Year 2023-24			
Date of event/activity (DD-MM- YYYY)	Name of the event/activity	Name of the organising institution	Name of the student participated
1/15/2023	Sport(Kabddi)	MIT College of Engg. Pune	TUSHAR DILIP KADAM
03/07/2023 to 5/07/2023	Sport(Wrestling)	Sadbhavna education trust college of Engg.	JOSHI RUSHIKESH RAJENDRA
16-08-2023 to 17/08/2023	Singing Competition	MIT College of Engg. Pune	AKSHAY RAJENDRA GAIKWAD
9/20/2023	E-games	SCOE.Pune	GANESH RAMBHAU SHINDW
12/20/2023	Quiz Competition	Sadbhavna education trust college of Engg.	KUMBHAR HARSHAD SHIVAJI
1/2/2024	Quiz Competition	Indira College of Engg.	PISAL SANMAY DIGAMBAR
15/01/2024 to 20/01/2024	Sport(Criket) Competition	AISSMS College of Engg.	KONDHALKAR KUNAL SANTOSH
			VRUSHABH NANDKUMAR WAGHMALI
			GAIKWAD SAURABH VIKAS
			VISHWJEET VAIJU PATIL
			TUSHAR DILIP KADAM
			WAKE RAHUL RANGNATH
			AKASH SHASHIKANT GADE
01/02/2024 to 08/02/2024	Chess Competition	D.Y.Patil college of engg.pune	SANIKA SANJAY MANDHARE
			SANIKA MEGHRAJ ERANDE
04/03/2024- 09/03/2024	Kho-Kho Competition	Rajgad College of engg.Pune	KONDHALKAR KUNAL SANTOSH
			KHOT SUSHANT RAGHUNATH
			KONDHALKAR KUNAL SANTOSH
			VRUSHABH NANDKUMAR
			WAGHMALE
			GAIKWAD SAURABH VIKAS
			VISHWJEET VAIJU PATIL
			TUSHAR DILIP KADAM
			WAKE RAHUL RANGNATH
02/05/2024 to 04/05/2024	NESGI- Sports Conclave	Navsahyadri Education Society, Group Of Institutions , Faculty Of Engineering, Pune	KONDHALKAR KUNAL SANTOSH
			VRUSHABH NANDKUMAR WAGHMAL

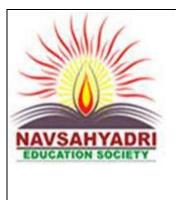
			GAIKWAD SAURABH VIKAS
			VISHWJEET VAIJU PATIL
			TUSHAR DILIP KADAM
			WAKE RAHUL RANGNATH
			AKASH SHASHIKANT GADE
			GHULE KALPESH BALKRUSHNA
			MAHAMULKAR DNYANRAJ JAYRAJ
			JOSHI RUSHIKESH RAJENDRA
			MANE RANJIT PRAKASH
12/02/2024 to 17/02/2024	Khelo Kabbadi Jito Gaddi	APCOER,Pune	GOKHALE BHUMIKA GIRDHAR
			LOKHANDE PAYAL MITHARAM
			CHAVAN KARTIKI VASANT
			GANGAWANE PUJA BHIMRAO
			PALLAVI DHONDIRAM JADHAV
			BANDGAR PRANOTI SHIVAJI
			ALLARWAR PRIYANKA DEEPAK
			GAIKWAD SAYALI SHAMRAO
			JADHAV SAKSHI LAXMAN
			MUSKAN PARWEJ MOMIN
			NAGARGOJE PRIYANKA ARUN
			PUJARI PRATIKSHA SOMNATH
18/03/2024 to 23/03/2024	Volley ball Competition	Trinity College of Engg,pune	KHOT SUSHANT RAGHUNATH
			KONDHALKAR KUNAL SANTOSH
			VRUSHABH NANDKUMAR
			WAGHMALE
			GAIKWAD SAURABH VIKAS
			VISHWJEET VAIJU PATIL
			TUSHAR DILIP KADAM
			WAKE RAHUL RANGNATH
			AKASH SHASHIKANT GADE
			GHULE KALPESH BALKRUSHNA
			MAHAMULKAR DNYANRAJ JAYRAJ
			JOSHI RUSHIKESH RAJENDRA
			MANE RANJIT PRAKASH

29/01/2024 to 3/02/2024	Criket Competition	SCSOE ,Rajgad,Pune	KONDHALKAR KUNAL SANTOSH
			VRUSHABH NANDKUMAR
			WAGHMALE
			GAIKWAD SAURABH VIKAS
			VISHWJEET VAIJU PATIL
			TUSHAR DILIP KADAM
			WAKE RAHUL RANGNATH
			AKASH SHASHIKANT GADE
			GHULE KALPESH BALKRUSHNA
			MAHAMULKAR DNYANRAJ JAYRAJ
			JOSHI RUSHIKESH RAJENDRA
			MANE RANJIT PRAKASH
			JADHAO AJIT DILIP
11/03/2024 to 16/03/2024	Compete Tabel Tennis	PVG College of engg.pune	KHOT SUSHANT RAGHUNATH
		Year 2022-23	
03/03/2023 to 04/03/2023	Sport(Criket)	SCOE.Pune	AKASH SHASHIKANT GADE
20/02/2022- 22/02/2022	NESGI- Sports Event	Navsahyadri Education Society, Group Of	SAHIL VIJAY DHAS
20/02/2022-22/02/2022		Institutions , Faculty Of Engineering, Pune	
	kabaddi		PAWAR RAJESH NANDKUMAR
	Criket Competition		INJEKAR PRATIK SANJAY
	Vollyball		JADHAV RAJENDRA VILAS
	Carrom		NANDKUMAR APPA KHOT
			SAURABH HANUMANT SHINDE
			AKSHAY RAJENDRA GAIKWAD
			ROHIT GAJANAN ROMAN
			WANDARE RAHUL VILAS
			SOLANKAR NANA TAYAPPA
			YADAV ANIKET ATMARAM
			PAWAR POOJA DATTATRAY
			NAVARE SHIVANGI NARENDRA
			DIVYA MOHAN PATIL
			PRAJAKTA LAXMAN THOPTE
			AKANKSHA LAXMAN BANSODE
			KAMBLE ARUNDHATI AJAY
			JADHAV SNEHAL HANUMANT

			GHONE SHVETA MAHESH
			SWAPNALI BALAJI SHINDE
			PAWAR RAJESH NANDKUMAR
23/01/2023 to 28/01/2023	Sport-Football	TSSM,BSCOER,Pune	YADAV ANIKET ATMARAM
			SURAJ KISHOR KAMBLE
			VISHAKHA NIRANJAN PAIKRAO
			JADHAV AKSHAY SHRIKANT
			MORE SAGAR MAHADEV
			AKSHAY RAJENDRA GAIKWAD
			GANESH RAMBHAU SHINDW
			KUMBHAR HARSHAD SHIVAJI
			PISAL SANMAY DIGAMBAR
			KUMBHAR MAYURESH VILAS
			SUYOG ROHIDAS BHOSALE
06/02/2023 to 11/02/2023	Sport(Tabel Tennis)	PVG College of engg.pune	BADADHE RAJGAURI SUNIL
13/03/2023 to 18/03/2023	Sports(Chess)	JSPM,Hadpsar,Pune.	Bagal Vivek Vijay
27/02/2023 to 04/03/2023	sportr(Kabddi)	Gyanba sopanrav Moje engg.College.Pune	PAWAR POOJA DATTATRAY
			NAVARE SHIVANGI NARENDRA
			DIVYA MOHAN PATIL
			PRAJAKTA LAXMAN THOPTE
			AKANKSHA LAXMAN BANSODE
			KAMBLE ARUNDHATI AJAY
			JADHAV SNEHAL HANUMANT
			GHONE SHVETA MAHESH
			SWAPNALI BALAJI SHINDE
06/03/2023 to 11/03/2023	Sport(Volly ball)	APCOER,Pune	PAWAR POOJA DATTATRAY
			NAVARE SHIVANGI NARENDRA
			DIVYA MOHAN PATIL
			PRAJAKTA LAXMAN THOPTE
			AKANKSHA LAXMAN BANSODE
			KAMBLE ARUNDHATI AJAY
			JADHAV SNEHAL HANUMANT
			GHONE SHVETA MAHESH
			SWAPNALI BALAJI SHINDE

20/02/2023 to 25/02/2023	Sport(Kho-Kho)	K.J.College of engg.Pune	INJEKAR PRATIK SANJAY
			PAWAR RAJESH NANDKUMAR
			JADHAV RAJENDRA VILAS
			NANDKUMAR APPA KHOT
			SAURABH HANUMANT SHINDE
			AKSHAY RAJENDRA GAIKWAD
			ROHIT GAJANAN ROMAN
			WANDARE RAHUL VILAS
			SOLANKAR NANA TAYAPPA
			YADAV ANIKET ATMARAM
			JADHAO AJIT DILIP
			SAHIL VIJAY DHAS
02/01/2023 to 07/01/2023	Rajgad karandak(Dance)	SCSOE ,Rajgad,Pune	WAGHMARE VAISHNAVI SANJAY
	-	Year- 2021-2022	
13/12/2021-18/12/2021	Culturer(Dance)	SCSOE ,Rajgad,Pune	SOLANKAR NANA TAYAPPA
03/01/2022 to 08/01/2022	sports(Chess)	Abhinav College of Engg.Pune	SWAPNALI BALAJI SHINDE
02/02/2022 to 08/02/2022	sportr(Chess)	D.Y patil college of engg.Pune	YADAV ANIKET ATMARAM
	2020-2021	COVID19	
		Year 2019-2020	
06/01/2020- 11/01/2020	sportr(Chess)	D.Y patil college of engg.Pune	HARSHAD MUKUND KULKARNI
			HARSHVARDHAN JALINDAR PAWAR
10/02/2020 to 15/02/2020	sportr(Volley Ball)	Trinity college of Engg.Pune	MARVADI SUDARSHAN MAHAVIR
			OMKAR PRALHAD KEREKAR
			PAWAR VIKRAM RAMESH
			PRASAD RAJENDRA PHALKE
			PRASHANT DATTATRYA RAMGUDE
			PRASHANT SHANKARRAO MOHITE
02/03/2020 to 07/03/2020	Sport(Criket)	G.H.Raisoni college of Engg.	MARVADI SUDARSHAN MAHAVIR
			OMKAR PRALHAD KEREKAR
			PAWAR VIKRAM RAMESH
			PRASAD RAJENDRA PHALKE
			PRASHANT DATTATRYA RAMGUDE

			PRAVIN TANAJI BHOSALE
20/01/2020 to 24/01/2020	sportr(Chess)	Abhinav College of Engg.Pune	MARVADI SUDARSHAN MAHAVIR
01/02/2020 to 07/02/2020	Sport(Tabel Tennis)	PVG College of engg.pune	PAWAR VIKRAM RAMESH
27/01/2020 to 31/01/2020	sportr(Chess)	JSPM,Hadpsar,Pune.	PRASAD RAJENDRA PHALKE
23/12/2019 to 28/12/2019	Culturer(Dance)	SCSOE ,Rajgad,Pune	Bathe Yogita Sudhir
31-12-2020 to 04/01/2021	Sport(Wrestling)	Sadbhavna education trust college of Engg.	Bagal Vivek Vijay
20/02/2020- 22-02-2020	NESGI- Annual Sports	Navsahyadri Education Society, Group Of Institutions , Faculty Of Engineering, Pune	MARVADI SUDARSHAN MAHAVIR
			OMKAR PRALHAD KEREKAR
			PAWAR VIKRAM RAMESH
			PRASAD RAJENDRA PHALKE
			PRASHANT DATTATRYA RAMGUDE
			PRASHANT SHANKARRAO MOHITE
			PRAVIN TANAJI BHOSALE
			RUPESH LAXMAN PANSARE
			SACHIN GURUDAS LOKARE
			RAMDAS JANARDHAN NIKAM
			RAHUL ASTHABHUJAA TIWARI
			POL SHRUTKIRTI SANJAY
			PORE RUCHIRA SHIRISH
			KAMAT K NAVYA K VITTHAL
			KHOPADE GAURI RAMCHANDRA
			CHOURAGE DIPALI KONDIRAM



Faculty of Engineering, Naigaon, Pune-412213



Date:04/01/2023

NOTICE

Inter College Games and Sport Championship, 2023-2024 will be held on 15th Jan 2023.MIT college of Engg.Pune, Ground.

