



**SOMAIYA
VIDYAVIHAR**

K J Somaiya Institute of Technology
An Autonomous Institute Permanently Affiliated to the University of Mumbai



Indian Society for Technical Education

Event “Time Rush” Held by ISTE On 9th Oct, 2025

K. J. Somaiya Institute of Technology’s (KJSIT) Indian Society for Technical Education (ISTE) organized an event “Time Rush” on 9th October 2025 from 12 PM to 4 PM at CR11 & CR12. ISTE Student Coordinators & Team were the presenters for the event. The session was organized under the guidance of Prof. Shubhada Labdhe, Faculty Coordinator.

Publicity Poster:



Event Details:

Date and Time: 9th October 2025

Venue: CR11 & CR12, KJSIT, Sion

Registration fee: ₹100 per team

Time: 12:00 PM – 4.00 PM

Participants: All Students

Prize: ₹2000/-

Mode: Offline



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Objectives:

- The primary objective is to complete the sequence of three challenges (Crossword, Sudoku and Maze) in the shortest total time possible.
- To ensure a minimal cumulative time, the team must solve each puzzle correctly on the first attempt to avoid time penalties associated with errors or second attempts.
- To successfully divide the workload and leverage each member's strengths (e.g., one person on the Sudoku, one on the Maze), showcasing effective communication and collaboration under pressure.

Faculty Coordinator:

- Prof. Shubhada Labdhe

Event Head:

- Jay Ranavat

About Event:

The 'Time Rush' format required teams to complete three distinct challenges sequentially, with the cumulative time determining the winners. Two adjacent classrooms were utilised to ensure smooth transitions between the game phases:

Stage 1: The Cryptic Crossword Challenge (CR 11)

The initial round focused on general knowledge and technical vocabulary. Teams received a detailed grid requiring them to solve cryptic clues, forcing immediate brainstorming and knowledge recall. This stage tested linguistic clarity under time constraints.



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Stage 2: The Numerical Sudoku Grid (CR 11)

Remaining in CR 11, teams then transitioned to an expert-level numerical challenge. The Sudoku round demanded sharp focus and advanced logical deduction, shifting the mental gears from verbal to mathematical reasoning. Teams were penalised for incorrect initial entries, emphasising accuracy over reckless speed.

Stage 3: The Algorithmic Maze Navigation (CR 12)

The final and most visually engaging stage took place in CR 12. Teams were presented with a complex, large-format maze that simulated the challenge of finding the most efficient route (an "algorithmic path"). This test of spatial reasoning provided the ultimate rush, requiring rapid strategic planning to minimise time penalties.

Stage 4: Lemon and Spoon Relay (CR 12)

The final, high-stakes physical round required teams to race against the clock. Each member of the team had to complete a short, defined relay course, balancing a lemon on a spoon. This stage introduced a critical element of motor coordination and manual dexterity, providing a decisive finale to the multi-disciplinary challenge.

Rules:

To ensure fair competition and accurate scoring, all participating teams were required to adhere to the following rules:

- **Team Composition:** All teams must consist of exactly four members. No substitutions were allowed once the challenge began.
- **Sequential Completion:** Teams must complete the three stages (Crossword, Sudoku, Maze) in strict sequential order. Teams were only allowed to move to the next stage after the previous one was certified as complete and correct by the invigilator.
- **Time Calculation:** The official clock started upon entry to CR 11 and only stopped after the final team member crossed the finish line of the Maze in CR 12 and also for Lemon and Spoon Relay. The winning team was determined by the lowest cumulative time.

- **Accuracy Penalty:** If a stage was submitted with an incorrect solution (Crossword or Sudoku), a penalty of 20 seconds for every answer skipped & 40 seconds for every incorrect answer submitted, amongst other minute penalties for skipping or incompleteness of tasks was added to the team's total time.
- **Prohibited Aids:** The use of any external electronic devices, calculators, mobile phones, pre-written notes, or reference materials was strictly forbidden. Any violation resulted in immediate disqualification.
- **Invigilator's Decision:** The decision of the 'Time Rush' event coordinator and the classroom invigilators was final and binding on all matters of scoring, penalties and dispute resolution.

Winners:

1. Krishna & Team
2. Siddharth & Team
3. Ishan & Team
4. Disha & Team

Event Glimpses:





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Outcomes:

The 'Time Rush' event successfully achieved its objectives and delivered several positive outcomes:

- **High Engagement:** The event saw participation from 25 teams, resulting in an engaging turnout of 100 students eager to test their mental agility in a competitive format.
- **Competitive Excellence:** The competition was fierce, with the winning team setting a new event record by completing all three challenges in a cumulative time of 8 minutes and 42 seconds.
- **Validation of Skills:** The multi-stage, time-bound format successfully validated the core skills of logic, critical thinking and coordinated teamwork among participants.
- **Logistical Proof of Concept:** Utilising the dual-classroom setup (CR 11 and CR 12) proved highly efficient for managing participant flow and minimising transition delays between the various puzzle types.
- **Future Data Generation:** The timing and accuracy data gathered will be invaluable for the Abhiyantriki Committee in refining puzzle difficulty and optimising the event schedule for future technical fest.

Conclusion:

The segregation of the event into CR 11 (for the quieter, analytical rounds) and CR 12 (for the final, high-pressure maze) ensured optimal performance conditions. The organising team successfully managed 25 participating teams across both venues, maintaining tight control over the clock and preventing unauthorised aid.

The event demonstrated that technical skills extend beyond coding and mechanics, requiring strong foundational skills in logic, language and problem-solving. 'Time Rush' proved to be highly effective in its goal: to provide an exhilarating and comprehensive test of mental agility.



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Report Submitted by: Mr. Jay Ranavat, Secretary, ISTE.

Report Verified by: Mr. Yash Balotiya, Chairperson, ISTE.

Report Approved by: Dr. Harsh Bhor, Faculty Coordinator, ISTE.