

# Farm FRENZY

5 AGRONOVA'24



To Exhibit the Farm Management skills

**5 TEAMS WILL BE SELECTED FOR ROUND III BASED ON CUMULATIVE MARKS OF ROUND 1 & 2**

**SINGLE ENTRY PER COLLEGE, 2 PARTICIPANTS PER TEAM PARTICIPANTS SHOULD BRING THEIR OWN LAPTOPS**

## DECIPHER IT

Puzzle Solving: 2 Sets (Easy & Hard each 5 minutes)

## FARM COGENT

Real time farm problems 1 min - Discussion within the team  
2 mins - Presentation of the solution, One member from the team should present

## HAGGLE THE HOLDINGS

Five teams from previous round will be selected.  
Agri-Auction: Bid for Farm Inputs. Prepare a Farm Plan

## Contact

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## **FARM FRENZY**

This event is focussed to awaken the agricultural spirits dwelling within the participants. Designed with tasks that make them ponder and come up with a clear, technical and economically viable solution for real time farm problems.

Mind boggling Puzzles, Real life farm problems to deal with, Agri Auction to test the economist within the students and make them ready to lead as a farm manager!

### **RULES AND REGULATIONS:**

NO OF PARTICIPANTS PER TEAM: 2

### **ROUND I – DECIPHER IT**

- Each team will be given 2 sets of puzzles with 5 and 3 questions having difficulty levels easy and hard respectively.
- 5 minutes will be provided to solve each set of puzzles.
- Marks will be awarded based on the time taken to solve the puzzles and the no of images identified correctly.

**(THERE IS NO ELIMINATION IN ROUND I)**

### **SCORE CARD:**

#### 1) SET 1

LOT NO	TEAM ID	MARKS		TOTAL (10)
		TIME (5)	ANSWERS (5)	

#### 2) SET 2

LOT NO	TEAM ID	MARKS		TOTAL (20)
		TIME (5)	ANSWERS (15)	

LOT NO	TEAM ID	SET 1	SET 2	CUMULATIVE TOTAL (30)

## **ROUND II – FARM COGENT**

- Each team will be given with 1 question regarding real time problems in farm.
- The participants are expected to provide necessary solutions for the provided problem for which 3 minutes will be allotted for each team.
- 1min - the 2 participants can discuss and come up with a solution.
- 2 mins – 1 member from each team must explain the solution.
- Marks will be awarded for the technical way of providing the solution and for the economic and on farm feasibility of the solution.

## **(5 TEAMS WILL BE SELECTED FOR THE FINAL ROUND III BASED ON THE CUMULATIVE MARKS OF ROUND I AND II)**

A tie breaker round will be conducted for the teams securing equal cumulative score at the end of round ii

## **SCORE CARD:**

LOT NO	TEAM ID	MARKS		TOTAL (20)
		TECHNICAL APPROACH (10)	ECONOMIC FEASIBILITY (10)	

LOT NO	TEAM ID	SCORE		CUMULATIVE SCORE (50)
		ROUND 1	ROUND 2	

RANK	LOT NO	TEAM ID	CUMULATIVE SCORE
1			
2			
3			
4			
5			

### **ROUND III – HAGGLE THE HOLDINGS**

- Each team will be allotted a type of land on lot basis.
- Each team will be given a budget and must bid the auction and contest with the other teams to purchase the displayed farm implements, chemicals and farm components.
- The team bidding the highest price will receive the product.
- With the purchased products, prepare a farm plan depicting the area allocation and use of individual component for which 15 mins will be given.
- The proposed farm plan must be explained for 2 mins.
- Marks will be awarded for the proper usage of the purchased product in the farm plan, overall farm plan model and it's explanation.

### **SCORE CARD:**

LOT NO	TEAM ID	MARKS			TOTAL (30)
		PRODUCT USAGE (10)	OVERALL PLAN (10)	EXPLANATION (10)	

RANK	LOT NO	TEAM ID	CUMULATIVE SCORE
1			
2			
3			
4			
5			