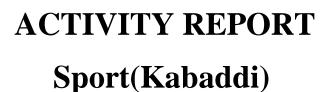
Student willing to take part are directly to contact with sport Coordinator at sport room before 6th Jan. 2023.



Principal NESGI, Faculty of Engineering Set No.89,70,71,Naigaon, Tal. Bhor, Dist. Pune



Faculty of Engineering, Naigaon, Pune-412213



Date : 15th Jan 2023

Venue : MIT college of Engg.Pune.

Attendee : Engineering Students.

Details:

On 15th Jan 2023, MIT college of Engg.Pune., Engineering Students of Navsahyadri Group of Institutions Participated in a Sport event.

Objectives of this event are;

Kabaddi is a traditional team sport that combines elements of strength, strategy, and agility. Popular in South Asia, especially in India, Pakistan, and Bangladesh, Kabaddi is played by two teams of seven players each. The game involves a unique blend of offense and defense, where one team sends a "raider" to the opponent's side to score points while the other team tries to stop them. Kabaddi is known for its intensity, physical demands, and thrilling fast-paced action..

Key Topics Covered:

A standard Kabaddi match consists of two teams, each taking turns to play offense (raiding) and defense (stopping the raider). The game is played in two halves, with each half lasting around 20 minutes, depending on the format. The basic rules are:

• **Raiders**: A raider from the attacking team enters the opponent's side of the field and attempts to tag defenders while chanting "kabaddi, kabaddi" without taking a breath. If

the raider successfully tags a defender and returns to their side without being caught, their team scores a point.

- **Defenders**: The defending team tries to stop the raider by holding them or tagging them before they can return to their side. If the raider is caught or fails to tag anyone, the defending team scores a point.
- **Points**: Teams score points by tagging opponents or by preventing a raider from returning to their side. If a raider is tagged or caught, they are out for that round.
- **Substitutions and Timeouts**: Teams can make substitutions and call timeouts for strategic purposes during the game.



Photograph of the Event:





Principal NESGI, Faculty of Engineering Gat No.50,70,71,Najgaon, Tal. Bhor, Dist. Pune



Faculty of Engineering, Naigaon, Pune-412213



Date:21/06/2023

NOTICE

Inter College Games and Sport Championship, 2023-2024 will be held on 03 July to 05 July 2023.Sudbhavana Education Trust college of Engg.Pune, Ground.

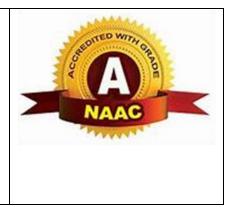
Student willing to take part are directly to contact with sport Coordinator at sport room before 26th June. 2023.



Dr. M. V. Dalvi Principal NESGI, Faculty of Engineering BetNa857071305pm, Tal Bhot. Dot. Pure



Faculty of Engineering, Naigaon, Pune-412213



ACTIVITY REPORT

Sport (Wrestling)

Date : 03 July to 05 July 2023

Venue : Sadbhavna education Trust College of Engg

Attendee : Engineering Students.

Details:

On 03 July to 05 July 2023. Sadbhavana education trust college of Engg, Engineering Students of Navsahyadri Group of Institutions Participated in a Sport event.

Objectives of this event are;

The core objective of wrestling is to control, dominate, and pin your opponent while earning points through various techniques and positions. Whether through pinning, scoring the most points, or defending against attacks, the ultimate goal is to prove superior technique, strategy, and physical conditioning.

Key Topics Covered:

Control and Dominance:

• The primary objective is to control your opponent using various techniques like takedowns, holds, and pinning combinations.

Scoring Points:

- Points are earned for techniques like takedowns, escapes, reversals, and near-falls.
- Wrestlers need to outscore their opponent through superior moves and positioning.
- Pin (Fall):
- The ultimate goal in wrestling is to pin your opponent's shoulders to the mat, resulting in an immediate victory.

Defensive Techniques:

• Wrestlers need to defend against their opponent's attacks, escaping from holds and reversing positions when possible.

Stamina and Endurance:

• Wrestling is physically demanding, requiring strength, endurance, and mental focus to outlast your opponent.

Sportsmanship:

• Respect for the sport, opponent, and officials is crucial. Wrestlers must display good sportsmanship before and after matches.

Adaptability:

• Wrestlers must be able to adjust their strategy based on their opponent's moves, strength, and weaknesses during the match.

Technique and Strategy:

• Success in wrestling depends heavily on mastering a range of techniques (like throws, pins, and transitions) and executing them strategically.

Positioning:

• Positioning is key to both attacking and defending. Wrestlers must aim for dominant positions to control their opponent while preventing reversals.

Weight Classes:

• Wrestling is divided into weight classes to ensure fairness in competition. Wrestlers face opponents of similar size and strength.

Photograph of the Event:



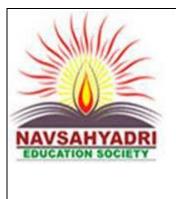


hele, 10

Dr. M. V. Dalvi

617

Principal NESGI, Faculty of Engineering Dat No.85(75)71(Xirguni, Tal. Bruz, Oct. Pure



Faculty of Engineering, Naigaon, Pune-412213



Date:10/08/2023

NOTICE

Inter College Cultural Competition , 2023-2024 will be held on 16th August to 17th August 2023.MIT college of Engg.Pune, Ground.

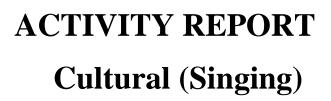
Student willing to take part are directly to contact with sport Coordinator at sport room before 13th August 2023.



Dr. M. V. Dalvi Principal NESGI, Faculty of Engineering Ort No.65.70.71.Notjum, Tal. Bhor, Dist. Pure



Faculty of Engineering, Naigaon, Pune-412213



Date : 16th August to 17th August 2023

Venue : MIT college of Engg.Pune.

Attendee : Engineering Students.

Details:

On 16th August to 17th August 2023, MIT college of Engg.Pune., Engineering Students of Navsahyadri Group of Institutions Participated in a Cultural (Singing) event.

Objectives of this event are;

• **Showcasing Talent**: To provide a platform for singers to display their vocal skills and creativity, whether for professional growth or as a hobby.

• **Community Engagement**: To bring people together through music, fostering a sense of connection and shared enjoyment among the audience and performers. action..

Key Topics Covered:

1. Vocal Technique

- **Pitch and Tone**: Accuracy in hitting notes and maintaining a consistent and pleasant tone.
- **Breathing Control**: Proper breathing techniques to maintain vocal strength and control throughout the performance.
- Voice Projection: The ability to project the voice clearly and effectively without straining.

- Range: The ability to sing across a wide vocal range, from low to high notes.
- Vocal Timbre: The unique quality or texture of the singer's voice.

2. Musicality and Expression

- Interpretation: How well the singer interprets the song, conveying emotions and meaning through their voice and delivery.
- **Dynamic Control**: The ability to vary volume and intensity to enhance the emotional impact of the performance.
- **Phrasing**: The ability to phrase the lyrics naturally, using pauses and emphasis to enhance the meaning of the song.
- Articulation: Clear pronunciation and enunciation of the lyrics while maintaining the flow of the music.

3. Stage Presence

- **Confidence**: How confidently the performer presents themselves on stage, engaging with the audience.
- **Movement**: The use of stage space, gestures, and body language to enhance the performance.
- **Connection with the Audience**: The ability to engage the audience emotionally, creating a connection through eye contact, expression, and energy.

4. Song Choice

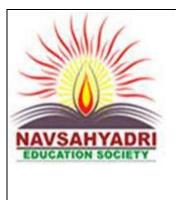
- Appropriateness: Choosing a song that suits the singer's vocal abilities, style, and personality.
- **Creativity**: Bringing a unique twist or interpretation to the chosen song, making it stand out.
- **Difficulty**: The challenge level of the song, testing the singer's skills and range.

Photograph of the Event:





Dr. M. V. Dalvi Principal NESGI, Faculty of Engineering Date: 60.70.71 (crigan), Tal. Bloc. Dist. Pure



Faculty of Engineering, Naigaon, Pune-412213



Date:10/09/2023

NOTICE

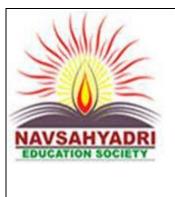
Inter College E-Games Competition, 2023-2024 will be held on 20th Sept 2023.SCOE,Pune.

Student willing to take part are directly to contact with sport Coordinator at sport room before 16th Sept. 2023.



Dr. M. V. Dalvi

NESGI, Faculty of Engineering Set Nu8570,713/orgum, Tal Brior, Disc. Pure



Faculty of Engineering, Naigaon, Pune-412213



(E-Games)

Date : 20th Sept 2023.

Venue : SCOE.Pune.

Attendee : Engineering Students.

Details:

On 20th Sept 2023., SCOE.Pune., Engineering Students of Navsahyadri Group of Institutions Participated in a E-Games event.

Objectives of this event are;

The objectives of an **E-Games** (**Electronic Games**) event can vary depending on the specific goals of the organizers and participants, but generally, such events aim to achieve several key objectives:

1. Promote Competitive Gaming

- **Highlighting Skill and Strategy**: To showcase the competitive side of gaming, where players demonstrate their skills, tactics, and strategies to outperform others in a fair and engaging environment.
- **Fair Competition**: Providing a platform for gamers to compete in a structured and regulated environment to ensure a level playing field.

2. Foster Community Engagement

- **Building a Gaming Community**: To create opportunities for gamers to connect, interact, and form lasting relationships, both online and offline, through shared interests in gaming.
- **Encouraging Inclusivity**: To make gaming more accessible and inclusive for people from diverse backgrounds, skill levels, and regions.

3. Provide Entertainment

- **Spectator Enjoyment**: To entertain viewers by showcasing exciting and high-quality gameplay that can be enjoyed both live and through online streaming.
- **Promoting a Fun Experience**: Ensuring that both participants and the audience have an engaging, enjoyable experience that encourages them to return for future events.

4. Enhance Skill Development

- **Improving Player Skills**: To provide a platform for gamers to improve their skills through competition, learning from others, and receiving constructive feedback.
- **Personal Growth**: Helping players develop important life skills such as teamwork, strategic thinking, problem-solving, and time management.

Key Topics Covered:

In an **E-Games** (**Electronic Games**) event, the key topics covered typically focus on various aspects of the gaming industry, from the competitive nature of gaming to technological developments and trends. These topics can range from gameplay mechanics to industry insights, and they are generally designed to enhance the participant and spectator experience. Below are some key topics commonly covered in such events:

1. Competitive Gaming and Esports

- **Esports Tournaments**: Coverage of professional-level esports competitions, including team strategies, individual performances, and live match analysis.
- **Game Mechanics and Strategies**: In-depth discussions on strategies, gameplay mechanics, and tactics used by top players and teams.
- **Esports Career Development**: Guidance on transitioning from amateur to professional esports, building a career, and maintaining a competitive edge.

2. Game Genres and Trends

- **Popular Game Genres**: Focus on specific gaming genres like first-person shooters (FPS), realtime strategy (RTS), battle royales, multiplayer online battle arenas (MOBA), and sports simulation games.
- **Emerging Trends**: Exploration of new trends in gaming, such as virtual reality (VR), augmented reality (AR), and cloud gaming, and their impact on both gameplay and industry growth.
- Game Development and Design: Insights into the game development process, including discussions on design principles, storytelling, graphics, and sound.

3. Gaming Technology

- **Gaming Hardware**: Exploration of the latest gaming consoles, gaming PCs, accessories (controllers, headsets, etc.), and innovations in hardware that improve gaming experiences.
- **Software and Platforms**: Coverage of gaming platforms like Steam, Epic Games Store, PlayStation, Xbox, and mobile gaming platforms.
- **Cloud Gaming**: Discussions on how cloud gaming is shaping the future, including services like Google Stadia, NVIDIA GeForce NOW, and Xbox Cloud Gaming.

