

Rules & Regulations

➤ Photography

1. It's a solo event
2. Participants are required to bring their own digital cameras
3. Number of photographs can vary from 1 to 5
4. Participants are also required to bring their own usb cable, card reader.
 - Photographs should not include any kind of vulgarity or offensive matter. Any such activity might cause the disqualification of the participant.
 - Entries shall be judged on – creativity and theme or message portrayed.

➤ Movie(video) making

1. It's a team based event(3 - 4 members per team)
2. "N" no. of team per college
3. Video should be of 5 to 7 minutes that captures the theme essence
4. Participants are required to use digital video cameras
5. Can submit only one video as their final submission.
6. Participants should submit their video prior to the event
 - Video should not include any kind of vulgarity or offensive matter. Any such activity might cause the disqualification of the participant.
 - Direction, acting, cinematography will be given more importance

➤ Rangoli

1. team event (3 - 4 members per team)
2. Participants have to carry their own materials
3. Time – 1 hour
 - Materials will not be provided at the spot

➤ Mehendi

1. team event (2 members – one who will draw and the other whose hand will be used for the art)
2. Participants have to carry their own materials.
3. Time – 1 hour
 - Materials will not be provided at the spot

➤ Tattoo making

1. team event (2 members – one who will draw and the other person on whom art will be performed)
2. Participants have to carry their own materials.
3. Time – 1 hour
 - Materials will not be provided at the spot

➤ Face Painting

1. Team event (2 people – the one who will paint and the other whose face will be painted)
2. Theme will be given on the spot
3. Participant have to carry their own material
4. Time – 1 hour
 - Materials will not be provided at the spot

➤ T-Shirt Painting

1. Tshirt will be given by the college only which shall be plain and white in colour
2. Participants can use any decorative things to decorate their tshirt
3. Participants have to carry their own materials
4. Time – 1 hour

- Sketch and charcoal painting
 1. Team event (2 members per team)
 2. Chart papers will be provided
 3. Topic will be given on the spot
 4. Participants have to carry their own materials.
 5. Time – 1 hour
- Nail art
 1. Team event (2 members – the one who will paint and the other on whom art will be performed)
 2. Participants have to carry their own materials
 3. Time – 30min
- Instrument playing
 1. Solo event
 2. Participants have to carry their own instruments
 3. Judging will be done on the basis of – clarity of notes, rhythm, composition & innovation
 4. N no. of participants from per college
- Dance
 - solo
 1. participants should bring their own cd's or pendrives containing the sound track
 2. individuality and originality of the dance is encouraged
 3. use of prop in the dance is mandatory
 4. time – 5min
 - group
 1. participants should bring their own cd's or pendrives containing the sound track in standard format
 2. use of prop i.e. Hat is mandatory and theme selection is optional
 3. theme – 5 - 9min
- singing
 1. solo & eduet
 2. 10 no. of participants per college (entries for both solo and duet is seperately)
 3. time – 5 min (solo)
 4. time – 7 min (duet)
- war of DJs
 1. solo performance
 2. 5 – 6 participants per college
 3. Participants have to carry their own instruments
 4. Time – 8 - 10minutes
- Best out of waste
 1. Team event (2 – 3 members)
 2. 5 teams per college
 3. Materials will be provided
 4. Preparation time – 30 minutes
 5. Presentation time – 5 minutes
- Fashion show

the ramp show is divided into three sections

 1. Pre-elims
 2. Elims

3. Finale / mains

PRE – ELIMS

1. Team comprises of at most 15 members(i.e. 12 members should be on stage i.e. models + other members include makeup artist, sound technician , slide presenter)
2. An abstract (theme description) not exceeding more than 60 words
3. Background music optional
4. Use of prop is mandatory

Qualifying criteria

1. Theme description
2. Attire

ELIMS

1. shortlisted teams of pre-elims will face the elims on the same day
2. use of props i.e. hats is mandatory + selection of theme is optional
3. composition of the team will be the same as pre – elims
4. each team will get just 5 min for their walk
5. participants have to carry their own inventories(music, costumes and presentation will be their own)

FINALE / MAINS

1. screened out teams of pre – elims will face the finale
2. each team will get 15 min (12 min for walk + 3 min for the questionnaire round in which anyone of the jury member will put up a question about their walk or presentation)
3. the judgement of the jury will be final and abide
4. use of props i.e. hats is mandatory + selection of theme is optional
 - exceeding time limit will lead to negative points
 - any obscenity onstage will lead to immediate disqualification

judging criteria – (both elims& finale)

1. theme justification
2. background music
3. makeup& attire
4. stage set – up
5. co – ordination with music & among team members.

Snakes and Ladders:-----Using a life sized Snakes and Ladders game field, participants will be able to play Snakes and Ladders as the pieces on the board. They will play the game using a life sized dice and whenever they reach a snake or ladder on the board, they will be asked to answer a technical question. Ready to climb some ladders and dodge some venomous snakes?

Format

- Each game will take place for a maximum of 20 minutes, with 6-7 teams playing in a game.
- Each team will have 2 members, who will take the place of the board piece.
- Questions will be asked to the contestants each time they encounter a snake or a ladder.
- The difficulty of question will increase and after 60-70 squares possible question will be: Name the company whose slogan is the 'power of dreams'?
- No prior registration is required to participate in this.

Rules

- First team to reach the end of the board is declared winner and the game ends.
- If a game takes more than 20 minutes to complete then the team which has progressed the furthest is declared the winner and the game ends.
- When a team lands on a snake, the team whose turn comes after them are allowed to choose the question for the current team from a group of unseen questions. If the current team answers correctly, they are not penalized for landing on a snake. However, an incorrect answer will get them penalized and the team will follow the snake down.
- When a team lands on a ladder, they will choose their own question from a group of unseen questions and similarly, a correct answer will allow them to take the ladder up. If answered incorrectly, they cannot climb the ladder.
- All other rules are as per the classic Snakes and Ladders.

