

**Sandip Foundation's
SIEM
Tech Fight-2020**

Event Report

Event Name (Carrom)

Carrom is played on a square polished plywood board with a striker made of hard plastic and small circular wooden pieces called carrommen. The basic objective of **carrom** is to use the striker with a flick of the finger to drive the carrommen into any of the four corner pockets. This event is open for all branch students.

This event divided into three rounds:

- 1) 1st Round:- Four players on each board will play match for 20 min. Max point player will be the winner for second round.
- 2) 2nd Round:- Winner from first round will play with each other for 20 min. Winner will play next round.
- 3) 3rd Round:- Second Round winner will play for final match and max point player will be the winner for carrom tournament.

Total no. of participant: 65

Names of Winner and Runner up:

Team no	Sr. no.	Name of the student	Name of the institute	Place
1	1	Mayank Jain	SNJB,Chandwad,Nashik	Class Room Computer Department, SIEM
	2	Vaibhav Bakliwal	SNJB,Chandwad,Nashik	
2	1	Tejas Sonawane	SU, Nashik	
	2	Rohit Ingale	SIPS,Nashik	

Event Photos:



Mr.J.N.Rajole

Name & Sign of event coordinator