4. Streaming and Content Creation

- **Game Streaming Platforms**: Focus on platforms like Twitch, YouTube Gaming, and Facebook Gaming, and how they impact the gaming community and esports viewership.
- Influencer and Content Creator Culture: Insights into the rise of gaming influencers and content creators, and how they engage audiences through live streaming, video creation, and social media.
- **Monetization**: Strategies for making a living through streaming, including sponsorships, advertisements, and fan donations.

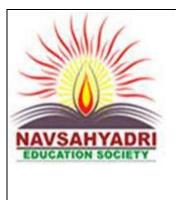
Photograph of the Event:





Dr. M. V. Dalvi

Principal NESGI, Faculty of Engineering Set No.85,70,71,Xisjum, Tal. Bruz, Dist. Puse



Faculty of Engineering, Naigaon, Pune-412213



Date:10/12/2023

NOTICE

Inter College Quiz Competition , 2023-2024 will be held on 20th Dec 2023.Sadbhavana Education Trust college of Engg.Pune.

Student willing to take part are directly to contact with sport Coordinator at sport room before 12th Dec. 2023.



Dr. M. V. Dalvi Principal NESCI, Faculty of Engineering Der No. 55 70 71 Noticem, Tal. Broz. Dist. Pune



Faculty of Engineering, Naigaon, Pune-412213



Quiz Competition

Date : 20th Dec 2023

Venue : Sadbhavana Education Trust college of Engg.

Attendee : Engineering Students.

Details:

On 20th Dec 2023, Sadbhavana Education Trust college of Engg, Engineering Students of Navsahyadri Group of Institutions Participated in a Quiz Competition event.

Objectives of this event are;

The objectives of a **Quiz Competition** can vary depending on the specific goals of the event, but generally, these events aim to achieve the following key objectives:

1. Promote Knowledge and Learning

- Educational Value: Encourage participants to broaden their knowledge across various subjects, including history, science, literature, geography, pop culture, and more.
- **Critical Thinking**: Enhance participants' ability to think quickly and critically by answering questions that require problem-solving and recall.
- Stimulate Intellectual Curiosity: Inspire attendees to explore new topics, leading to further learning and self-improvement.

2. Encourage Friendly Competition

- **Engagement through Competition**: Provide a fun, competitive environment where participants can challenge themselves and their peers in a healthy and motivating way.
- **Teamwork**: In team-based quiz competitions, promote collaboration and teamwork, encouraging participants to share knowledge and work together to solve questions.

3. Develop Communication and Quick Recall Skills

- **Public Speaking**: Help participants practice articulating their thoughts and responses clearly and confidently, especially in front of an audience.
- **Fast Thinking**: Develop participants' ability to quickly recall facts and respond under time pressure, a valuable skill in many real-world situations.
- **Effective Expression**: Enhance participants' ability to express their answers concisely and accurately under competitive conditions.

4. Foster Social Interaction and Networking

- **Building Relationships**: Bring people together from various backgrounds and encourage social interaction, helping them form new connections and friendships.
- **Networking Opportunities**: Create an opportunity for participants, organizers, and audiences to meet, interact, and potentially form long-term relationships (social, professional, or academic).

5. Increase Awareness of Specific Topics or Causes

- **Raising Awareness**: Some quiz competitions focus on specific themes or causes (e.g., environmental issues, global health, or cultural topics) and aim to raise awareness and educate participants and audiences.
- **Promotion of Events or Initiatives**: The quiz can be used to highlight important events, initiatives, or organizations, and to encourage people to learn more about these causes.

Key Topics Covered:

The key topics covered in a **Quiz Competition** can vary depending on the theme or focus of the event. Typically, quiz competitions cover a wide range of subjects to challenge participants' knowledge and test their recall across different areas. Below are some common key topics that might be covered:

1. General Knowledge

- **History**: Questions about historical events, famous figures, significant periods, and world history.
- **Geography**: Questions about countries, capitals, landmarks, rivers, mountains, and other geographical features.
- **Current Affairs**: Recent news events, political developments, global trends, and ongoing world events.
- **Culture**: Questions about world cultures, traditions, languages, and festivals.

2. Science and Technology

- **Physics**: Concepts, laws, theories, famous scientists, and discoveries in physics.
- **Chemistry**: The periodic table, chemical reactions, elements, compounds, and famous chemists.
- **Biology**: Human anatomy, plant biology, ecosystems, genetics, and significant biological discoveries.
- **Space and Astronomy**: Planets, stars, galaxies, space exploration, and notable space missions.
- **Technology**: Latest gadgets, tech companies, internet trends, AI, and technological advancements.

3. Literature

- **Books and Authors**: Famous novels, poets, writers, literary awards, and classic works of literature.
- **Genres**: Various genres like fiction, non-fiction, mystery, fantasy, and more.
- Famous Quotes: Well-known quotes and their authors or origins.
- Literary Movements: Romanticism, modernism, realism, and other historical literary movements.

4. Entertainment

- **Movies**: Film trivia, famous directors, actors, movies, and iconic moments in film history.
- **Music**: Music genres, artists, albums, lyrics, and music history.
- **Television**: TV shows, actors, popular series, and significant moments in television history.
- **Sports**: Sports trivia, famous athletes, teams, records, and historical sporting events.

5. Art and Architecture

- Famous Artists: Well-known painters, sculptors, and their famous works.
- Art Movements: Impressionism, Renaissance, Modernism, and other art movements.
- Famous Landmarks: Questions about architectural marvels and historical monuments.
- Art Techniques: Different styles and techniques used in visual art.

6. Politics and Governance

- World Leaders: Political figures, presidents, prime ministers, and notable world leaders.
- **Political Systems**: Types of government (democracy, monarchy, dictatorship), political ideologies, and electoral processes.
- International Organizations: UN, NATO, WHO, and other major international bodies.
- **Political History**: Major revolutions, treaties, conflicts, and political events.

7. Sports and Games

- **Olympics**: Olympic history, records, host cities, and notable Olympians.
- Football: Soccer clubs, players, tournaments, and records.
- **Cricket**: Cricket players, World Cup, records, and teams.
- **Other Sports**: Tennis, basketball, athletics, and other popular sports.

8. Economics and Business

- Economic Theories: Key economic concepts like supply and demand, inflation, GDP, etc.
- Famous Business Figures: Entrepreneurs, CEOs, and notable figures in business history.
- **Global Markets**: Stock markets, trade, and international economic relations.
- **Companies**: Famous brands, corporations, mergers, and acquisitions.

9. Environment and Nature

- **Climate Change**: Issues related to global warming, environmental policies, and climate science.
- Wildlife and Ecosystems: Animal species, ecosystems, endangered species, and conservation efforts.
- **Natural Wonders**: Natural phenomena like earthquakes, volcanic eruptions, and geological features.
- Environmental Protection: Conservation, pollution, and sustainable practices.

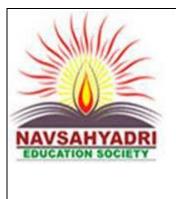
Photograph of the Event:





Dr. M. V. Dalvi

Principal NESGI, Faculty of Engineering Dat No.85/75/71/Joipure, Tal Bloz, Ost, Pure



Faculty of Engineering, Naigaon, Pune-412213



Date:21/12/2023

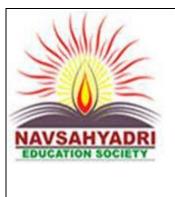
NOTICE

Inter College Quiz Competition, 2023-2024 will be held on 2^{nd} Jan 2024.Indira college of Engg.Pune.

Student willing to take part are directly to contact with sport Coordinator at sport room before 26th Dec. 2023.



Dr. M. V. Dalvi Principal NESGI, Faculty of Engineering Set No.85,70,713,6900, Tal. Bhor, Dist. Pane



Faculty of Engineering, Naigaon, Pune-412213



Quiz Competition

Date : 2nd Jan 2024

Venue : Indira college of Engg.Pune.

Attendee : Engineering Students.

Details:

On 2ndJan 2024, Indira college of Engg.Pune., Engineering Students of Navsahyadri Group of Institutions Participated in a Quiz Competition event.

Objectives of this event are;

The objectives of a **Quiz Competition** can vary depending on the specific goals of the event, but generally, these events aim to achieve the following key objectives:

1. Promote Knowledge and Learning

- **Educational Value**: Encourage participants to broaden their knowledge across various subjects, including history, science, literature, geography, pop culture, and more.
- **Critical Thinking**: Enhance participants' ability to think quickly and critically by answering questions that require problem-solving and recall.
- Stimulate Intellectual Curiosity: Inspire attendees to explore new topics, leading to further learning and self-improvement.

2. Encourage Friendly Competition

• **Engagement through Competition**: Provide a fun, competitive environment where participants can challenge themselves and their peers in a healthy and motivating way.

• **Teamwork**: In team-based quiz competitions, promote collaboration and teamwork, encouraging participants to share knowledge and work together to solve questions.

3. Develop Communication and Quick Recall Skills

- **Public Speaking**: Help participants practice articulating their thoughts and responses clearly and confidently, especially in front of an audience.
- **Fast Thinking**: Develop participants' ability to quickly recall facts and respond under time pressure, a valuable skill in many real-world situations.
- Effective Expression: Enhance participants' ability to express their answers concisely and accurately under competitive conditions.

4. Foster Social Interaction and Networking

- **Building Relationships**: Bring people together from various backgrounds and encourage social interaction, helping them form new connections and friendships.
- **Networking Opportunities**: Create an opportunity for participants, organizers, and audiences to meet, interact, and potentially form long-term relationships (social, professional, or academic).

5. Increase Awareness of Specific Topics or Causes

- **Raising Awareness**: Some quiz competitions focus on specific themes or causes (e.g., environmental issues, global health, or cultural topics) and aim to raise awareness and educate participants and audiences.
- **Promotion of Events or Initiatives**: The quiz can be used to highlight important events, initiatives, or organizations, and to encourage people to learn more about these causes.

Key Topics Covered:

The key topics covered in a **Quiz Competition** can vary depending on the theme or focus of the event. Typically, quiz competitions cover a wide range of subjects to challenge participants' knowledge and test their recall across different areas. Below are some common key topics that might be covered:

1. General Knowledge

- **History**: Questions about historical events, famous figures, significant periods, and world history.
- **Geography**: Questions about countries, capitals, landmarks, rivers, mountains, and other geographical features.
- **Current Affairs**: Recent news events, political developments, global trends, and ongoing world events.
- **Culture**: Questions about world cultures, traditions, languages, and festivals.

2. Science and Technology

- **Physics**: Concepts, laws, theories, famous scientists, and discoveries in physics.
- **Chemistry**: The periodic table, chemical reactions, elements, compounds, and famous chemists.
- **Biology**: Human anatomy, plant biology, ecosystems, genetics, and significant biological discoveries.
- **Space and Astronomy**: Planets, stars, galaxies, space exploration, and notable space missions.

• **Technology**: Latest gadgets, tech companies, internet trends, AI, and technological advancements.

3. Literature

- Books and Authors: Famous novels, poets, writers, literary awards, and classic works of literature.
- **Genres**: Various genres like fiction, non-fiction, mystery, fantasy, and more.
- Famous Quotes: Well-known quotes and their authors or origins.
- Literary Movements: Romanticism, modernism, realism, and other historical literary movements.

4. Entertainment

- **Movies**: Film trivia, famous directors, actors, movies, and iconic moments in film history.
- **Music**: Music genres, artists, albums, lyrics, and music history.
- **Television**: TV shows, actors, popular series, and significant moments in television history.
- **Sports**: Sports trivia, famous athletes, teams, records, and historical sporting events.

5. Art and Architecture

- Famous Artists: Well-known painters, sculptors, and their famous works.
- Art Movements: Impressionism, Renaissance, Modernism, and other art movements.
- Famous Landmarks: Questions about architectural marvels and historical monuments.
- Art Techniques: Different styles and techniques used in visual art.

6. Politics and Governance

- World Leaders: Political figures, presidents, prime ministers, and notable world leaders.
- **Political Systems**: Types of government (democracy, monarchy, dictatorship), political ideologies, and electoral processes.
- International Organizations: UN, NATO, WHO, and other major international bodies.
- Political History: Major revolutions, treaties, conflicts, and political events.

