



Sandip Foundation's
Sandip Institute of Technology & Research Centre,
Mahiravani, Trimbak Road, Nashik - 422 213


**Department of Artificial Intelligence and Data
Science Engineering**




Date:- 01/08/2023

NOTICE

All students are hereby informed that the department of Artificial Intelligence and Data Science Engineering is organizing the "Indoor Sport Event" from 23rd Aug 2023 to 25th Aug 2023. All the students are requested to attend and make the event grand success.


Prof. V. K. Barbudhe
Event Coordinator


Dr. Amit Gadekar
Head of Dept

**Sandip Institute of Technology and
Research Centre, Nashik
Department of Artificial Intelligence
& Data Science Engineering**

Sandip Foundations SITRC

AISA

Artificial Intelligence Student Association

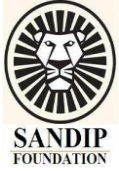
**INDOOR
SPORTS EVENT**

Chess, Carrom, Table Tennis

23 AUG - 25 AUG 2023

For registration contact:
Prof. V. K. Barbudhe





**Sandip Institute of Technology and
Research Centre, Nashik**
**Department of Artificial Intelligence
& Data Science Engineering**



Activity Report Of Sports

(Carrom)

(2023-2024)



**Sandip Institute of Technology and
Research Centre, Nashik**
**Department of Artificial Intelligence
& Data Science Engineering**



Name of Programme: Carrom

Date: 23/08/2023

Event Coordinator: Prof. V. K. Barbudhe

Participants: Students from various departments

Venue: Department of Artificial Intelligence & Data Science, SITRC, Nashik.

Aim: The primary aim of carrom, a popular board game, is to score points by potting (or pocketing) your own carrom men (game pieces) into the pockets (holes) at the corners of the rectangular carrom board, while simultaneously preventing your opponent from doing the same.

Outcomes: Benefits of carrom are:

1. Enhances Concentration and Focus:

Carrom requires players to concentrate on the game board, plan their shots, and aim accurately. This can help improve attention and focus.

2. Improves Hand-Eye Coordination:

Players need good hand-eye coordination to strike the striker accurately and pocket carrom men. Regular play can enhance this skill.

3. Stress Relief:

Engaging in a game of carrom can be a relaxing and stress-relieving activity, diverting attention from everyday worries and providing a break from daily stressors.

4. Enhances Strategic Thinking:

Carrom involves strategic planning and positioning of carrom men, requiring players to think several moves ahead to outmaneuver opponents.

5. Social Interaction:

Carrom can be a social activity that promotes interaction and bonding with family and friends, making it an enjoyable group pastime.



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Summary Report of Sports

Rules of Playing Carrom:

Setup:

1. Place the carrom board on a level surface.
2. Arrange the carrom men (usually 9 white, 9 black) in a specific pattern within the circular center area of the board.
3. Place the red queen in the center of the board.

Gameplay:

1. Players or teams take turns to strike the striker, aiming to pocket the carrom men and the queen. The striker is used to hit the carrom men.
2. Players take turns in a clockwise order, starting with the player whose carrommen are facing them.
3. To start the game, players must pocket one of their carrom men. If they successfully pocket a carromman, they continue their turn, attempting to pocket more.
4. If a player pockets their opponent's carromman, it remains in the pocket and counts as a point for the opponent.
5. Pocketing the queen is essential to win a game. The player who pockets the queen must subsequently pocket one of their carrommen; otherwise, the queen is returned to the center of the board.
6. Players can earn additional points for each of their carrom men pocketed after the queen.
7. Players must score a specific number of points (usually 25 or 29) to win the game.

Fouls:

1. If a player commits a foul (such as failing to pocket a carromman, pocketing the striker, or touching any piece), the player loses their turn, and their opponent(s) gets a point for each carromman pocketed by the fouling player in the same turn.
2. If a player commits three consecutive fouls, they lose the game.

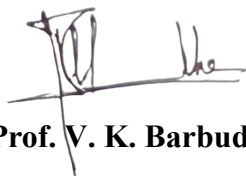
End of Game:

The game typically ends when a player or team reaches the agreed-upon number of points. The player or team with the highest score at the end of the game wins.

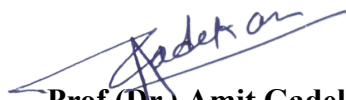
Photograph



Students Playing Carrom



Prof. V. K. Barbudhe
Co-ordinator



Prof. (Dr.) Amit Gadekar
(HOD, AIDS Dept.)



Dr. M. M. Patil
Principal

**Sandip Institute of Technology and
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Attendance

Sr. No.	Name
1	SHAIKH FADIL MAHEBOOB
2	PAGAR VAISHNAVI DIPAK
3	DAS TANUJA BALAKRISHNA
4	BABULKAR PALLAVI SANJAY
5	SAPKALE BHAVESH ANIL
6	GAURAV RAJENDRAGIRI BAWA
7	KOTHALE SHRAVANI
8	MALI ROHIT SANJAY