



2nd-5th April 2025

Alchemy of Aspirations

Event

Rules and Regulations



FLAGSHIP EVENTS

GROUP DANCE

College ID: Compulsory

Mode of Conduction: Offline

Number of Participants: Team Participation (1 Team comprising of 6-12 participants)

Judging Criteria:

- Choreography
- Expression
- Synchronisation with the team
- Concept and Expression of Theme
- Choice of Music
- The overall impact of the performance

Rules and Regulations:

- The theme for the event is "**Storytelling Through Dance**" – to showcase the art of conveying a narrative or story using the medium of dance.
- As the number of rounds will depend upon the number of registrations, the participants will be informed of the same at least a week before the scheduled date of the event.
- The minimum time limit for performance is 4 minutes, while the maximum is 6 minutes
- At all times, there must be a minimum of 6 dancers from a team on the stage during the team's performance.
- Participants are free to use any props of their choice. However, using the same is optional and shall not give the team any advantage in the marking.

- It would be the sole responsibility of the participants to carry and ensure the props' safety throughout the event. In the event of any damage caused to the same, the OC shall not be held responsible.
- No vulgar, disrespectful, or obscene tracks or choreography/acts shall be permitted and may lead to disqualification.
- It is recommended that participants cover their feet during the performance, as the stage may get heated, to avoid any injuries.
- Participants must submit the pen drives containing the music tracks for the performance before the event's commencement
- In any case of discrepancies, the decision of the judges and the organizing committee will be final. Failure to adhere to the rules will result in disqualification.
- The organizing committee reserves the right to add, modify, or amend the rules as required at any time during the competition.

**Registration Fee:
Rs. 1800 Per Team**

Mr. & Ms. SYMBHAV

College ID: Compulsory

Mode of Conduction: Offline

Number of Participants: Individual Participation

Judging Criteria:

- **Walk Your Way:** Participants will be evaluated on their body language, facial expressions, confidence, stage presence, etiquette, poise, and oratory skills, with special consideration given to how their outfits reflect creativity and personality. This is an opportunity to present oneself with grace and confidence, ensuring that every movement conveys purpose and charisma. Additionally, participants will be required to showcase a unique talent, demonstrating originality and skill as an extension of their personality. Any indecent behaviour, vulgarity, or offensive language will result in immediate disqualification. Participants must strictly adhere to the time limits set for their performance.
- **Dare to Do!:** This challenge tests both the efficiency and creativity of participants as they attempt to complete a series of tasks within a given time frame. While the number of completed tasks will be a key factor in scoring, originality and innovative execution will provide an added advantage. Participants are encouraged to think outside the box while maintaining a structured and strategic approach.
- **'Koffee with Konversation':** This segment is designed to assess participants on their spontaneity, articulation, and wit in conversation. The ability to provide quick yet thoughtful responses while maintaining decorum is essential. All responses should be respectful and appropriate for a public forum.

Any form of discrimination, harassment, or offensive language will result in immediate disqualification. Participants are expected to engage in meaningful discourse while demonstrating presence of mind and intellectual agility.

Rules and Regulations:

- It would be the sole responsibility of the participants to carry and ensure the safety of their props throughout the event. In the event of any damage caused to the same, the OC and host college shall not be responsible.
- The organisers would not be accepting any on-the-spot registrations. Participants are required to produce proof of payment at the venue of the competition (the registration form).
- Deduction of marks will take place if the prescribed time limit is not adhered to.
- Eliminations will take place after every round.
- Engaging in any act involving vulgarity, profanity, and/or obscenity will lead to immediate disqualification. Failure to abide by any of the above rules will result in elimination.
- In any case of discrepancies, the decision of the judges and the organizing committee will be final. Failure to adhere to the rules will result in disqualification.
- The organizing committee reserves the right to add, modify, or amend the rules as required at any time during the competition.

**Registration Fee:
Rs. 800 Per Participant**

ABLAZE

College ID: Compulsory

Mode of Conduction: Offline

Number of Participants: Team Participation (1 team comprising 8-15 participants)

Judging Criteria:

- Choreography
- Music
- Coordination
- Adherence to and depiction of the theme provided.
- Creative and apt display of garments and accessories
- Walk of each participant
- The overall impact of the performance

Rules and Regulations:

- The event's theme is "Cultural Fusion."
- Participants must adhere to a time limit of 8-12 minutes (12 minutes being the maximum limit). Exceeding this limit will incur a negative marking.
- Participants must arrive fully dressed and adequately prepared for their performances.
- Green rooms shall be provided to the participants.
- Music tracks must be provided by the participants to the OC in MP3 format on a pen drive in a consolidated form
- All props used by teams must be promptly cleared from the stage after performances.