7. Sports and Games

- **Olympics**: Olympic history, records, host cities, and notable Olympians.
- Football: Soccer clubs, players, tournaments, and records.
- **Cricket**: Cricket players, World Cup, records, and teams.
- Other Sports: Tennis, basketball, athletics, and other popular sports.

8. Economics and Business

- Economic Theories: Key economic concepts like supply and demand, inflation, GDP, etc.
- Famous Business Figures: Entrepreneurs, CEOs, and notable figures in business history.
- Global Markets: Stock markets, trade, and international economic relations.
- Companies: Famous brands, corporations, mergers, and acquisitions.

9. Environment and Nature

- **Climate Change**: Issues related to global warming, environmental policies, and climate science.
- Wildlife and Ecosystems: Animal species, ecosystems, endangered species, and conservation efforts.

- **Natural Wonders**: Natural phenomena like earthquakes, volcanic eruptions, and geological features.
- Environmental Protection: Conservation, pollution, and sustainable practices.

Photograph of the Event:





Dr. M. V. Dalvi

Principal NESGI, Faculty of Engineering Det No.85.70.71.Volgum, Tal. Bhur. Dist. Pune



Navsahyadri Education Society Group of Institutions Faculty of Engineering

Pune- Satara Road, Naigaon, Pune-412213

30/04/2024

NOTICE

College Sports Event Notice

Date: 2/05/2024- 4/05/2024 **Location:** NESGI.Pune

Event: NESGI- Sports Event

Time: 9.am to 5.pm

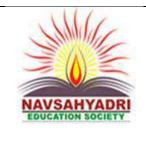
We are excited to announce the upcoming sports event at NESGI Join us for an action-packed day filled with competitive games, team spirit, and community fun. This is a fantastic opportunity to support your peers, cheer on your favorite teams, and experience the excitement of college athletics.

Featured Sports:

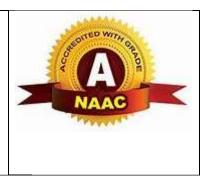
1.kabaddi
2.Criket Competition
3.Vollyball
4.Carrom



Principal NESGI, Faculty of Engineering



Faculty of Engineering, Naigaon, Pune-412213



ACTIVITY REPORT Sport Event

Date :2/05/2024- 4/05/2024

Venue : NSGI.Pune.

Attendee : Engineering Staff and Students.

Details:

On 2/05/2024- 4/05/2024

Engineering Students of Navsahyadri Group of Institutions Participated in to Sport event.

Objectives of this event are;

Photograph of the Event:

KABBADI-GIRLS



Cricket boys



CRICKET GIRLS









mula

Dr. M. V. Dalvi Principal NESGI, Faculty of Engineering Gat No.89,79,71,3talgaon, Tal. Bhor, Dist. Pune



Faculty of Engineering, Naigaon, Pune-412213



Date:02/01/2024

NOTICE

Inter College Games and Sport Championship, 2023-2024 will be held on 15 Jan to 20 Jan 2024.AISSMS College of Engg.Pune.Ground.

Student willing to take part are directly to contact with sport Coordinator at sport room before 9th Jan. 2024



Dr. M. V. Dalvi Principal NESGI, Faculty of Engineering at No.89,70,71,Najaan, Tal Bhor, Dist, Pune



Faculty of Engineering, Naigaon, Pune-412213



ACTIVITY REPORT Sport(Cricket)

Date : 15 Jan to 20 Jan 2024

- Venue : AISSMS College of Engg.Pune
- Attendee : Engineering Students.

Details:

On 15 Jan to 20 Jan 2024 Engineering Students of Navsahyadri Group of Institutions Participated in to Sport event.

Objectives of this event are;

Cricket is a popular team sport, particularly in countries like India, England, Australia, and South Africa. It is known for its strategic depth, excitement, and rich history. Played between two teams, cricket is often described as a game of patience, skill, and endurance. The objective is to score more runs than the opposing team within the set rules of the game.

Key Topics Covered:

Bowling: A bowler delivers the ball to the batsman in an attempt to get them out. There are different types of bowlers: fast bowlers, spin bowlers, and medium pace bowlers.

Batting: A batsman attempts to hit the ball in various ways to score runs. A run is scored when the batsmen run between the wickets after the ball is hit.

Fielding: The fielding team tries to stop the ball from reaching the boundary and aims to dismiss the batsman through techniques like catching, stumping, or running out.





Dr. M. V. Dalvi Principal NESGI, Faculty of Engineering Get Na 60:70:71 Altigan, Tal Broz, Dist, Pune



Faculty of Engineering, Naigaon, Pune-412213



Date:16/01/2024

NOTICE

Inter College Games and Sport Championship, 2023-2024 will be held on 1 Feb to 8 Feb 2024.D.Y.Patil college of engg.pune.Ground.

student willing to take part are directly to contact with sport Coordinator at sport room before 23rd Jan. 2024



Dr. M. V. Dalvi Principal NESGI, Faculty of Engineering Get No.69,70,71,Najgaon, Tal. Bhor, Dist. Puw



Faculty of Engineering, Naigaon, Pune-412213



ACTIVITY REPORT

Sport(Chess)

Date : 1 Feb to 8 Feb 2024

Venue : D.Y.Patil college of engg.pune.

Attendee : Engineering Students.

Details:

On 1 Feb to 8 Feb 2024.D.Y.Patil college of engg.pune.Ground. Engineering Students of Navsahyadri Group of Institutions Participated in a Sport event.

Objectives of this event are;

Chess is a timeless strategy board game that has captivated players for centuries. Unlike many other sports, chess is a mental contest, requiring deep concentration, tactical thinking, and long-term planning. Played between two opponents, each with an army of 16 pieces, the goal is to checkmate the opponent's king, placing it under attack in a way that it cannot escape. Chess is a sport of intellect, often referred to as "mind sports," and is played worldwide, both casually and professionally.

Key Topics Covered:

Rules and Gameplay

Chess is played on a square board consisting of 64 squares arranged in an 8x8 grid. Each player controls 16 pieces: one king, one queen, two rooks, two knights, two bishops, and eight pawns. The game proceeds as follows:

- **Objective**: The objective is to checkmate the opponent's king, meaning it is under direct attack and cannot move to a safe square.
- Piece Movements:

- The **king** moves one square in any direction.
- The **queen** moves any number of squares in any direction.
- The **rook** moves in straight lines horizontally or vertically.
- The **bishop** moves diagonally.
- The **knight** moves in an "L" shape: two squares in one direction and then one square perpendicular.
- The **pawn** moves forward one square, but captures diagonally. On its first move, it can move two squares.
- **Special Moves**: Castling (king and rook), en passant (pawn capture), and pawn promotion (when a pawn reaches the opponent's back row) are important moves in the game.

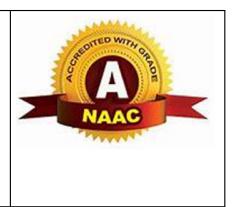




Dr. M. V. Dalvi Principal NESGI, Faculty of Engineering Get No.89,70,71,Naiguon, Tal. Shor, Dist. Pure



Faculty of Engineering, Naigaon, Pune-412213



Date:15/02/2024

NOTICE

Inter College Games and Sport Championship, 2023-2024 will be held on 4 Mar. to 9 Mar.2024.Rajgad College of engg.Pune.Ground.

student willing to take part are directly to contact with sport Coordinator at sport room before 23rd Feb. 2024



Dr. M. V. Dalvi Principal NESGI, Faculty of Engineering Gat No.60,70,71 Julgaon, Tal. Bhor, Dist. Pune



Faculty of Engineering, Naigaon, Pune-412213



ACTIVITY REPORT

Sport(KhoKho)

Date : 4 Mar. to 9 Mar.2024

Venue : Rajgad College of engg.Pune

Attendee : Engineering Students.

Details:

On 4 Mar. to 9 Mar.2024 Engineering Students of Navsahyadri Group of Institutions Participated in a Sport event.

Objectives of this event are;

Kho-Kho is a traditional and fast-paced tag sport that is widely popular in South Asia, particularly in India and Pakistan. The game is known for its emphasis on speed, agility, and teamwork. It is a team sport that is both entertaining to play and watch, requiring players to exhibit quick reflexes, coordination, and strategic thinking. Kho-Kho is played between two teams, with the aim of tagging out opponents while avoiding being tagged.

Key Topics Covered:

- Chasing Team: The chasing team consists of eight players who are positioned at different points on the field. One player is designated as the "chaser," whose role is to tag players from the opposing team.
- **Defending Team**: The defending team is made up of players who attempt to avoid being tagged by the chasing team. They must run between two sets of poles (called "posts") while avoiding the chaser.

The game proceeds as follows:

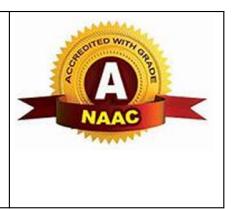
- The chaser must move in a zigzag pattern to tag the opposing players.
- The defending players must run between the posts while being careful not to be tagged.
- If a player is tagged, they are out, and the chaser continues to pursue other players.
- The teams alternate between defending and chasing, with each team trying to tag as many players as possible during their chase turn.







Faculty of Engineering, Naigaon, Pune-412213



Date:02/02/2024

NOTICE

Inter College Games and Sport Championship, 2023-2024 will be held on 12 Feb. to 17 Feb 2024.APCOER,Pune.Ground.

student willing to take part are directly to contact with sport Coordinator at sport room before 6th Feb. 2024



Dr. M. V. Dalvi Principal NESGI, Faculty of Engineering Gat No.69.70.71./kilgaon, Tal. Bhor, Dist. Pane



Faculty of Engineering, Naigaon, Pune-412213



ACTIVITY REPORT

Sport(Kabaddi)

Date : 12 Feb. to 17 Feb 2024

Venue : APCOER,Pune

Attendee : Engineering Students.

Details:

On 12 Feb. to 17 Feb 2024 Engineering Students of Navsahyadri Group of Institutions Participated in a Sport event.

Objectives of this event are;

Kabaddi is a traditional team sport that combines elements of strength, strategy, and agility. Popular in South Asia, especially in India, Pakistan, and Bangladesh, Kabaddi is played by two teams of seven players each. The game involves a unique blend of offense and defense, where one team sends a "raider" to the opponent's side to score points while the other team tries to stop them. Kabaddi is known for its intensity, physical demands, and thrilling fast-paced action..

Key Topics Covered:

A standard Kabaddi match consists of two teams, each taking turns to play offense (raiding) and defense (stopping the raider). The game is played in two halves, with each half lasting around 20 minutes, depending on the format. The basic rules are:

• **Raiders**: A raider from the attacking team enters the opponent's side of the field and attempts to tag defenders while chanting "kabaddi, kabaddi" without taking a breath. If the raider successfully tags a defender and returns to their side without being caught, their team scores a point.

- **Defenders**: The defending team tries to stop the raider by holding them or tagging them before they can return to their side. If the raider is caught or fails to tag anyone, the defending team scores a point.
- **Points**: Teams score points by tagging opponents or by preventing a raider from returning to their side. If a raider is tagged or caught, they are out for that round.
- Substitutions and Timeouts: Teams can make substitutions and call timeouts for strategic purposes during the game.

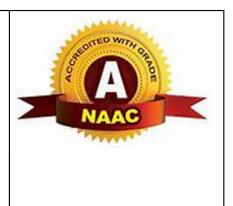




Dr. M. V. Dalvi Principal NESGI, Faculty of Engineering Get No.89,70,71,Natgaon, Tal. Shor, Dist. Pune



Faculty of Engineering, Naigaon, Pune-412213



Date:5/03/2024

NOTICE

Inter College Games and Sport Championship, 2023-2024 will be held on 18 Mar.To 23 Mar 2024.Trinity College of Engg,puneGround.

student willing to take part are directly to contact with sport Coordinator at sport room before 13th Mar. 2024



Dr. M. V. Dalvi Principal NESGI, Faculty of Engineering Gat No.69.79.71.71.91.gann, Tal. Bhor, Dist. Pane



Faculty of Engineering, Naigaon, Pune-412213



ACTIVITY REPORT

Sport (Volleyball)

Date : 18 Mar To 23 Mar 2024

Venue : Trinity College of Engg,pune

Attendee : Engineering Students.

