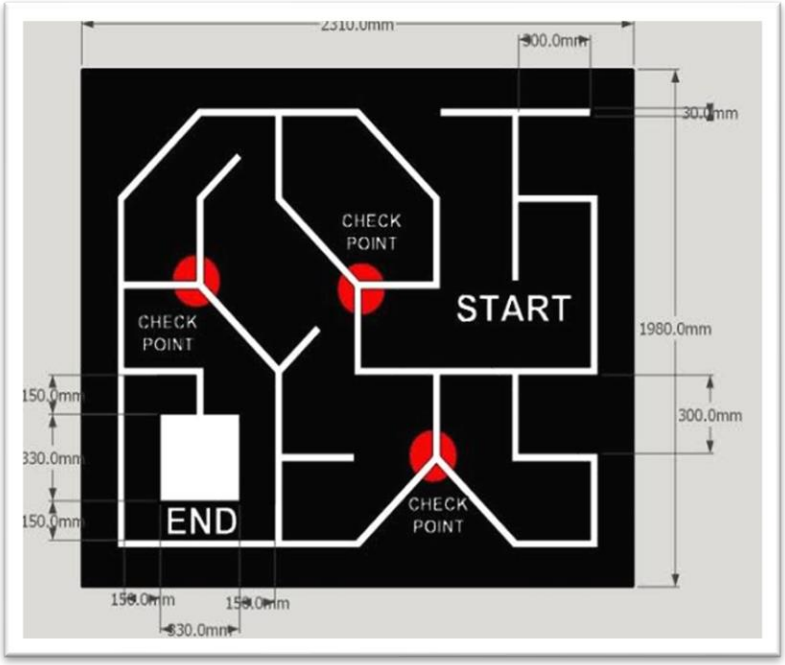
OBJECTIVE

Teams have to build an autonomous robot which can follow white lines and keep track of directions while going through the maze.
The bot has to analyze the path in the dry run and has to go through the maze from the starting point to the ending point in shortest path in actual run.

ARENA

The game field consists of an arena having dimensions 225 cm X 195 cm (lxb). It consists of the following:

1. The arena is composed of random paths made up of white Vinyl stripes.
2. All the distances are shown in the figure.
3. The angle between two adjacent white lines in the path is 90°.
4. The width of all white stripes will be 3cm.
5. The figure below shows the sample arena. The actual arena at the competition will consist of alterations in the path.
6. A white box of 27 cm x 30 cm is present at the end zone of the arena to indicate the end position.
   Note: The dimensions of the arena will be accurate to within 5% or 2cm, whichever is less.



GAMEPLAY:

The game play consists of two parts:-

1. The first part is the “Dry Run”. In this run, the bot must start from the ‘Start’ and find its way to reach the ‘End’ (White box Indicated in the figure) of the arena. The bot has to give a signal by glowing a LED as soon as it senses the white box below it at the end. The bot has to follow an algorithm to find its path to reach ‘End’ and bot can store the turns in its memory to explore the shortest path during the second part of journey. There are no restrictions to cover all the checkpoints.

2. The second part is the “Actual Run”. In this run, the bot has to restart from the ‘Start’ again and finds its way to the ‘End’ through the best possible path by following the path that was stored in the first run. The End Zone’ has a white box of 27 cm x 30 cm (lxb) that indicates the end of the path for the bot. The timer will be set to zero as the “Actual Run” begins.

3. A total of 3 minutes will be provided to complete the dry run.

4. A total of 2 minutes and 30 seconds will be provided to complete the actual run.

5. If the bot takes more than 3 minutes for completing the dry run, then the extra time taken will be deducted from the timing of the actual run which is 2 minutes and 30 Seconds.

Checkpoints:

1. There will be three check points.

2. Each checkpoint carries 25 Points

Note:- This event happen for the first time in our Fest and was a great success.

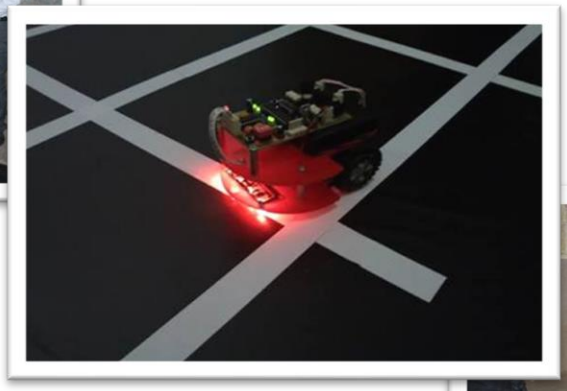
Prize money :- ₹ 23,000

Winners- ₹15,000
Runners up- ₹8,000

Number of team participating in MESHMERIZE – 10 teams

i.e around **40 participant** as 1 team consist of 4 members

Winner i.e 1st prize was again back by SPCE students.



ROBOMAZE

OBJECTIVE:

The objective is to build a manually controlled bot as per given specifications and to solve the maze. Robo-maze is a competition in which the mechanical bot has to navigate through the maze robbing as many as places possible and exit the maze in the shortest possible time.

GAMEPLAY:

1) There are following checkpoints :

i. Nashta Centre
ii. Metro ticket counter
iii. Local ticket counter
iv. Rickshaw stand

CHECKPOINTS	POINTS	COLOUR
Nashta centre	50	Green
Metro ticket counter	100	Blue
Local ticket counter	200	Red
Rickshaw stand	100	Yellow

2) There are following obstacles :

i. **Bridge** connecting Metro and Local stations

ii. **Speed breaker ;** after alighting from local crowd will reduce speed.

iii. To overcome from traffic the You have to make **ZIGZAG Path.**

3) For the checkpoint to be claimed, 75% of the bot should be on the checkpoint, otherwise points for the checkpoint will not be considered claimed.

4) Points for obstacles will be given only when you complete the task and cross the yellow line in just front the obstacle. No points will be given for the obstacle if your bot failed to cross the yellow line.

OBSTACLES	POINTS
Bridge	250
Speed breaker	100
ZIGZAG Path	200

5) In case of a tie, time will be the deciding factor. If the teams have exactly same points and time then both teams will qualify, **valid only for first round.**

6) This event consists of four rounds as stated. For each round a new maze can be given which will be disclosed on the day of the event although Task will remain same.

ARENA:

1. Arena dimensions: 15x15 ft.
2. Maze compartment dimensions: 1.25 ft. x 1.25 ft.
3. The arena will have a plywood base.
4. Base of ramp: 1.25 ft.
5. Height of ramp: 0.45 ft

Maze General Idea :
(actual arena on day of event)

Note:- This event also happen for the first time in our Fest and was a great success.