- Any props must be removed from the college premises after the conclusion of the event.
- Flammable or stage-dirtying substances are strictly prohibited, including those that would create any inconvenience or hinder subsequent stage usage.
- Participants are requested to notify the duration of their performance well in advance.
- Depending on registrations, an elimination round may be necessary, with participants duly informed.
- Vulgarity or obscenity in any form is strictly prohibited.
- Any such behaviour will result in immediate disqualification of the team.
- Any kind of cultural misappropriation and/or portrayal of sexism/hate speech will lead to the disqualification of the team immediately.
- In any case of discrepancies, the decision of the judges and the organising committee will be final. Failure to adhere to the rules will result in disqualification.
- The organising committee reserves the right to add, modify, or amend the rules as required at any time during the competition.

**Registration Fee:
Rs. 3000 Per Team**

TREASURE HUNT

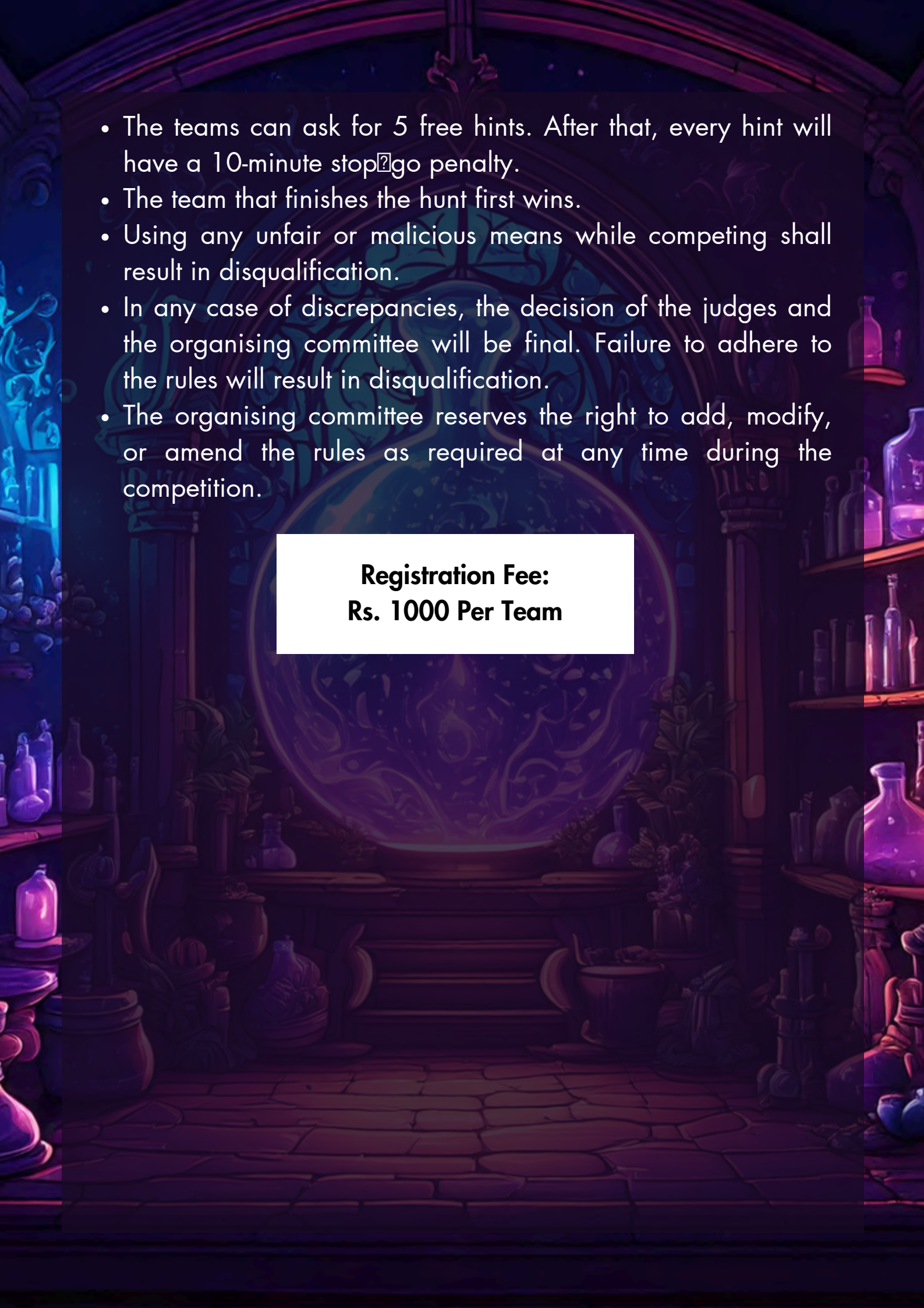
College ID: Compulsory

Mode of Conduction: Offline

Number of Participants: Team Participation (1 team comprising 3-5 participants)