Details:

On 18 Mar To 23 Mar 2024 Engineering Students of Navsahyadri Group of Institutions Participated in a Sport event.

Objectives of this event are;

Volleyball is a fast-paced and exciting team sport that is enjoyed by millions around the world. Played both indoors and outdoors, it involves two teams of six players each, separated by a net, with the objective of scoring points by sending the ball over the net and into the opponent's court. Volleyball requires speed, agility, and excellent teamwork to be successful..

Key Topics Covered:

Rules and Gameplay A standard game of volleyball consists of two teams of six players, and the aim is to score points by hitting the ball over the net so that it lands within the opponent's court. Each team is allowed up to three touches to return the ball, and players often use their hands, arms, and even feet to keep the ball in play.

- **Scoring**: Points are scored when the ball lands in the opponent's court, or if the opponent commits a fault, such as a double touch or a net violation.
- **Rotation**: Teams rotate positions after every point they win while serving. Players must be in specific positions during the game and must rotate in a clockwise direction.

• Sets: Volleyball matches are usually played in a best-of-three or best-of-five sets format. Each set is played to 25 points, but a team must win by at least two points. If the match goes to a fifth set, it is played to 15 points.

Photograph of the Event:





Dr. M. V. Dalvi NESGI. đΕ Get No.69.70.71.Naisaon, Tal. Bhor, Dist.



Faculty of Engineering, Naigaon, Pune-412213



Date:19/01/2024

NOTICE

Inter College Games and Sport Championship, 2023-2024 will be held on 29 jan.to 3 Feb. 2024. SCSOE ,Rajgad,Pune.Ground.

Student willing to take part are directly to contact with sport Coordinator at sport room before 23rd Jan. 2024





Dr. M. V. Dalvi Principal NESGI, Faculty of Engineering at No.89.70.713/laipunn, Tail Shor, Dist. Pune



Faculty of Engineering, Naigaon, Pune-412213



ACTIVITY REPORT

Sport(Cricket)

Date : 29 jan.to 3 Feb. 2024.

Venue : SCSOE ,Rajgad,Pune

Attendee : Engineering Students.

Details:

On 29 jan.to 3 Feb. 2024.Engineering Students of Navsahyadri Group of Institutions Participated in to Sport event.

Objectives of this event are;

Cricket is a popular team sport, particularly in countries like India, England, Australia, and South Africa. It is known for its strategic depth, excitement, and rich history. Played between two teams, cricket is often described as a game of patience, skill, and endurance. The objective is to score more runs than the opposing team within the set rules of the game.

Key Topics Covered:

Bowling: A bowler delivers the ball to the batsman in an attempt to get them out. There are different types of bowlers: fast bowlers, spin bowlers, and medium pace bowlers.

Batting: A batsman attempts to hit the ball in various ways to score runs. A run is scored when the batsmen run between the wickets after the ball is hit.

Fielding: The fielding team tries to stop the ball from reaching the boundary and aims to dismiss the batsman through techniques like catching, stumping, or running out.





mula

Dr. M. V. Dalvi Principal NESGI, Faculty of Engineering Gat No.69,70,71,Naipaon, Tal. Bhor, Dist. Pune

;



Faculty of Engineering, Naigaon, Pune-412213



Date:1/03/2024

NOTICE

Inter College Games and Sport Championship, 2023-2024 will be held on 11 Mar. to 16 Mar.2024.PVG College of engg.pune.Ground.

student willing to take part are directly to contact with sport Coordinator at sport room before 5th Mar. 2024



Dr. M. V. Dalvi Principal NESGI, Faculty of Engineering Get No.69 70.71 Nationn, Tal Bhor, Dist, Pane



Faculty of Engineering, Naigaon, Pune-412213



ACTIVITY REPORT

Sport(Table Tennis)

Date : 11 Mar. to 16 Mar.2024

Venue : PVG College of engg.pune

Attendee : Engineering Students.

Details:

On 11 Mar. to 16 Mar.2024

Engineering Students of Navsahyadri Group of Institutions Participated in to Sport event.

Objectives of this event are;

Table tennis, also known as ping pong, is a fast-paced indoor sport played between two (singles) or four players (doubles). It involves hitting a lightweight ball back and forth across a table using small rackets. Table tennis is widely popular around the world, offering fun and competitive opportunities for players of all ages and skill levels. The game emphasizes agility, precision, and quick reflexes, making it a highly engaging sport.

Key Topics Covered:

Rules and Game play

Table tennis is typically played on a rectangular table, 2.74 meters long and 1.525 meters wide, divided by a net in the middle. The game is played with a lightweight ball that weighs around 2.7 grams, and each player uses a racket to hit the ball.

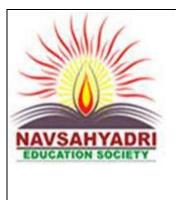
Key rules include:

- **Objective**: The objective of the game is to score points by making the ball land on the opponent's side of the table. Players must return the ball in such a way that their opponent cannot return it.
- Serving: The game starts with a serve, where the player must toss the ball into the air and hit it so that it bounces once on their side of the table and then on the opponent's side.
- **Scoring**: A point is won if the opponent fails to return the ball, hits the ball out of bounds, or hits it into the net. Games are typically played to 11 points, with players needing to win by a 2-point margin.
- **Rally**: After the serve, players continue to hit the ball back and forth in a series of exchanges, or rallies. The player who cannot return the ball correctly loses the point.





Dr. M. V. Dalvi Principal NESGI, Faculty of Engineering Get No.69,70,71,Vispan, Tal. Boz, Dist. Pan



Faculty of Engineering, Naigaon, Pune-412213



Date:25/02/2023

NOTICE

Inter College Games and Sport Championship, 2023-2024 will be held on 03 Mar to 04 March 2023.SCOE,Pune. Ground.

Student willing to take part are directly to contact with sport Coordinator at sport room before 27th Feb. 2023.



Principal NESGI, Faculty of Engineering Get No.89,70,71,Natgoon, Tal. Bhor, Dist. Pure



Faculty of Engineering, Naigaon, Pune-412213



ACTIVITY REPORT Sport(Cricket)

Date : 03 Mar to 04 March 2023

Venue : SCOE,Pune

Attendee : Engineering Students.

Details:

On 03 Mar to 04 March 2023. SCOE,Pune, Engineering Students of Navsahyadri Group of Institutions Participated in to Sport event.

Objectives of this event are;

Cricket is a popular team sport, particularly in countries like India, England, Australia, and South Africa. It is known for its strategic depth, excitement, and rich history. Played between two teams, cricket is often described as a game of patience, skill, and endurance. The objective is to score more runs than the opposing team within the set rules of the game.

Key Topics Covered:

Bowling: A bowler delivers the ball to the batsman in an attempt to get them out. There are different types of bowlers: fast bowlers, spin bowlers, and medium pace bowlers.

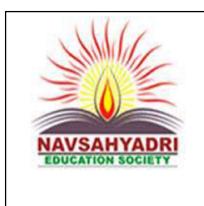
Batting: A batsman attempts to hit the ball in various ways to score runs. A run is scored when the batsmen run between the wickets after the ball is hit.

Fielding: The fielding team tries to stop the ball from reaching the boundary and aims to dismiss the batsman through techniques like catching, stumping, or running out.





Principal NESGI, Faculty of Engineering Get No.80,70,71,Natjaon, Tal. Bhor, Dist. Pune



Faculty of Engineering, Naigaon, Pune-412213



Date:25/02/2023

NOTICE

Inter College Games and Sport Championship, 2022-2023 will be held on13 Mar. to 18 Mar. 2023. JSPM,Hadpsar,Pune.Ground.

Students willing to take part are directly contacted with the sport Coordinator at the sports room before 28th Feb. 2023.



Dr. M. V. Dalvi Principal NESGI, Faculty of Engineering Get No 50,71,71,710,000, Tal. Bhor, Dist. Pune



Faculty of Engineering, Naigaon, Pune-412213



ACTIVITY REPORT

Sport(Chess)

Date : 13 Mar. to 18 Mar. 2023

Venue : JSPM,Hadpsar,Pune..

Attendee : Engineering Students.

Details:

On 13 Mar. to 18 Mar. 2023.JSPM,Hadpsar,Pune.. Engineering Students of Navsahyadri Group of Institutions Participated in a Sport event.

Objectives of this event are;

Chess is a timeless strategy board game that has captivated players for centuries. Unlike many other sports, chess is a mental contest, requiring deep concentration, tactical thinking, and long-term planning. Played between two opponents, each with an army of 16 pieces, the goal is to checkmate the opponent's king, placing it under attack in a way that it cannot escape. Chess is a sport of intellect, often referred to as "mind sports," and is played worldwide, both casually and professionally.

Key Topics Covered:

Rules and Gameplay

Chess is played on a square board consisting of 64 squares arranged in an 8x8 grid. Each player controls 16 pieces: one king, one queen, two rooks, two knights, two bishops, and eight pawns. The game proceeds as follows:

- **Objective**: The objective is to checkmate the opponent's king, meaning it is under direct attack and cannot move to a safe square.
- Piece Movements:
 - The **king** moves one square in any direction.
 - The **queen** moves any number of squares in any direction.
 - The **rook** moves in straight lines horizontally or vertically.
 - The **bishop** moves diagonally.
 - The **knight** moves in an "L" shape: two squares in one direction and then one square perpendicular.
 - The **pawn** moves forward one square, but captures diagonally. On its first move, it can move two squares.
- **Special Moves**: Castling (king and rook), en passant (pawn capture), and pawn promotion (when a pawn reaches the opponent's back row) are important moves in the game.





Faculty of Engineering, Naigaon, Pune-412213



Date:7/02/2023

NOTICE

Inter College Games and Sport Championship, 2022-2023 will be held on 20 Feb. to 25 Feb. 2023.K.J.College of engg.Pune.Ground.

student willing to take part are directly to contact with sport Coordinator at sport room before 10th Feb. 2023



Dr. M. V. Dalvi Principal NEBGI. Faculty of Engineering Get Nath/Unit/Linguin, Tal Brez, Det, Pare



Faculty of Engineering, Naigaon, Pune-412213



ACTIVITY REPORT

Sport(KhoKho)

Date : 20 Feb. to 25 Feb. 2023

Venue : K.J.College of engg.Pune

Attendee : Engineering Students.

Details:

On 20 Feb. to 25 Feb. 2023. in K.J.College of engg.PuneEngineering Students of Navsahyadri Group of Institutions Participated in a Sport event.

Objectives of this event are;

Kho-Kho is a traditional and fast-paced tag sport that is widely popular in South Asia, particularly in India and Pakistan. The game is known for its emphasis on speed, agility, and teamwork. It is a team sport that is both entertaining to play and watch, requiring players to exhibit quick reflexes, coordination, and strategic thinking. Kho-Kho is played between two teams, with the aim of tagging out opponents while avoiding being tagged.

Key Topics Covered:

• **Chasing Team**: The chasing team consists of eight players who are positioned at different points on the field. One player is designated as the "chaser," whose role is to tag players from the opposing team.

• **Defending Team**: The defending team is made up of players who attempt to avoid being tagged by the chasing team. They must run between two sets of poles (called "posts") while avoiding the chaser.

The game proceeds as follows:

- The chaser must move in a zigzag pattern to tag the opposing players.
- The defending players must run between the posts while being careful not to be tagged.
- If a player is tagged, they are out, and the chaser continues to pursue other players.
- The teams alternate between defending and chasing, with each team trying to tag as many players as possible during their chase turn.

Photograph of the Event:





Dr. M. V. Dalvi Principal NEBGI, Faculty of Engineering Get Na 50,71,71,100 part, Tal Bhor, Det, Pare



Faculty of Engineering, Naigaon, Pune-412213



Date:02/02/2023

NOTICE

Inter College Games and Sport Championship, 2022-2023 will be held on 27 Feb. to 4 Mar.2023.Genba sopan rao Moze engg.College.Pune.Ground.

student willing to take part are directly to contact with sport Coordinator at sport room before 6th Feb. 2023



Dr. M. V. Dalvi Principal NESGI, Faculty of Engineering Get No.51.71.71.710/jpum, Tal Broz, Dist. Pune



Faculty of Engineering, Naigaon, Pune-412213



ACTIVITY REPORT

Sport(Kabaddi)

Date : 27 Feb. to 4 Mar.2023

Venue : Genba sopan rao Moze engg.College.Pune.