Prize money :- ₹ 8,000

Winners- ₹5,000

Runners up- ₹3,000

Number of team participating in ROBOMAZE – 25 teams

i.e around **100 participant** as 1 team consist of 4 members

SUMOBOTS

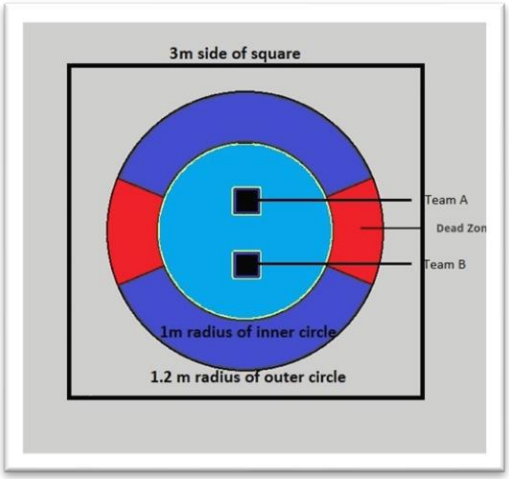
GAME STURCTURE

The arena consists of two concentric rings- inner one blue surrounded by an outer boundary (Two red dead zones). The aim of the robots is to push the opposition robot out of the outer circle.

- Robots gains points for pushing the opposition robot in the red zone.
- Points are given to opposition team if other team enters the red zone.

The team that successfully completely pushes the opposition robot out of the zone more times wins the match.

GAMEPLAY



- Each battle will consist of three rounds.
- Each round will be of 2 minutes.
- Each round will consist of a point based system. There are two dead zones present in the arena.
- If a bot is pushed or enters the dead zone, the opponent bot gains 5 points. To gain the 5 points the opposite bot should entirely be pushed into the dead zone.
- If the bot falls out of the arena through the dead zone , the opposite team will gain 10 points.
- If a bot is pushed into the circular strip other than the dead zone the opponent bot will gain 4 points. If the bot is thrown out of the arena through the circular strip other than that of the dead zone the enemy bot will gain 8 points.
- If the bot is immobile or cannot perform linear motion within 20 seconds the opposing team will gain 5 points.
- If a bot pushes the opponent bot in the dead zone and then through the dead zone directly into the normal coloured zone it will gain the points reserved for dead zone only.
- Likewise if a bot pushes the opponent bot in the normal coloured zone and then into the dead zone directly it will receive points associated for normal zone only.
- At the end of each round the points gained will determine the victor for that round.
- In case of a tie, where at the end both teams have equal victories or draws, the collected points gained in all the three rounds will be considered to determine the victory.
- In above case, if the collective points are also same then, then an additional round of 2 minutes will be played to determine the victor.
- If the additional round also ends in a draw another round of 1 minute will be played in which the team scoring first will be declared the winner of complete match.
- Technical break can each be used by both teams which lasts for 40 seconds once for a complete battle (including tie-breaker round).
- Time given between each round is 1 minute. Hand Touch during the battle to avoid the bot from falling in the outside arena will lead to bot being considered as fallen and necessary points will be given to opposite team respectively.

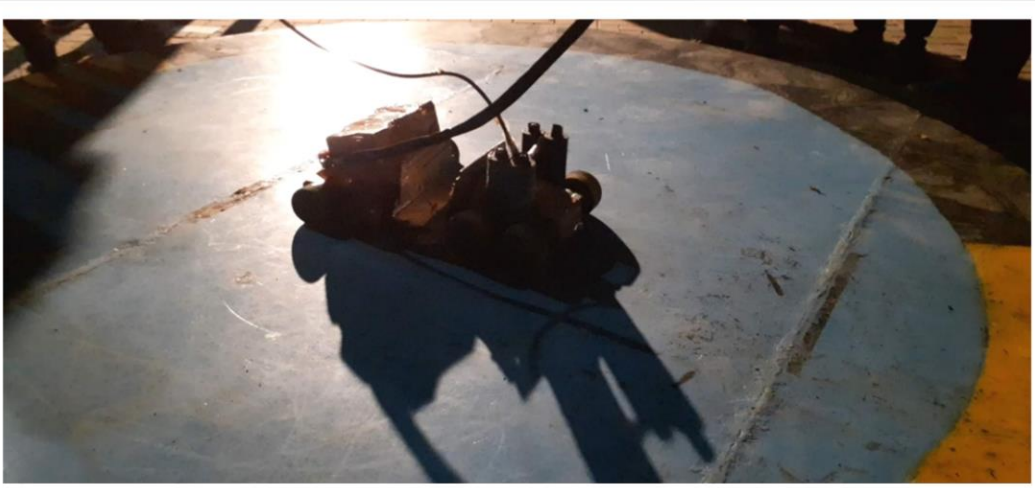
Prize money :-₹ 12,000

Winners- ₹8,000

Runners up- ₹4,000

Number of team participating in SUMOBOTS – 10 teams

i.e around **50 participant** as 1 team consist of 5 members.



ROBO-SOCCER

GAMEPLAY:

- Robots will go one on one in this tournament.
- Each match has two halves each of 2 min and 30 secs.
- The bots from each team must attack by scoring goals and at the same time defend its own goal post.
- The bot can kick or drag the ball to score goal.
- The bot cannot hold a ball to stop opponent from scoring this will be considered as taking full control of the ball by removing all its degree of freedom.
- If there is no progress in the gameplay for a definite period of time (15 secs) and the situation is not likely to change then the referee will call " lack of progress and place the ball in the middle of the stadium or separate the bots from each other they are stuck on each other.

- If any bot starts before the beginning of the round after the placing the bot in arena it will be considered as violation.
- Teams should report to the coordinator which will be present at the arena 5 mins before their match begins.
- The winners of each game will qualify for the next level.
- Each level would have its own i.e. no accumulation of score of the previous level.
- Time measured by the coordinators will be final and will be used for scoring the teams. Time measured by any other person or members of any team will not be considered and will not be used for scoring.
- All participants should stay calm and listen to coordinator, any damage to arena may cause immediate disqualification.
- After exceeding no. of penalties, will lead to disqualification
- In case of any disputes or discrepancies coordinators decision will be final and participants must obey instructions. The coordinator has right to change any of above rules and the change in any rules will be stated before beginning of round or match to registered teams.

GAME STRUCTURE:

Team with most no. of points wins the game.