Management Games

Ad Mad Show

"WHERE CREATIVITY MEETS MADNESS"

- 'N' number of teams per college.
- '4' members per team.
- Topic will be provided on the spot.
- Price: Rs. 100/- Per Team.
- **TIME LIMIT:**
 1. '5' Minutes time for preparation for each item.
 2. '3' Minutes for enacting.

Debate:--"TALK OUT OR KNOCK OUT"

- 'N' number of teams per college.
- '3' members per team.
- Topic will be provided on the spot.
- Price: Rs. 50/- Per Team.
- **TIME LIMIT:**
 1. '3' Minutes time for thinking.
 2. '5' Minutes to talk out (Including Introducing the topic).

Logo Quiz:-- "BRAND BUCKET"

- 'N' number of teams per college.
- '2 to 3' members per team.
- Different brands logo will be displayed on the spot you need to identify which brand it is.
- Price: Rs. 100/- Per Team.
- **TIME LIMIT:**
 - 45 Seconds to think and Answer

Business Quiz:-- "TRADE TEASER"

- 'N' number of teams per college.
- '2' members per team.
- '4' Rounds to be conducted which includes:
 1. General Questionnaire
 2. Corporate Extempore
 3. Tagline Identification
 4. Rapid Fire
- Price: Rs. 150/- Per Team.

Football

- 5 – a-side (team members – 5 + rolling substitute - 3)
- Game length – 20 mins(each half - 10 mins)
- Late reporting of the team at game play will be disqualified
- All the team members should carry their college I-Cards(ID)
- Each team will be given 3 calls after that opponent team will get a walkover
- Ball should not arise about the waist level
- Handball inside the " D " will result in penalty (1 Bounce)
- Incase of outside, game will resume with a kick
- Incase of tie, the match will go into penalties
- Rest of the rules will be same as football game
- Incase of any doubt regarding to the game or the rules contact the undersigned
- **NO USE OF FOUL LANGUAGE DURING GAME PLAY**
- **NO ARGUMENTS WITH THE OFFICIALS AND THE REFEREES**
- **REFEREES DECISION WILL BE THE LAST DECISION**
- **RULES MAY VARY AND WILL BE INFORMED**

Cricket

- 6 Members per team
- 4 overs(2-1-1) match (1 over powerplay)
- Direct shot outside the box leads to dismissal of the batsman
- Straight shot crossing the line – 4runs declared
- Other declared runs 1 and 2
- Incase of tie
 - One superover
 - Ballout
 - A toss
- Incase of any doubt regarding to the game or the rules contact the undersigned
- **NO USE OF FOUL LANGUAGE DURING GAME PLAY**
- **NO ARGUMENTS WITH THE OFFICIALS AND THE UMPIRES**
- **UMPIRES DECISION WILL BE THE LAST DECISION**
- **RULES MAY VARY AND WILL BE INFORMED**

badminton

- Singles/Doubles
- Unlimited entries
- Other guidelines will be given at the venue

Need For Speed

- The winner of the 4Way sprint race will qualify for the next round
- At the end of each match, players must maintain the final screens and receive the score conformation from a volunteer
- Other controllers , gamepads, steering wheels , etc are not allowed
- UNLIMITED ENTRIES
- Other guidelines will be given at the event

Counter Strike

- 5 members per team
- Race to 11 (10 to switch)
- Total 20 rounds
- Unlimited spawns
- Other controllers , gamepads, steering wheels , etc are not allowed
- Other guidelines will be given at the event

FIFA

- FIFA 07/10
- Knockouts
- Unlimited entries
- Other controllers , gamepads, steering wheels , etc are not allowed
- Other guidelines will be given at the venue.

Business Plan Guidelines/Rules

· Maximum 2 members allowed per team

· The business plan should be as per the format mentioned in next page

· Pre-screening of business plans will take place before the event and only

entries will be short listed for Round I.

· Financial data should include a 5-year pro-forma cash flow statement (monthly for year 1, quarterly for years 2-3, annual for years 4-5), income statement (monthly for year 1, quarterly for years 2-3, annual years 4-5), business and balance sheet (annual).

· Judgment will take place in 2 Rounds:

· - (Valued at 40%) is designed to help assess the return of business plan focusing on key elements like business ideas, PowerPoint presentations, communications skills, body language and confidence level of the presenter.

· - (Valued at 60%) assesses the poise and professionalism of presentations and also evaluates the perceived viability of the venture.

· In the final round, each team will be given 15 minutes to present its business plan followed by a 10-minute question and answer session.

· Each member of the team must participate in the formal presentation of the plan.

Outline of Business Plan

1.0 Executive Summary

1.1 Objectives

1.2 Mission

1.3 Keys to Success

2.0 Company Summary

2.1 Company Ownership

2.2 Company History(for ongoing companies)or Start-up Plan(for new companies)

2.3 Company Locations and Facilities

3.0 Products and Services

3.1 Products, Services and Description

3.2 Competitive and Comparison

3.4 Sourcing and Fulfilment

3.5 Technology

3.6 Future Products and Services

4.0 Market Analysis Summary

4.1 Market Segmentation

4.2 Target Market Segment Strategy

4.2.1 Market Needs

4.2.2 Market Trends

4.3.4 Main Competitors

5.0 Strategy and Implementation Summary

6.0 Web Plan Summary

6.1 Website Marketing

6.2 Development Requirements Strategy

7.0 Management Summary

7.1 Organizational Structure

7.2 Management Team

8.0 Financial Plan