Attendee : Engineering Students.

Details:

On 27 Feb. to 4 Mar.2023. Engineering Students of Navsahyadri Group of Institutions Participated in a Sport event.

Objectives of this event are;

Kabaddi is a traditional team sport that combines elements of strength, strategy, and agility. Popular in South Asia, especially in India, Pakistan, and Bangladesh, Kabaddi is played by two teams of seven players each. The game involves a unique blend of offense and defense, where one team sends a "raider" to the opponent's side to score points while the other team tries to stop them. Kabaddi is known for its intensity, physical demands, and thrilling fast-paced action..

Key Topics Covered:

A standard Kabaddi match consists of two teams, each taking turns to play offense (raiding) and defense (stopping the raider). The game is played in two halves, with each half lasting around 20 minutes, depending on the format. The basic rules are:

• **Raiders**: A raider from the attacking team enters the opponent's side of the field and attempts to tag defenders while chanting "kabaddi, kabaddi" without taking a breath. If

the raider successfully tags a defender and returns to their side without being caught, their team scores a point.

- **Defenders**: The defending team tries to stop the raider by holding them or tagging them before they can return to their side. If the raider is caught or fails to tag anyone, the defending team scores a point.
- **Points**: Teams score points by tagging opponents or by preventing a raider from returning to their side. If a raider is tagged or caught, they are out for that round.
- Substitutions and Timeouts: Teams can make substitutions and call timeouts for strategic purposes during the game.

Photograph of the Event:





Dr. M. V. Dalvi Principal NESGI. Faculty of Engineering Get No.50, 71,71,100 purch, Tal Shor, Det Pase



Faculty of Engineering, Naigaon, Pune-412213



Date:15/02/2023

NOTICE

Inter College Games and Sport Championship, 2022-2023 will be held on 23 Jan to 28 Jan.2023.TSSM,BSCOER,Pune.Ground.

Students willing to take part are directly contact with the sport Coordinator at the sports room before 20 Jan. 2023.



Dr. M. V. Dalvi Principal NEBGI, Faculty of Engineering Get No 50,71,71,710,000, Tal Bhor, Det Pare



Faculty of Engineering, Naigaon, Pune-412213



Sport (Football)

Date : 23 Jan to28 Jan.2023

Venue : TSSM,BSCOER ,Pune

Attendee : Engineering Students.

Details

On 23 Jan to 28 Jan. 2023 Engineering Students of Navsahyadri Group of Institutions Participated in to Sport event.

Objectives of this event are;

:

Football, also known as soccer in some regions, is one of the most popular and widely played sports in the world. Played by two teams of eleven players each, football involves a combination of skill, strategy, and physical endurance. The objective is simple: score more goals than the opposing team within a specified time. It is enjoyed by millions at all levels, from local parks to grand international stadiums.

Key Topics Covered:

Rules and Gameplay

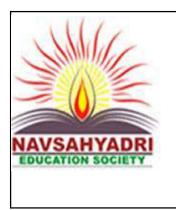
Football is played on a rectangular field, usually 100-110 meters long and 64-75 meters wide, with two goals at either end. A standard match lasts 90 minutes, divided into two 45-minute halves. The basic rules are:

- Objective: The goal of the game is to score by getting the ball into the opponent's goal. The team with the most goals at the end of the match wins.
- Starting Play: The game begins with a kick-off from the center circle. After each goal, the game restarts with a kick-off by the team that conceded the goal.
- Offside Rule: A player is considered offside if they are closer to the opponent's goal than both the ball and the second-to-last defender when the ball is passed to them.
- Fouls and Free Kicks: Players are penalized for fouls like tripping, pushing, or handling the ball. Fouls result in free kicks or penalty kicks, depending on the severity of the offense.
- Goalkeeper: The goalkeeper is the only player allowed to use their hands within the penalty area, aiming to prevent the opposing team from scoring.





Dr. M. V. Dalvi Principal NEBGI. Facility of Engineering Get Na 55,71,71,00pm, Tal Bhor, Dist. Pare



Faculty of Engineering, Naigaon, Pune-412213



Date:15/12/2023

NOTICE

Inter College Games and Sport Championship and Cultural program, 2022-2023 will be held on 13 Dec. to 18 Dec.2022.SCORE ,Rajgad,Pune.Ground.

Students willing to take part are directly contact with the sport Coordinator at the sports room before 2 Dec. 2022.



Dr M V Dalvi



Faculty of Engineering, Naigaon, Pune-412213



Culture(Dance)

Date : 23 Dec.To 28 Dec.2019

Venue : New Satara College of Engg.

Attendee : Engineering Staff and Students.

Details:

On23 Dec.To 28 Dec.2019 Engineering Students of Navsahyadri Group of Institutions Participated in a Sport event.

Objectives of this event are;

Dance is an expressive art form that combines movement, rhythm, and music to communicate emotions, tell stories, or simply entertain. As one of the oldest forms of human expression, dance is universally practiced and appreciated across cultures. Whether performed in a formal setting or as part of everyday life, dance offers numerous physical, emotional, and social benefits, making it an enjoyable and accessible activity for people of all ages and backgrounds.

Key Topics Covered:

Types of Dance

There are many types of dance, each with its own history, style, and technique. Some of the most popular forms include:



Navsahyadri Education Society Group of Institutions Faculty of Engineering

Pune- Satara Road, Naigaon, Pune-412213

10/02/2022

NOTICE

College Sports Event Notice

Date: 20/02/2022- 22/02/2022 **Location:** NESGI.Pune

Event: NESGI- Sports Event

Time: 9.am to 5.pm

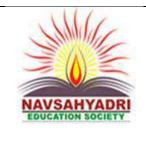
We are excited to announce the upcoming sports event at NESGI Join us for an action-packed day filled with competitive games, team spirit, and community fun. This is a fantastic opportunity to support your peers, cheer on your favorite teams, and experience the excitement of college athletics.

Featured Sports:

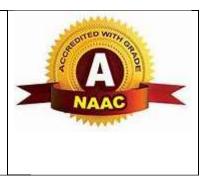
1.kabaddi 2.Criket Competition 3.Vollyball 4.Carrom







Faculty of Engineering, Naigaon, Pune-412213



ACTIVITY REPORT Sport Event

Date : 20/02/2022-22/02/2022

Venue : NSGI.Pune.

Attendee : Engineering Staff and Students.

Details:

On 20/02/2022- 22/02/2022

Engineering Students of Navsahyadri Group of Institutions Participated in to Sport event.

Objectives of this event are;

Photograph of the Event:

KABBADI-GIRLS



Cricket boys



CRICKET GIRLS



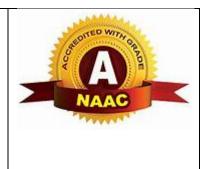








Navsahydri Education Society's Group of Institutions Faculty of Engineering, Naigaon, Pune-412213



Date: 20/01/2023

NOTICE

Inter College Games and Sport Championship, 06/02/2023 to 11/02/2023

PVG College of engg. Pune.Ground.

student willing to take part are directly to contact with sport Coordinator at sport room before 25th January2023





Navsahyadri Education Society Group of Institutions Faculty of Engineering

Pune- Satara Road, Naigaon, Pune-412213

ACTIVITY REPORT Sport(Table Tennis)

Date : 06/02/2023 to 11/02/2023

Venue : PVG College of engg. pune

Attendee : Engineering Students.

Details:

On 06/02/2023 to 11/02/2023

Engineering Students of Navsahyadri Group of Institutions Participated in to Sport event.

Objectives of this event are;

Table tennis, also known as ping pong, is a fast-paced indoor sport played between two (singles) or four players (doubles). It involves hitting a lightweight ball back and forth across a table using small rackets. Table tennis is widely popular around the world, offering fun and competitive opportunities for players of all ages and skill levels. The game emphasizes agility, precision, and quick reflexes, making it a highly engaging sport.

Key Topics Covered:

Rules and Game play

Table tennis is typically played on a rectangular table, 2.74 meters long and 1.525 meters wide, divided by a net in the middle. The game is played with a lightweight ball that weighs around 2.7 grams, and each player uses a racket to hit the ball.

Key rules include:

- **Objective**: The objective of the game is to score points by making the ball land on the opponent's side of the table. Players must return the ball in such a way that their opponent cannot return it.
- Serving: The game starts with a serve, where the player must toss the ball into the air and hit it so that it bounces once on their side of the table and then on the opponent's side.
- **Scoring**: A point is won if the opponent fails to return the ball, hits the ball out of bounds, or hits it into the net. Games are typically played to 11 points, with players needing to win by a 2-point margin.
- **Rally**: After the serve, players continue to hit the ball back and forth in a series of exchanges, or rallies. The player who cannot return the ball correctly loses the point.

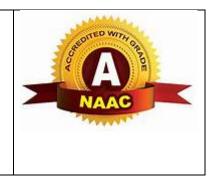








Faculty of Engineering, Naigaon, Pune-412213



Date: 21/02/2023

NOTICE

Inter College Games and Sport Championship, 06/03/2023 to 11/03/2023 at

APCOER ,Pune Ground.

student willing to take part are directly to contact with sport Coordinator at sport room before 24th Feb.2023





Navsahyadri Education Society Group of Institutions Faculty of Engineering

Pune-Satara Road, Naigaon, Pune-412213

ACTIVITY REPORT Sport (Volley ball)

Date : 06/03/2023 to 11/03/2023

Venue : APCOER,Pune

Attendee : Engineering Staff and Students.

Details:

On 06/03/2023 to 11/03/2023 Engineering Students of Navsahyadri Group of Institutions Participated in to Sport event.

Objectives of this event are;

Volleyball is a fast-paced and exciting team sport that is enjoyed by millions around the world. Played both indoors and outdoors, it involves two teams of six players each, separated by a net, with the objective of scoring points by sending the ball over the net and into the opponent's court. Volleyball requires speed, agility, and excellent teamwork to be successful..

Key Topics Covered:

Rules and Gameplay A standard game of volleyball consists of two teams of six players, and the aim is to score points by hitting the ball over the net so that it lands within the opponent's court. Each team is allowed up to three touches to return the ball, and players often use their hands, arms, and even feet to keep the ball in play.

- **Scoring**: Points are scored when the ball lands in the opponent's court, or if the opponent commits a fault, such as a double touch or a net violation.
- **Rotation**: Teams rotate positions after every point they win while serving. Players must be in specific positions during the game and must rotate in a clockwise direction.

• Sets: Volleyball matches are usually played in a best-of-three or best-of-five sets format. Each set is played to 25 points, but a team must win by at least two points. If the match goes to a fifth set, it is played to 15 points.

Photograph of the Event:









Faculty of Engineering, Naigaon, Pune-412213



Date:15/12/2021

NOTICE

Inter College Games and Sport Championship, 2021-2022 will be held on 3 Jan. to 8 Jan.2022.Abhinav College of Engg.Pune.Ground.

Students willing to take part are directly contact with the sport Coordinator at the sports room before 20 Dec. 2021.



Faculty of Engineering, Naigaon, Pune-412213



ACTIVITY REPORT

Sport(Chess)

Date : 3 Jan. to 8 Jan.2022.

Venue : Abhinav College of Engg.Pune

Attendee : Engineering Staff and Students.

Details:

On 13 Mar. to 18 Mar.2023 Engineering Students of Navsahyadri Group of Institutions Participated in to Sport event.

Objectives of this event are;

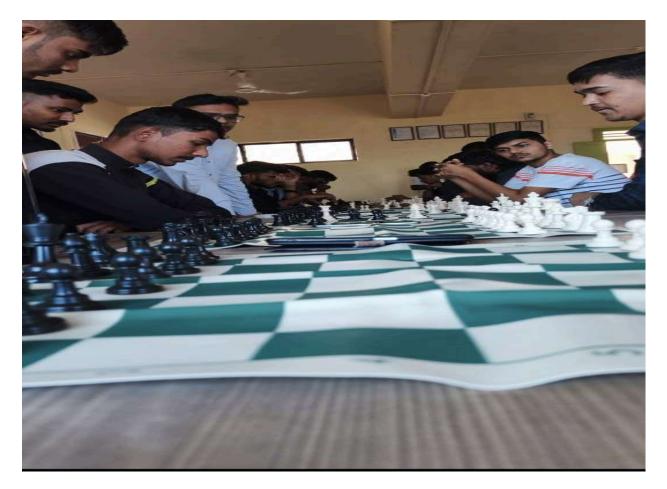
Chess is a timeless strategy board game that has captivated players for centuries. Unlike many other sports, chess is a mental contest, requiring deep concentration, tactical thinking, and long-term planning. Played between two opponents, each with an army of 16 pieces, the goal is to checkmate the opponent's king, placing it under attack in a way that it cannot escape. Chess is a sport of intellect, often referred to as "mind sports," and is played worldwide, both casually and professionally.