- 30 points for every goal
- -10 points for every foul
- And in case of tie- less fouls

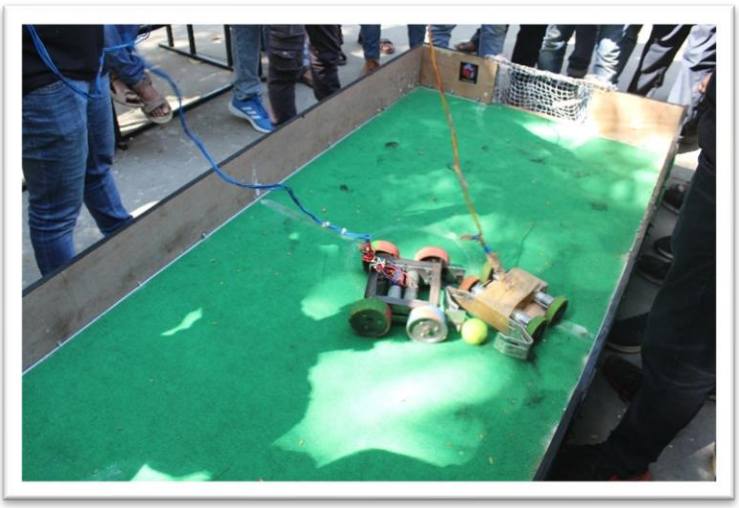
Prize money :-₹ 11,000

Winners- ₹7,500

Runners up- ₹3,500

Number of team participating in ROBOMAZE – 25 teams

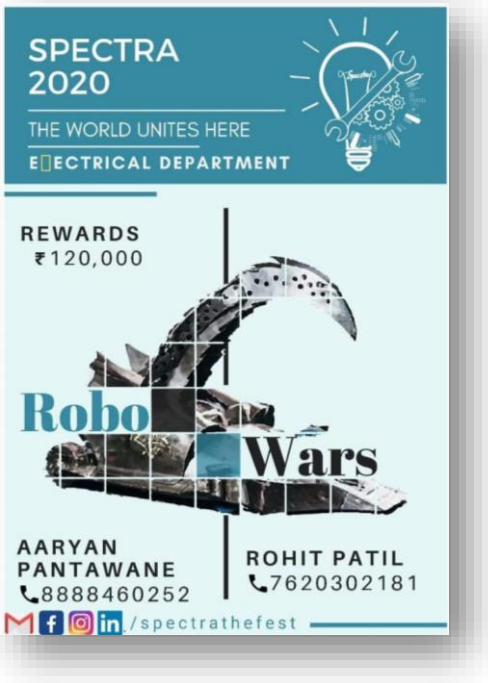
i.e around **100 participant** as 1 team consist of 4 members.



ROBOWARS

This event was scrapped few days before SPECTRA due to financial crisis.

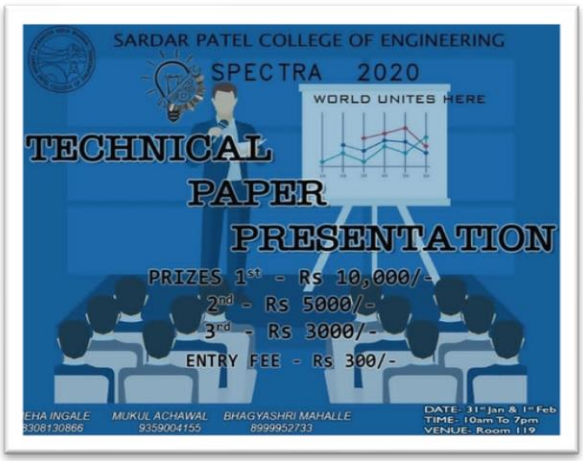
This step was taken for the betterment of the whole event.



NOTE:- Some plus point for ROBOWARS event in future, This organizing team have buy poly-sheets for future use, which use to cost around ₹30k-₹40k on rent during events.

TECHNICAL PAPER PRESENTATION (Common Event)

A platform for all those technocrats to present their research work in one of highly competitive competition of SPECTRA 20.
The participant prepare a report based on a theme and are judged on the basis of reports as well as the presentations.



THEMES

- Smart Energy
- Artificial Intelligence and IoT
- Advancements in Metallurgy
- Electric Vehicle
- Cyber Security
- Advancements in chemical Engineering
- Environmental Engineering
- Foundational Engineering

Prize money :-₹ 18,000

Winners- ₹10,000
Runners up- ₹5,000
2nd Runners up- ₹3,000

Number of team participating in ROBOMAZE – 21 teams

i.e around **105 participant** as 1 team consist of 5 members.

This organizing team have not only organize the event but played very Important role in helping the PRing team, Marketing team and core team of SPECTRA.
In terms of PRing, all the organizer Promoted their event in fest like TechFest and Technovanza.
And help the Core Marketing team with a Amount of ₹ 1.3 lakh

The Finance Secretary of EESA Aditi Popalghat played a major Role in Marketing..
Sponsor and their financial aid is mention below..

1. Robokart - ₹50,000/-
2. Kedarling Enterprises &
   Trident Engineers and Associates- ₹40,000/-
3. Ganesh Benzo plast[- ₹25,000/-
4. Kossine - ₹8,000/-
5. Hi Technology- ₹7,000/-

And at last the total summary of electrical events in SPECTRA'20
No. of events Successfully done – 5 (electrical event) and 1 (common)
Out of which 2 events happened for the first time – ROBOMAZE and Meshmerize

No of teams Participating- **101**
So, i.e around **500 participances** participated in the electrical event of SPECTRA
And officially event was programmed to be end by 6pm on 1st Feb. But due to more number of Participants, event end on 2am of 2nd Feb. Organizing team handle each pressure properly and make the SPECTRA'20 a grand success.

So**, SPECTRA'20 was a grand success** as usual…

Here are the few pictures of our team and Winners of the events…
"*Teamwork is the ability to work together toward a common vision.*"

SPECTRA 2020

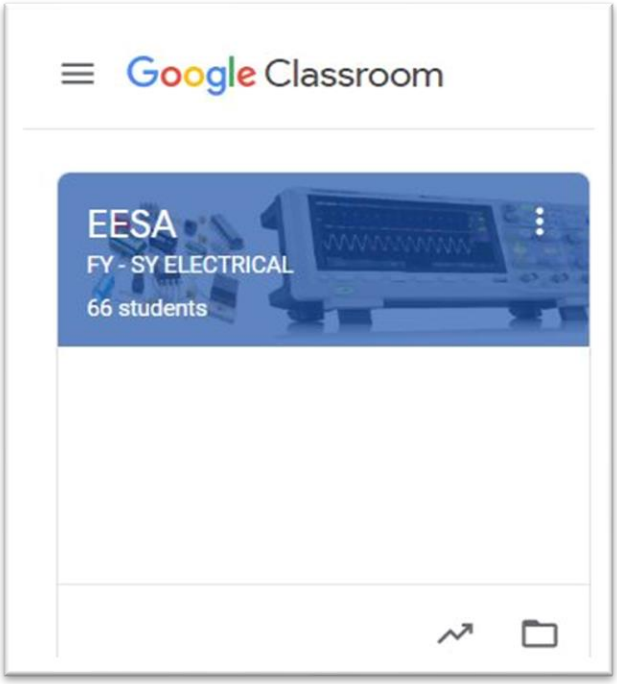
SRC

Samsung Dual Camera
Shot by Alok

Samsung Dual Camera
Shot by Alok

4. Workshops on basic electrical equipment

Date: 4th April – 7th April 2020
Timing : 1pm to 5pm
Total no. of Students enrolled- 66



Aim: *To make student aware of Basic Electrical Equipment's.*

This was the first online Workshop conducted under EESA. This Workshop was conducted online due to lockdown all over India because of COVID-19.

