



J.B. INSTITUTE OF ENGINEERING AND TECHNOLOGY

(UGC AUTONOMOUS)

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**DEPARTMENT OF ARTIFICIAL
INTELLIGENCE AND MACHINE
LEARNING**

&

**DEPARTMENT OF CSE
(ARTIFICIAL INTELLIGENCE AND
MACHINE LEARNING)**

DARTS TOURNAMENT 2026

ORGANISED

BY

MACHINE LEARNING

MAVERICKS CLUB



MACHINE LEARNING MAVERICS CLUB

presents

DARTS TOURNAMENT

Only for Faculty

26 FEB 2026

At 02:15 pm

VENUE: Room.no : 237



EXITING PRIZES

26 FEB 2026

SCAN TO REGISTER



STUDENT COORDINATORS :

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: FACULTY COORDINATORS:

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Report on the Event: Darts Tournament 2026

The **Darts Tournament 2026** was successfully organized by the **Machine Learning Mavericks Club** of the **Department of Artificial Intelligence and Machine Learning, J.B. Institute of Engineering & Technology (JBIET), Hyderabad**. The event was conducted on **26th February 2026 at 2:15 PM** in **Room No. 237** and was exclusively organized **for faculty members**. The tournament aimed to provide a refreshing and engaging recreational activity that encouraged friendly competition and interaction among faculty members.

Introduction

Extracurricular and recreational activities play a vital role in strengthening relationships among faculty members and creating a positive work environment. With this objective, the Machine Learning Mavericks Club organized the **Darts Tournament**, a simple yet exciting target-based precision game that tests accuracy, concentration, and hand-eye coordination.

The event witnessed enthusiastic participation from faculty members across departments. The relaxed and competitive atmosphere made the event both entertaining and engaging, providing a short break from the routine academic schedule.

Event Details

- **Event Name:** Darts Tournament 2026
- **Organized By:** Machine Learning Mavericks Club, Department of AI & ML
- **Date:** 26 February 2026
- **Time:** 2:15 PM
- **Venue:** Room No. 237, JBIET
- **Participants:** Faculty members
- **Duration:** Approximately 15–20 minutes per game

Event Format

The darts tournament followed a simple and structured format to ensure fair participation and smooth conduct of the competition. Each participant was given **3 to 5 throws in a round**, and points were awarded based on the **target area hit on the dartboard**.

The dartboard consists of different scoring zones, each representing a specific point value. Participants aimed to hit the higher-value sections to accumulate maximum points. The participant with the **highest total score at the end of the round** was declared the winner.

Highlights of the Event

- The tournament created an atmosphere of **healthy competition and enthusiasm** among faculty members.
- Participants displayed impressive **focus, accuracy, and coordination** while aiming for high-scoring zones on the dartboard.
- The event also served as an opportunity for faculty members to **interact informally and strengthen collegial relationships**.
- The Machine Learning Mavericks Club ensured **smooth organization and efficient coordination** throughout the event.

Conclusion

The **Darts Tournament 2026** was a successful and enjoyable event that brought faculty members together through a fun and engaging activity. The tournament not only promoted relaxation and recreation but also strengthened the sense of community within the institution.

The enthusiastic participation and positive feedback from the faculty members highlighted the importance of organizing such recreational events. The Machine Learning Mavericks Club looks forward to conducting more interactive and engaging activities in the future to foster collaboration, motivation, and a positive campus environment.

Event gallery