Key Topics Covered:

Rules and Gameplay

Chess is played on a square board consisting of 64 squares arranged in an 8x8 grid. Each player controls 16 pieces: one king, one queen, two rooks, two knights, two bishops, and eight pawns. The game proceeds as follows:

- **Objective**: The objective is to checkmate the opponent's king, meaning it is under direct attack and cannot move to a safe square.
- Piece Movements:
 - The **king** moves one square in any direction.
 - The **queen** moves any number of squares in any direction.
 - The **rook** moves in straight lines horizontally or vertically.
 - The **bishop** moves diagonally.
 - The **knight** moves in an "L" shape: two squares in one direction and then one square perpendicular.
 - The **pawn** moves forward one square, but captures diagonally. On its first move, it can move two squares.
- **Special Moves**: Castling (king and rook), en passant (pawn capture), and pawn promotion (when a pawn reaches the opponent's back row) are important moves in the game.





Faculty of Engineering, Naigaon, Pune-412213



Date:15/2/2022

NOTICE

Inter College Games and Sport Championship, 2021-2022 will be held on 2 Feb. to 8 Feb.2022. D.Y.Patil college of Engg.Pune.Ground

Students willing to take part are directly contact with the sport Coordinator at the sports room before 20 Dec. 2022.



Faculty of Engineering, Naigaon, Pune-412213



ACTIVITY REPORT

Sport(Chess)

Date : 2 Feb. to 8 Feb.2022.

Venue : D.Y.Patil college of Engg.Pune

Attendee : Engineering Staff and Students.

Details:

On 2 Feb. to 8 Feb.2022. Engineering Students of Navsahyadri Group of Institutions Participated in a Sport event.

Objectives of this event are;

Chess is a timeless strategy board game that has captivated players for centuries. Unlike many other sports, chess is a mental contest, requiring deep concentration, tactical thinking, and long-term planning. Played between two opponents, each with an army of 16 pieces, the goal is to checkmate the opponent's king, placing it under attack in a way that it cannot escape. Chess is a sport of intellect, often referred to as "mind sports," and is played worldwide, both casually and professionally.

Key Topics Covered:

Rules and Gameplay

Chess is played on a square board consisting of 64 squares arranged in an 8x8 grid. Each player controls 16 pieces: one king, one queen, two rooks, two knights, two bishops, and eight pawns. The game proceeds as follows:

- **Objective**: The objective is to checkmate the opponent's king, meaning it is under direct attack and cannot move to a safe square.
- Piece Movements:
 - The **king** moves one square in any direction.
 - The **queen** moves any number of squares in any direction.
 - The **rook** moves in straight lines horizontally or vertically.
 - The **bishop** moves diagonally.
 - The **knight** moves in an "L" shape: two squares in one direction and then one square perpendicular.
 - The **pawn** moves forward one square, but captures diagonally. On its first move, it can move two squares.
- **Special Moves**: Castling (king and rook), en passant (pawn capture), and pawn promotion (when a pawn reaches the opponent's back row) are important moves in the game.





Faculty of Engineering, Naigaon, Pune-412213



Date:2/12/2022

NOTICE

Inter College Games and Sport Championship and Cultural program, 2022-2023 will be held on 13 Dec. to 18 Dec.2022.SCORE ,Rajgad,Pune.Ground.

Students willing to take part are directly contact with the sport Coordinator at the sports room before 7th Dec. 2022.



Faculty of Engineering, Naigaon, Pune-412213



ACTIVITY REPORT

Culture(Dance)

Date : 13 Dec. to 18 Dec.2022

Venue : New Satara College of Engg.

Attendee : Engineering Staff and Students.

Details:

On13 Dec. to 18 Dec.2022 Engineering Students of Navsahyadri Group of Institutions Participated in a Sport event.

Objectives of this event are;

Dance is an expressive art form that combines movement, rhythm, and music to communicate emotions, tell stories, or simply entertain. As one of the oldest forms of human expression, dance is universally practiced and appreciated across cultures. Whether performed in a formal setting or as part of everyday life, dance offers numerous physical, emotional, and social benefits, making it an enjoyable and accessible activity for people of all ages and backgrounds.

Key Topics Covered:

Types of Dance

There are many types of dance, each with its own history, style, and technique. Some of the most popular forms include:

- Ballet: Known for its grace, precision, and formal structure, ballet is one of the most classical dance forms. It emphasizes fluid movements, balance, and the development of strength and flexibility.
- Hip-Hop: Emerging from street culture, hip-hop is an energetic and improvisational style that focuses on rhythm, freestyle movements, and self-expression.
- Salsa: A lively and passionate Latin dance, salsa involves intricate footwork, partner coordination, and quick movements to upbeat rhythms.
- Jazz: Combining elements of ballet and modern dance, jazz dance features energetic movements, leaps, and expressive style.
- Folk Dance: Traditional dances that reflect the cultural heritage of a particular region or country, often performed at festivals or social gatherings.





Faculty of Engineering, Naigaon, Pune-412213



Date:21/12/2019

NOTICE

Inter College Games and Sport Championship, 2019-2020 will be held on 6 Jan to 11 Jan 2020. D.Y Patil college of Engg. Pune. Ground.

Students willing to take part are directly to contact with sport Coordinator at sport room before 23rd December 2019





Faculty of Engineering, Naigaon, Pune-412213



Sport (Chess)

Date : 6 Jan to 11 Jan 2020

Venue : D.Y Patil College of Engg. Pune

Attendee : Engineering Students.

Details:

On 6 Jan to 11 Jan 2020. D.Y Patil college of Engg. Pune, Ground. Engineering Students of Navsahyadri Group of Institutions Participated in a Sport event.

Objectives of this event are;

Chess is a timeless strategy board game that has captivated players for centuries. Unlike many other sports, chess is a mental contest, requiring deep concentration, tactical thinking, and long-term planning. Played between two opponents, each with an army of 16 pieces, the goal is to checkmate the opponent's king, placing it under attack in a way that it cannot escape. Chess is a sport of intellect, often referred to as "mind sports," and is played worldwide, both casually and professionally.

Key Topics Covered:

Rules and Gameplay

Chess is played on a square board consisting of 64 squares arranged in an 8x8 grid. Each player controls 16 pieces: one king, one queen, two rooks, two knights, two bishops, and eight pawns. The game proceeds as follows:

- **Objective**: The objective is to checkmate the opponent's king, meaning it is under direct attack and cannot move to a safe square.
- Piece Movements:
 - The **king** moves one square in any direction.
 - The **queen** moves any number of squares in any direction.
 - The **rook** moves in straight lines horizontally or vertically.
 - The **bishop** moves diagonally.
 - The **knight** moves in an "L" shape: two squares in one direction and then one square perpendicular.
 - The **pawn** moves forward one square, but captures diagonally. On its first move, it can move two squares.
- **Special Moves**: Castling (king and rook), en passant (pawn capture), and pawn promotion (when a pawn reaches the opponent's back row) are important moves in the game.

Photograph of the Event:









Faculty of Engineering, Naigaon, Pune-412213



Date:25/01/2020

NOTICE

Inter College Games and Sport Championship, 2019-2020 will be held on 10 Feb to 15 Feb 2020.Trinity college of Engg. Pune, Ground.

Student willing to take part are directly to contact with sport Coordinator at sport room before 27th Jan. 2020







Faculty of Engineering, Naigaon, Pune-412213



Sport (Volleyball)

Date : 10 Feb to 15 Feb 2020

Venue : Trinity College of Engg, Pune

Attendee : Engineering Students.

Details:

On 10 Feb to 15 Feb 2020.Trinity College of Engg Engineering, Students of Navsahyadri Group of Institutions Participated in a Sport event.

Objectives of this event are;

Volleyball is a fast-paced and exciting team sport that is enjoyed by millions around the world. Played both indoors and outdoors, it involves two teams of six players each, separated by a net, with the objective of scoring points by sending the ball over the net and into the opponent's court. Volleyball requires speed, agility, and excellent teamwork to be successful.

Key Topics Covered:

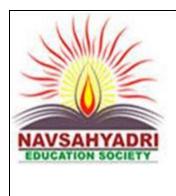
Rules and Gameplay A standard game of volleyball consists of two teams of six players, and the aim is to score points by hitting the ball over the net so that it lands within the opponent's court. Each team is allowed up to three touches to return the ball, and players often use their hands, arms, and even feet to keep the ball in play.

- **Scoring**: Points are scored when the ball lands in the opponent's court, or if the opponent commits a fault, such as a double touch or a net violation.
- **Rotation**: Teams rotate positions after every point they win while serving. Players must be in specific positions during the game and must rotate in a clockwise direction.
- Sets: Volleyball matches are usually played in a best-of-three or best-of-five sets format. Each set is played to 25 points, but a team must win by at least two points. If the match goes to a fifth set, it is played to 15 points.









Faculty of Engineering, Naigaon, Pune-412213



Date:19/02/2020

NOTICE

Inter College Games and Sport Championship, 2019-2020 will be held on 2 Mar to 7 Mar.2020. G.H. Raisoni College of Engg.Ground.

Student willing to take part are directly to contact with sport Coordinator at sport room before 25th Feb. 2020







Faculty of Engineering, Naigaon, Pune-412213



ACTIVITY REPORT Sport (Cricket)

Date : 2 Mar To 7 Mar.2020

Venue : G.H. Raisoni College of Engg

Attendee : Engineering Students.

Details:

On 2 Mar To 7 Mar.2020. G.H. Raisoni College of Engg, Engineering Students of Navsahyadri Group of Institutions Participated in to Sport event.

Objectives of this event are;

Cricket is a popular team sport, particularly in countries like India, England, Australia, and South Africa. It is known for its strategic depth, excitement, and rich history. Played between two teams, cricket is often described as a game of patience, skill, and endurance. The objective is to score more runs than the opposing team within the set rules of the game.

Key Topics Covered:

Bowling: A bowler delivers the ball to the batsman in an attempt to get them out. There are different types of bowlers: fast bowlers, spin bowlers, and medium pace bowlers.

Batting: A batsman attempts to hit the ball in various ways to score runs. A run is scored when the batsmen run between the wickets after the ball is hit.

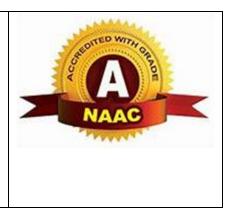
Fielding: The fielding team tries to stop the ball from reaching the boundary and aims to dismiss the batsman through techniques like catching, stumping, or running out.







Faculty of Engineering, Naigaon, Pune-412213



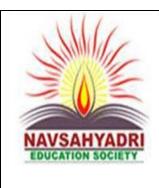
Date:21/12/2019

NOTICE

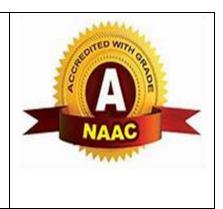
Inter College Games and Sport Championship, 2019-2020 will be held on 20 to 24 January 2020 at Abhinav College of Engg. Ground.

student willing to take part are directly to contact with sport Coordinator at sport room before 23rd December 2019





Faculty of Engineering, Naigaon, Pune-412213



ACTIVITY REPORT

Sport (Chess)

Date : 20 to 24 January 2020

Venue : Abhinav College of Engg.

Attendee : Engineering Students.

Details:

On 20 to 24 January 2020 at Abhinav college of Engg. Pune, Ground. Engineering Students of Navsahyadri Group of Institutions Participated in a Sport event.