This workshop was for 1st and 2nd year student. The workshop consist of how to use Oscilloscope, Multimeter and Calculation of resistance, Capacitance and inductance using coding code on elements.

This workshop was conducted on Google Classroom as platform. One on one doubt clearing session where conducted and Quiz were taken to make them understand clearly. And good materials where provide to student for understanding which consist of Videos, photos, Docs and PDFs. And E-Certificates were issued to Students. And this first online workshop was a successfully completed.

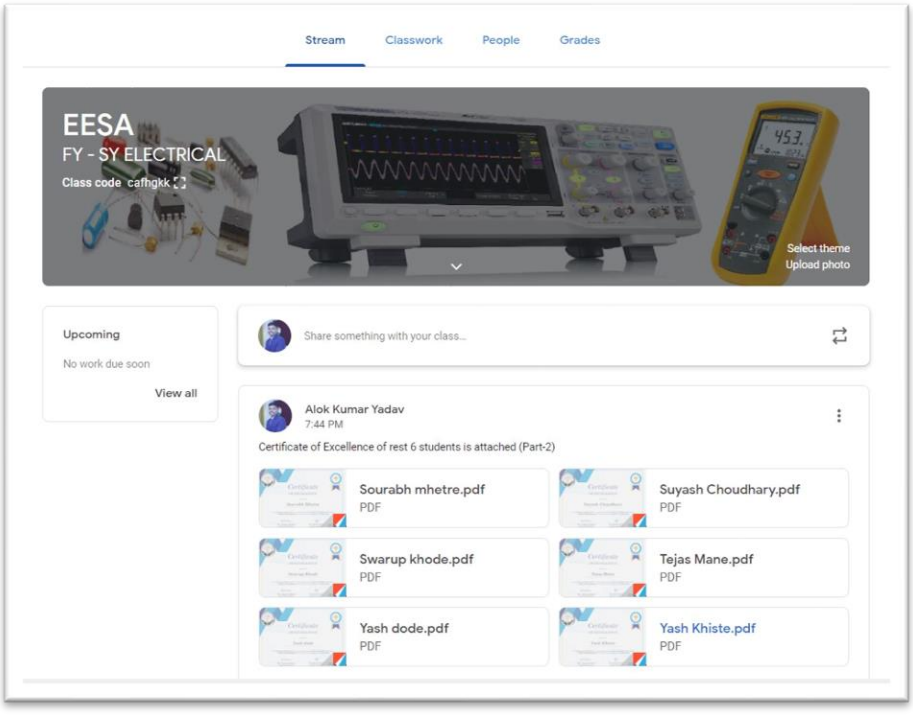
Trainer:-

ALOK KUMAR YADAV
(GENERAL SECRETARY)

MUBEEN KANDEKARI
(TECHNICAL SECRETARY)

TARANG BAVISHI
(TECHNICAL SECRETARY)

KAPIL KAKAR
(TECHNICAL SECRETARY)



NON-TECHINCAL ACTIVITIES

1. Trek

To Kothaligad

Date: 21st Sept 2019
Timing: 6am to 9pm

About Kothaligad

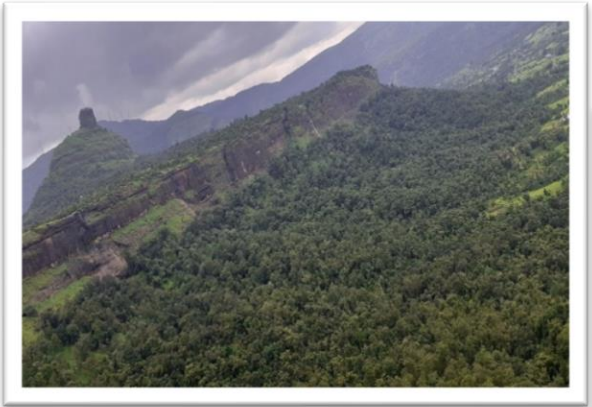
Kothaligad (also called Kotligad/ Kothligad/Peth) is a small Fort (3100 ft)is situated to the east of Karjat near Karjat-Murbad Road in the Indian state of Maharashtra. It is one of the famous treks in the Karjat area, because of its small height and easy climbing. It is also known as the *Fort of Peth* because of its vicinity to Peth village at its base.

Adventure and trekking team of EESA committee has started the registrations for the trek on 10 September 2019. A huge response was there from student's side for the trek. Trek registrations got full and had to be stopped in two days from starting day of registration. ***No. of students- 105***
On 21st September 2019, Saturday EESA committee of Sardar Patel College of Engineering has organized its first trek for the year 2019-20 to Kothaligad (Peth).
On 21st Sept 2019 morning, students had reported at 6.15 am in college parking as they were told. By 7.00am bus has left the college by taking 105 students from SPCE College. Students had their breakfast in the bus .In bus, students were enjoying singing games with their new friends.
And we reach Kothaligad around 10.30 am. And everyone have a half an hour break to get refresh and be ready for trekking. Students were given instructions from the seniors and Head of the committee member about the trek.
We started the trek by cake cutting ceremony and also celebrated birthday of two of our members Shweta of TYE and Manasi of FYE.

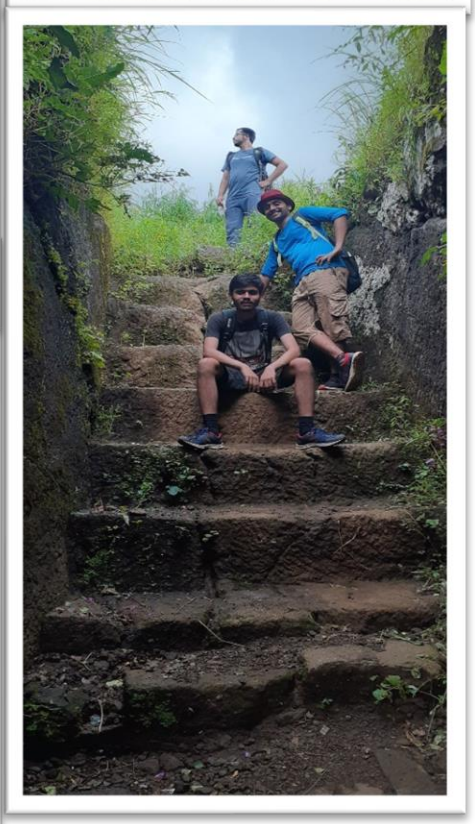
And then by 11.15 am trekking begins. In between students had enjoyed the water fall and played in it for around half hours. A full inspections was there on students from EESA as well as from Adventure and trekking team. After that students had continued to trek.

We reached the base village by 1pm and have traditional Marathi lunch at the base village in traditional Indian way. Everyone had their lunch on the top of fort as side by side they were also enjoying the beautiful of nature with rain and fog.

After lunch students gathered together and Committee head gave information about the fort to everyone. They explained that why that fort was named as “Kothaligad fort”? What was its special qualities? And how to complete the remaining part of trek.



And after having lunch at 1.45pm, everyone depart to complete the trekking, to reach the perk of Kothaligad, *Fort of Peth.*
By 3pm everyone reach the Fort and for half an hour everyone enjoyed at the perk of fort.



Then by 4.30 pm we start our journey,
Back to base…
And by 7 pm everyone were at the base
And were ready to go back..
Refreshment were given in the buses.

And by 10.30 pm we reach
back at College campus.

At the end each and every student had enjoyed a lot. Each and every one were happy with the trek and with work of EESA committee Team as well as all were ready to come in for next trek.

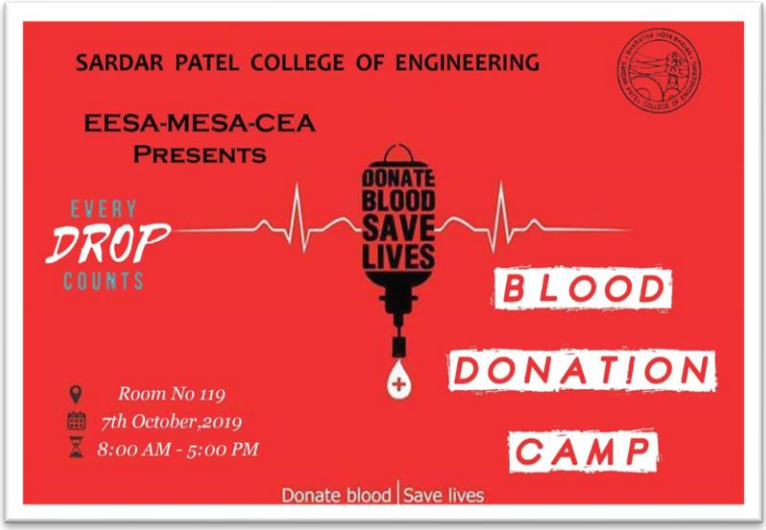
There was a great team effort by the EESA Team. After a long and Memorable Trekking Experience.

2. Blood Donation Camp

Date: 7th Oct 2019
Timing: 8 am to 5 pm

Blood donation camp was Organize by EESA-MESA-CEA together.

In cooperation with National blood transfusion council **(NBTC)**



"The Blood You Donate Gives Someone Another Chance At Life. One Day That Someone May Be A Close Relative, A Friend, A Loved One—Or Even You."

No. of Students and Professors donated blood- **110**
After blood donation there was a refreshment for donor and certificate of blood donation which is given by national blood transfusion council.

Blood donation camp was a successful event.

3. Farewell to ex-committee members

Date- 7th oct 2019
Timing- 4.30 pm to 5.30pm

This was a small get together with our ex-committee member. Appreciating their work throughout the year of 2018-19.
Farewell started with cake cutting ceremony. And then we have organize some fun activities for them to make it memorable. And then distribution of certificate of appreciation to ex-committee member from our faculty coordinator **Dr. Jayram V. Gholave.** And then finishing the farewell with photo session and refreshments.

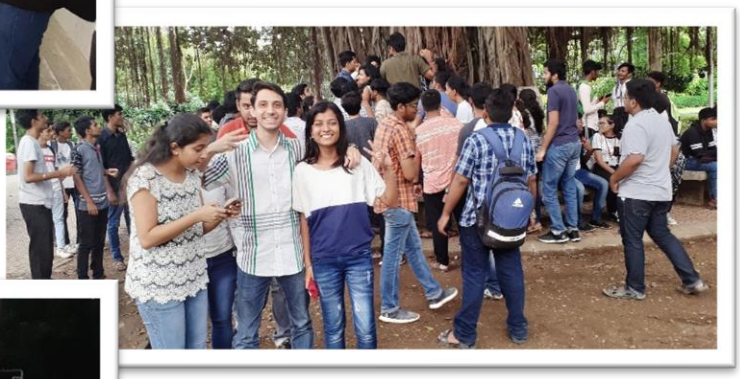
4. Treasure Hunt

Date: 2nd Oct 2019
Timing: 4pm to 6.30pm

This event was organize by the EESA coordinators to have an idea about how to organize an event. Students from 1st ,2nd and 3rd year participated in the event.
Around 80 students participated in treasure hunt and 20 teams were formed with 1st ,2nd and 3rd students in each team.
For this event, A very innovative mobile Application was developed by second year students. The Application was completely password based in which you have to get the clue by entering the password. In the beginning, all the rules and regulations were given by the organisers so as to understand the gameplay. Various tasks were assigned to the teams to get the password for promoting to next round.
Various spots in our Bhavans campus were selected for the event. To make 1st year students aware of all the places in bhavans campus. All the participants were keenly enthusiastic for the event. The clues for the knockout round were quite tough, it took too much time for the teams but yes they did it...!
In Prize distribution, Winners were awarded with Gold Medals and Runner ups with Silver Medal. It was a very successful event all the participants had enjoyed a lot.

Winning Team :

- *Ankit Deore*
- *Siddhi Phondke*
- *Harsh Chaugule*
- *Piyush Khairkar*



Runner ups:

- *Shubham Shinde*
- *Twisa Dhoble*
- *Aniket Nawale*

5. Winter Trip

Date: 7th DEC to 18th Dec 2019

This trip was plan after the end of semester exam to get a break from studies.

EESA planned their Winter trip to Himachal Pradesh this year.

Chandigarh - Shimla – Manali – Kullu - Amritsar

We were associated with travel partner ***Tripzee Holidays***

Total no. of Students - 45

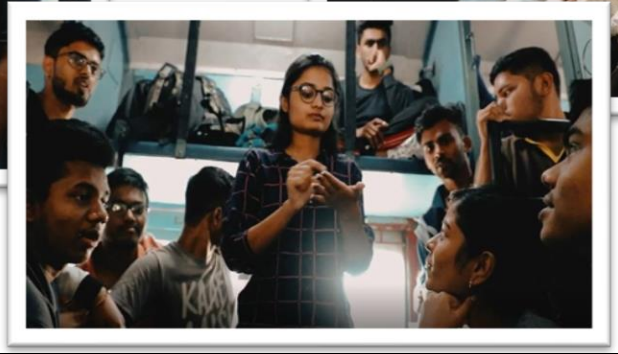
DAY 1 : MUMBAI

Assemble at CSMT by 22:00hrs. to board CSMT ASR EXPRESS (11057) departure to Ambala Cant. by 23:30 Hrs.