Objectives of this event are;

Chess is a timeless strategy board game that has captivated players for centuries. Unlike many other sports, chess is a mental contest, requiring deep concentration, tactical thinking, and long-term planning. Played between two opponents, each with an army of 16 pieces, the goal is to checkmate the opponent's king, placing it under attack in a way that it cannot escape. Chess is a sport of intellect, often referred to as "mind sports," and is played worldwide, both casually and professionally.

Key Topics Covered:

Rules and Gameplay

Chess is played on a square board consisting of 64 squares arranged in an 8x8 grid. Each player controls 16 pieces: one king, one queen, two rooks, two knights, two bishops, and eight pawns. The game proceeds as follows:

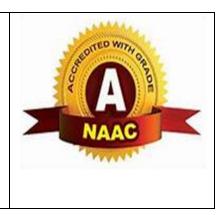
- **Objective**: The objective is to checkmate the opponent's king, meaning it is under direct attack and cannot move to a safe square.
- Piece Movements:
 - The **king** moves one square in any direction.
 - The **queen** moves any number of squares in any direction.
 - The **rook** moves in straight lines horizontally or vertically.
 - The **bishop** moves diagonally.
 - The **knight** moves in an "L" shape: two squares in one direction and then one square perpendicular.
 - The **pawn** moves forward one square, but captures diagonally. On its first move, it can move two squares.
- **Special Moves**: Castling (king and rook), en passant (pawn capture), and pawn promotion (when a pawn reaches the opponent's back row) are important moves in the game.







Faculty of Engineering, Naigaon, Pune-412213



Date:27/01/2020

NOTICE

Inter College Games and Sport Championship, 2019-2020 will be held on 1 Feb to 7 Feb 2020.PVG College of Engg. Pune, Ground.

student willing to take part are directly to contact with sport Coordinator at sport room before 30th January 2020





Faculty of Engineering, Naigaon, Pune-412213



ACTIVITY REPORT

Sport (Table Tennis)

Date : 1 Feb to 7 Feb 2020

- Venue : PVG College of Engg. Pune
- Attendee : Engineering Students.

Details:

On 1 Feb to 7 Feb 2020 PVG College of Engg. Pune, Engineering Students of Navsahyadri Group of Institutions Participated in to Sport event.

Objectives of this event are;

Table tennis, also known as ping pong, is a fast-paced indoor sport played between two (singles) or four players (doubles). It involves hitting a lightweight ball back and forth across a table using small rackets. Table tennis is widely popular around the world, offering fun and competitive opportunities for players of all ages and skill levels. The game emphasizes agility, precision, and quick reflexes, making it a highly engaging sport.

Key Topics Covered:

Rules and Game play

Table tennis is typically played on a rectangular table, 2.74 meters long and 1.525

meters wide, divided by a net in the middle. The game is played with a lightweight ball that weighs around 2.7 grams, and each player uses a racket to hit the ball.

Key rules include:

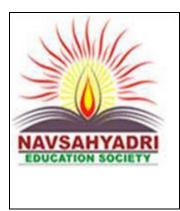
- **Objective**: The objective of the game is to score points by making the ball land on the opponent's side of the table. Players must return the ball in such a way that their opponent cannot return it.
- Serving: The game starts with a serve, where the player must toss the ball into the air and hit it so that it bounces once on their side of the table and then on the opponent's side.
- Scoring: A point is won if the opponent fails to return the ball, hits the ball out of bounds, or hits it into the net. Games are typically played to 11 points, with players needing to win by a 2-point margin.
- **Rally**: After the serve, players continue to hit the ball back and forth in a series of exchanges, or rallies. The player who cannot return the ball correctly loses the point.

Photograph of the Event:





Principal NESGI, Faculty of Engineering Gat No.69,70,71,Naigaon, Tal. Bhor, Dist. Pune



Faculty of Engineering, Naigaon, Pune-412213



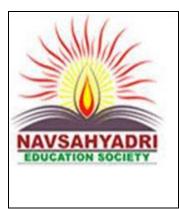
Date:20/01/2020

NOTICE

Inter College Games and Sport Championship, 2019-2020 will be held on 27 Jan to 31 Jan 2020. JSPM, Hadpsar, Pune, Ground.

student willing to take part are directly to contact with sport Coordinator at sport room before 24th January2020





Faculty of Engineering, Naigaon, Pune-412213



ACTIVITY REPORT

Sport (Chess)

Date : 27 Jan to 31 Jan 2020

Venue : JSPM, Hadapsar, Pune

Attendee : Engineering Students.

Details:

On 27 Jan to 31 Jan 2020. JSPM, Hadapsar, Pune. Ground. Engineering Students of Navsahyadri Group of Institutions Participated in a Sport event.

Objectives of this event are;

Chess is a timeless strategy board game that has captivated players for centuries. Unlike many other sports, chess is a mental contest, requiring deep concentration, tactical thinking, and long-term planning. Played between two opponents, each with an army of 16 pieces, the goal is to checkmate the opponent's king, placing it under attack in a way that it cannot escape. Chess is a sport of intellect, often referred to as "mind sports," and is played worldwide, both casually and professionally.

Key Topics Covered:

Rules and Gameplay

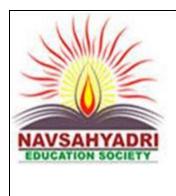
Chess is played on a square board consisting of 64 squares arranged in an 8x8 grid. Each player controls 16 pieces: one king, one queen, two rooks, two knights, two bishops, and eight pawns. The game proceeds as follows:

- **Objective**: The objective is to checkmate the opponent's king, meaning it is under direct attack and cannot move to a safe square.
- Piece Movements:
 - The **king** moves one square in any direction.
 - The **queen** moves any number of squares in any direction.
 - The **rook** moves in straight lines horizontally or vertically.
 - The **bishop** moves diagonally.
 - The **knight** moves in an "L" shape: two squares in one direction and then one square perpendicular.
 - The **pawn** moves forward one square, but captures diagonally. On its first move, it can move two squares.
- **Special Moves**: Castling (king and rook), en passant (pawn capture), and pawn promotion (when a pawn reaches the opponent's back row) are important moves in the game.

Photograph of the Event:







Faculty of Engineering, Naigaon, Pune-412213



Date:17/12/2019

NOTICE

Inter College Games and Sport Championship, 2019-2020 will be held on 23 Dec.To 28 Dec.2019. SCSOE, Rajgad, Pune Ground.

student willing to take part are directly to contact with sport Coordinator at sport room before 20th December 2019





Faculty of Engineering, Naigaon, Pune-412213



ACTIVITY REPORT Culture (Dance)

Date : 23 Dec.to 28 Dec.2019

Venue : SCSOE, Rajgad, Pune

Attendee : Engineering Students.

Details:

On 23 Dec. To 28 Dec.2019 SCSOE, Rajgad, Pune

Engineering Students of Navsahyadri Group of Institutions Participated in a Sport event.

Objectives of this event are;

Dance is an expressive art form that combines movement, rhythm, and music to communicate emotions, tell stories, or simply entertain. As one of the oldest forms of human expression, dance is universally practiced and appreciated across cultures. Whether performed in a formal setting or as part of everyday life, dance offers numerous physical, emotional, and social benefits, making it an enjoyable and accessible activity for people of all ages and backgrounds.

Key Topics Covered:

Types of Dance

There are many types of dance, each with its own history, style, and technique. Some of the most popular forms include:

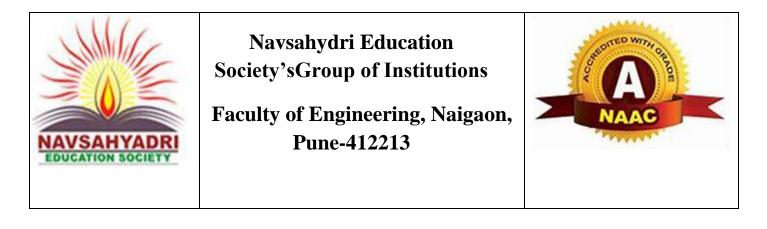
- Ballet: Known for its grace, precision, and formal structure, ballet is one of the most classical dance forms. It emphasizes fluid movements, balance, and the development of strength and flexibility.
- Hip-Hop: Emerging from street culture, hip-hop is an energetic and improvisational style that focuses on rhythm, freestyle movements, and self-expression.

- Salsa: A lively and passionate Latin dance, salsa involves intricate footwork, partner coordination, and quick movements to upbeat rhythms.
- Jazz: Combining elements of ballet and modern dance, jazz dance features energetic movements, leaps, and expressive style.
- Folk Dance: Traditional dances that reflect the cultural heritage of a particular region or country, often performed at festivals or social gatherings.

Photograph of the Event:







Date:21/12/2019

NOTICE

Inter College Games and Sport Championship, 2019-2020 will be held on 31 Dec.To 4 Jan 2020. Sadbhavna Education Trust College of Engg. Ground.

Students willing to take part are directly to contact with sport Coordinator at sport room before 23rd December 2019





Faculty of Engineering, Naigaon, Pune-412213



ACTIVITY REPORT

Sport (Wrestling)

Date : 31 Dec.To 4 Jan 2020

Venue : Sadbhavna education Trust College of Engg

Attendee : Engineering Students.

Details:

On 31 Dec. To 4 Jan 2020. Sadbhavana education trust college of Engg Engineering Students of Navsahyadri Group of Institutions Participated in a Sport event.

Objectives of this event are;

The core objective of wrestling is to control, dominate, and pin your opponent while earning points through various techniques and positions. Whether through pinning, scoring the most points, or defending against attacks, the ultimate goal is to prove superior technique, strategy, and physical conditioning.

Key Topics Covered:

Control and Dominance:

• The primary objective is to control your opponent using various techniques like takedowns, holds, and pinning combinations.

Scoring Points:

- Points are earned for techniques like takedowns, escapes, reversals, and near-falls.
- Wrestlers need to outscore their opponent through superior moves and positioning.
- Pin (Fall):
- The ultimate goal in wrestling is to pin your opponent's shoulders to the mat, resulting in an immediate victory.

Defensive Techniques:

• Wrestlers need to defend against their opponent's attacks, escaping from holds and reversing positions when possible.

Stamina and Endurance:

• Wrestling is physically demanding, requiring strength, endurance, and mental focus to outlast your opponent.

Sportsmanship:

• Respect for the sport, opponent, and officials is crucial. Wrestlers must display good sportsmanship before and after matches.

Adaptability:

• Wrestlers must be able to adjust their strategy based on their opponent's moves, strength, and weaknesses during the match.

Technique and Strategy:

• Success in wrestling depends heavily on mastering a range of techniques (like throws, pins, and transitions) and executing them strategically.

Positioning:

• Positioning is key to both attacking and defending. Wrestlers must aim for dominant positions to control their opponent while preventing reversals.

Weight Classes:

• Wrestling is divided into weight classes to ensure fairness in competition. Wrestlers face opponents of similar size and strength.

Photograph of the Event:







Navsahyadri Education Society Group of Institutions Faculty of Engineering

Pune- Satara Road, Naigaon, Pune-412213

NOTICE

10/02/2020

College Sports Event Notice

Date: 20/02/2020- 22/02/2020 **Location:** NESGI.Pune

Event: NESGI- Sports Event

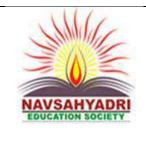
Time: 9.am to 5.pm

We are excited to announce the upcoming sports event at NESGI Join us for an action-packed day filled with competitive games, team spirit, and community fun. This is a fantastic opportunity to support your peers, cheer on your favorite teams, and experience the excitement of college athletics.

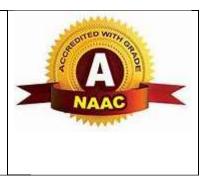
Featured Sports:

1.kabaddi 2.Criket Competition 3.Vollyball 4.Carrom





Faculty of Engineering, Naigaon, Pune-412213



ACTIVITY REPORT Sport Event

Date : 20/02/2020- 22/02/2020

Venue : NSGI.Pune.

Attendee : Engineering Staff and Students.

Details:

On 20/02/2020- 22/02/2020

Engineering Students of Navsahyadri Group of Institutions Participated in to Sport event.

Objectives of this event are;

Photograph of the Event:

KABBADI-GIRLS



Cricket boys



CRICKET GIRLS