Overnight en-route in the train .(Packed Dinner will be served in the train)
Let's start the trip with goodies like Bagtags, wrist Bands from Tripzee holidays.

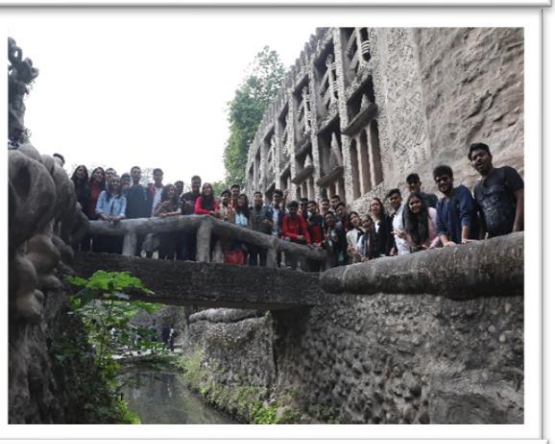
DAY 2 : TRAIN

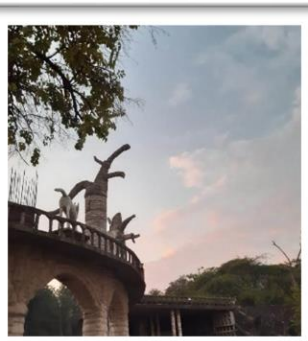
Journey in the train (Packed Lunch ,Dinner will be served in the train).
Students enjoyed the train journey by playing games like *damsaraj*, Antak shari, and many other game.



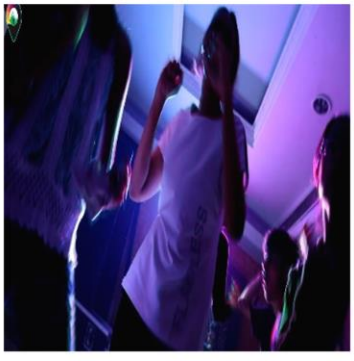
DAY 3 : AMBALA CANT

Arrive Ambala Cant. by 09:20 Hrs & transfer to *Classic hotel.* Check in at hotel. Lunch at hotel, after lunch proceed visit Rock Garden and Sukhna Lake for boating.
Evening free time for Shopping (Sector 22/21).





Cake cutting ceremony of EESA IV and followed by DJ.
And then Dinner & overnight stay at the hotel.



DAY 4 : SHIMLA

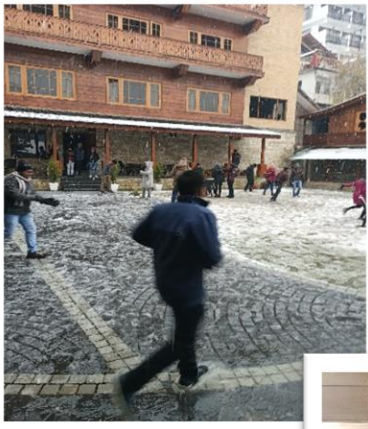
Breakfast at hotel. After breakfast Proceed for shimla. Lunch at on the in a hotel. Reach shimla check in at *Koti Resort*.
And have prom night. For enjoying the moment.
Dinner and overnight stay at hotel.

DAY 5 : SHIMLA SIGHT SEEING

B/fast will be served at hotel.
Then depart for half day sightseeing of Kufri,Chini Bunglow & Horse Riding .
Lunch at the hotel. After lunch load your luggage in the bus and proceed for church and shopping at Mall road. Dinner will be served enroute, Directly proceed to manali.
Overnight journey to manali.

DAY 6 : MANALI

Arrive Manali check in at *Sandhya Resort*. Breakfast will be served at hotel on arriving Manali. Lunch at hotel.
After lunch evening visit Hidimba Devi Temple & free time for Shopping at underground Market(Mall road).
But due to heavy snowfall we plan to Cancel visit to Hidimba Devi temple and Enjoy at hotel and also planned for traditional Manali dance show in the evening. Dinner and overnight stay at the hotel.



DAY 7 : MANALI and KULLU

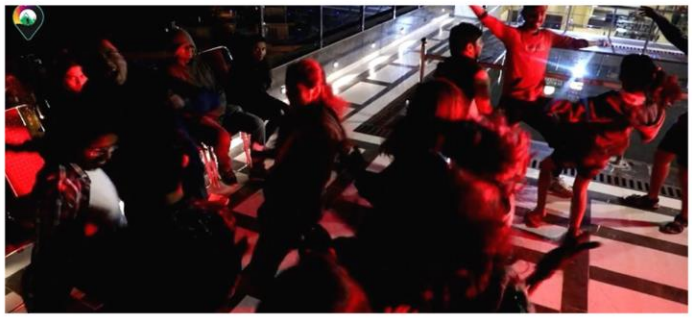
After breakfast depart for full day visit to Snow Point: Solang valley/ Gulaba / Madhi Vashisth Kund (Depends on the road conditions).
Afterwards directly proceed to Kullu campsite. Dance party, Dinner & overnight stay at the camp. And enjoy Dj night in camps. And also camp activities.

DAY 8 : KULLU

After breakfast Start activities like Barma Bridge, Bamboo Bridge,Archery, Dart, Etc. Lunch at camps after lunch enjoy Water Rafting at kullu, also visit Sai Shawl factory and manufact uring unit at Kullu . Dinner will be served Enroute. Then proceed to Amritsar.Overnight journey in bus.

DAY 9 : AMRITSAR

Arrive Amritsar in the morning breakfast & lunch at hotel. After lunch will proceed for Wagha border ceremony. Evening enjoy Pool party. Dinner and overnight stay at hotel.

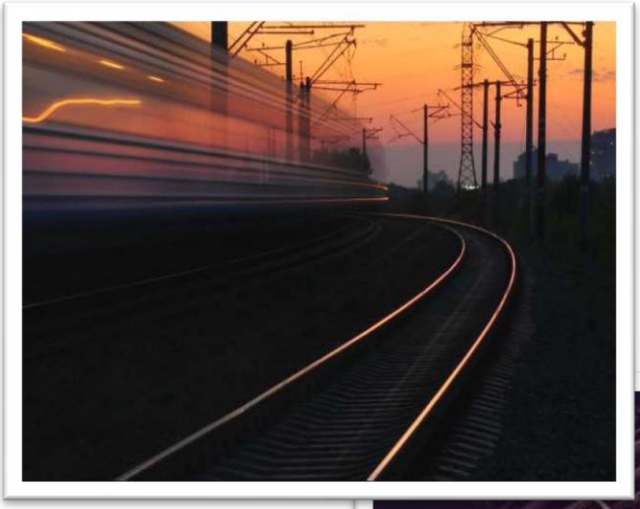


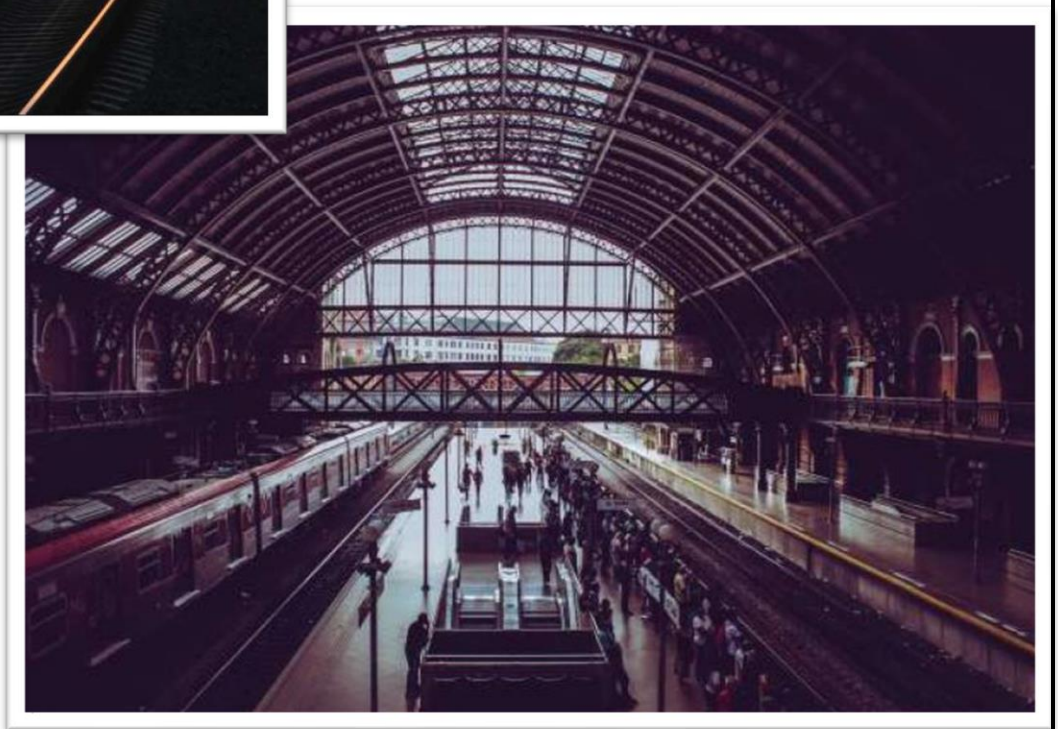
DAY 10 : AMRITSAR

After breakfast check out proceed to visit Golden temple and Jalianwala bagh.
Lunch at langar and few of us were lucky to put a helping hand in langar and also know how the food is made in Golden temple and knowledge of machinery used in cooking food.
Evening free time for shopping afterwards, directly
proceed to Railway station to catch Golden Temple Mail.
Enjoy train journey. (Packed Dinner will be served)

DAY 11 -12 : MUMBAI

Full Day have fun and share endless Memories...!!
(Packed Bf, Lunch, Dinner in train)
Arrive Mumbai 05:00 am with happy bunch of memories .



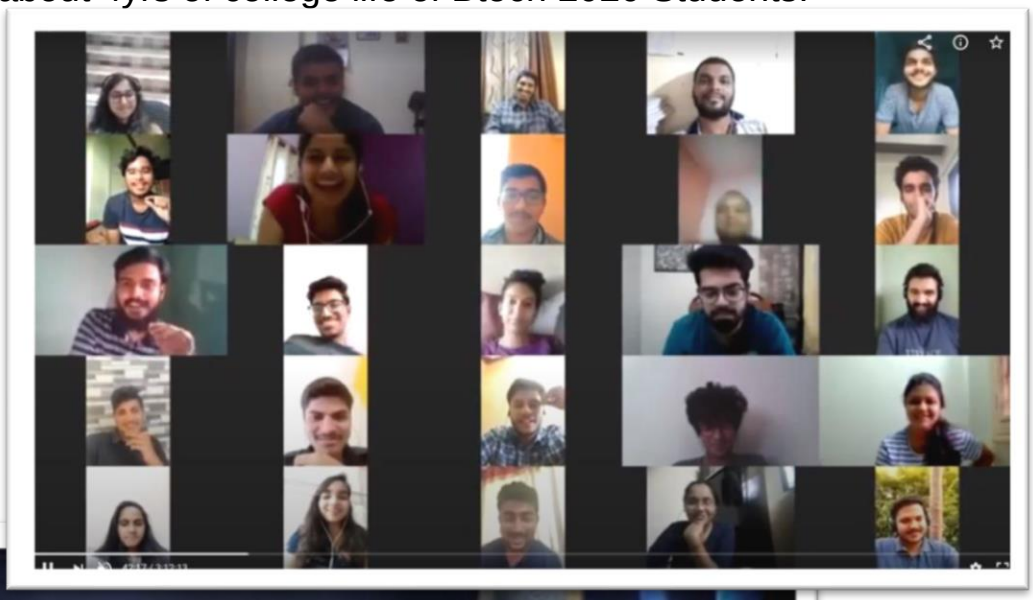


6. Farewell to BE Electrical

Date: 6th June 2020
Timing: 4 pm to 7.30 pm

For the first time ever Farewell of BE student was conducted through **Video Conference** due COVID-19. We used Google meet as the platform for the conference, the session was quite interactive and happening, We played some Puzzle games, Some Question & Answer sessions and the flashback moment for all the BE students as they recall their journey of 4 years in the college.

So the conference end with everyone being emotional and Riya mete from TY gifted something special to all BE students by sharing an emotional video about 4yrs of college life of Btech 2020 Students.



SPORTS ACTIVITIES

SPCE CUP'19

Date: 7th-25th Oct'19

Annual Sports Event of SPCE, SPCE CUP'19 Was organize by combine effort of EESA-CEA -MESA committee together. All the 8 Sports Secretaries with their combine effort organize the event successfully.

As in SPCE CUP all the 12 class participated With each other for a common goal to achieve the "Best Class Cup", Which is what SPCE cup is all about.
And for this edition we also added a branch wise trophy too.

Inauguration of SPCE Cup was done on 7th Oct 2019 in presence of all the faculty coordination. And was done by EESA Faculty coordinator **Dr. Jayram V. Gholave.**

And After inauguration ceremony professors also try their hands on cricket and cherish the moment.

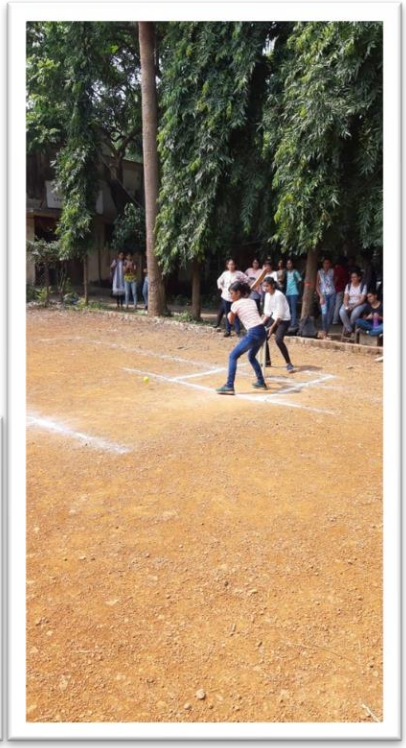
Events in SPCE cup :

1) Box Cricket-

Team of 6+2 subs (knockout) (both girls and boys)

Girls
Winners : SY Mechanical
Runners up: BT Electrical

Boys
Winners: TY Electrical
Runners up: BE Civil



2) Rink football

Team of 4+2 subs (knockout)
(Only for Boys)

Winners : BE Mechanical
Runners up : TY Electrical

3) Tug of War-

Team of 7(Knockout)
(both boys and girls)

Girls
Winners- TY Electrical
Runners up- TY Mechanical

Boys
Winners- SY Electrical
Runners up- TY Electrical

4) Volleyball-

Team of 6+2 subs(knockout)
(Only for Boys)

Winners : TY Electrical
Runners up : BE Civil

5) Throwball-

Team of 6+2 subs(knockout)
(Only for Girls)

Winners : BE Civil
Runners up : SY Civil

6) Carrom-

(knockout)

Boys doubles
Winners- BE Civil

Girls doubles
Winners- SY Mechanical

Boys singles
Winners- BE Mechanical

Girls singles
Winners- TY Mechanical

7) Table tennis-

(knockout)

Boys doubles
Winners- BE Civil

Girls doubles
Winners- TY Mechanical

Boys singles
Winners- BE civil

Girls singles
Winners-TY Mechanical

8) Chess-

(knockout)

Girls
Winners- TY Mechanical
Runners up-

Boys
Winners- FY Mechanical
Runners up- TY Electrical

9) Mini Militia-

Team of 5(knockout)

Winners- BE Mechanical
Runners up- SY Electrical

10) PUBG-

Team of 4 (only one match)

Winners- SY Electrical
Runners up- SY Mechanical

In the end after competition of all the games. The point table stands here,

1ST	***TY Electrical***	***1835 Winners***
2ND	***BE Civil***	***1380 Runners Up***
3RD	TY Mechanical	1345
4TH	SY Mechanical	1145
5TH	SY Electrical	950
6TH	BE Mechanical	830
7TH	SY Civil	770
8TH	FY Civil	600
9TH	TY Civil	595
10TH	FY Mechanical	570
11TH	BE Electrical	540
12TH	FY Electrical	515

Branch Wise Standing:

1ST	Mechanical	3890
2ND	Electrical	3840
3RD	Civil	3345

TY Electrical performed exceptionally well and **WON** the **SPCE CUP** by huge margin of 455 points. All Branch wise Cup was Won by Mechanical and Electrical just missed it by 50 points. And Best Player was given to our Sports Secretary Prasanna Katkar

Prize Distribution of SPCE CUP was Done on 21st JAN 2020. Prize Distribution was done by HoD of Electrical Dr. Anupa Sabnis and faculty coordinators of each committee.

BEST PLAYER: Prasanna Katkar

BRANCH Winner: Mechanical

SPCE CUP WINNER- ***TY Electrical*** 🏆

SPCE CUP was only possible due to the Effort of our Sports Secretaries Bhumika Chopade, Ankit Deore and Prasanna Katkar and Support from our Coordinators Karan Pandita, Kedar Kharavtekar, and Niyati Girkar.

Activities Which were not able to be conducted Due to COVID-19

Sports Event

EESA Cup'20

(*Was Schedule From 21st March to 31st March 2020)*

This was planned to be held in march.
But due to COVID'19 lockdown, we have postponed it till future notice.

Sports to be played in EESA cup'20 are

1. Box cricket (both boys and Girls)
2. Full Tennis Cricket
   (both boys 11 vs 11 and Girls 8 vs 8)
3. Rink Football (for boys)
4. Tug of Wars (both boys and Girls)
5. Volleyball (for boys)
6. Throwball (for girls)
7. Basketball (both boys and Girls)
8. Carrom (both boys and Girls)
9. Table tennis (both boys and Girls)
10. Chess (both boys and Girls)
11. Athletics (both boys and Girls)
    100m,200m,400m and Relay
12. Mini Militia
13. PUBG

Technical Events

Technical Workshops-

(*Was Schedule From 4th April to 19th April 2020***)**

1. Python

By- Alumni Mr. Narpat Sathar

2. App Development

By- Tarang Bavishi (TS) and Siddhart Mahajan of TY Electrical

3. PLC & SCADA

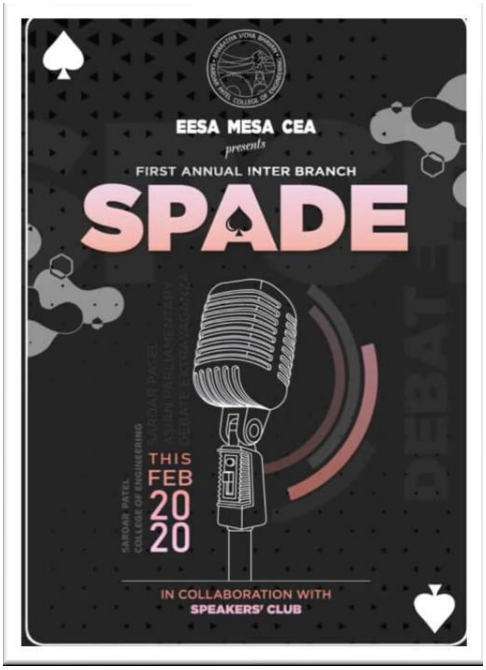
By- Robokart

Non- Technical Events

SPADE- **S**ardar **P**atel **A**sian **P**arliamentary **D**ebate **E**xtravaganza

(Was Schedule From 1st April to 7th April 2020)
CEA , EESA and MESA *are collaborating with Speakers' Club*

To start a revolutionary contest of the Three Branches will battle it out with words, ideas and arguments.
The First ever ***Annual Inter Branch.***



- Alok Kumar Yadav
EESA GS
On Behalf of EESA Committee