Rules and Regulations:

- The area for hiding clues has been restricted to the vicinity of Viman Nagar, Pune.
- There will be 20 clues (max.) hidden around the vicinity of Viman Nagar.
- There will be 3 rounds of elimination. The first elimination will be after the first 5 clues. The second will be after the completion of 10 clues, and the final round of elimination will be after 15 clues.
- The treasure hunt will start in the SLS, Pune campus. The first 15 teams to solve the first 5 clues shall qualify after that, and only 10 teams will qualify after the 10th clue. In the final elimination round, 5 teams shall remain after the 15th clue.
- The registration fee does not include transportation charges. The participants shall bear the expense of autos to get around the area during the hunt.
- A few parts of the hunt will be online. Hence, the teams should have 1 laptop(preferably)/ Mobile phone with them during the hunt.

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- The teams can ask for 5 free hints. After that, every hint will have a 10-minute stop-go penalty.
 - The team that finishes the hunt first wins.
 - Using any unfair or malicious means while competing shall result in disqualification.
 - In any case of discrepancies, the decision of the judges and the organising committee will be final. Failure to adhere to the rules will result in disqualification.
 - The organising committee reserves the right to add, modify, or amend the rules as required at any time during the competition.

**Registration Fee:
Rs. 1000 Per Team**



IBTIDA: The Film Fest Film Screening

LAMHEIN-The Short-Film Making Competition

College ID: Compulsory

Mode of Conduction: Hybrid

Number of Participants: Team Participation (1 team comprising 4-5 participants)

Judging Criteria:

- **Story/Screenplay:** Inventiveness, originality and masterful integration of the story.
- **Relevance to the theme(s):** Relevance and adherence of the plot and storyline to the themes.
- **Technical Merit:** Proficiency in technical aspects of the short-film, including camera movement, editing, production design, sound design etc.
- **Artistic Merit:** Excellence in artistic aspects such as: direction, acting, cinematography, music score etc.
- **Message of the short film:** Clarity and effectiveness of the message delivered through the short-film and its relevance to the themes and current socio-political issues.

Rules and Regulations:

- Submissions must be based on either of the given themes: "Interstices – the void between memories" or "Unwritten – the story that never started."
- Video submissions should be 8 to 15 minutes long, with only

one entry permitted per college.

- The top 3 films will be screened during the event, and participants must submit the script alongside their film.
- If the submission is a silent film, narration must be provided along with the film.
- A 1-page document explaining the theme and vision of the film must also be submitted.
- Evaluation criteria include 70% Judges' Marks and 30% Audience Poll, with a discussion held afterward with panellists.
- Films can be in English, Hindi, or any vernacular language but must include English subtitles.
- The college bears no responsibility for late or lost entries due to Internet or email issues.
- Any presence of obscene or vulgar content leads to immediate disqualification.
- Copyright infringement complaints will be decided by the Organizers, with penalties or disqualification at their discretion. While filmmakers retain copyright, the college has the right to use films for promotional purposes with due credit given to the creators.
- In any case of discrepancies, the decision of the judges and the organizing committee will be final. Failure to adhere to the rules will result in disqualification.
- The organizing committee reserves the right to add, modify, or amend the rules as required at any time during the competition.

**Registration Fee:
Rs. 400 Per Team**



PERFORMING ARTS

EASTERN SOLO SINGING

College ID: Compulsory

Mode of Conduction: Offline

Number of Participants: Individual

Judging Criteria:

- Vocal Technique: Pitch, Tone, Breath Control and Intonation and Diction
- Language Criteria: Correctness of the lyrics and Clarity in singing and pronunciation
- Performance and Stage Presence: Confidence, Body language and Presence and Song Selection

Rules and Regulations:

- **Performance Theme: "Bolly Classics"** celebrates the rich heritage of Bollywood's **classical and semi-classical music**, bringing timeless melodies to life. This theme emphasizes songs that are deeply rooted in Indian classical traditions, incorporating elements of **Hindustani classical music, ragas, and intricate vocal techniques**.
- Participants are encouraged to perform songs that showcase the beauty of classical-based compositions, whether through soulful renditions or creative mashups. This theme brings together nostalgia, musical depth, and technical brilliance, allowing performers to showcase their vocal skills while keeping the essence of Bollywood's golden and contemporary classical music alive.

- **Time Limit:** Each participant is allotted **3 minutes** for their performance. Exceeding the time limit will result in deductions.
- **Setup Time:** An additional **1-minute setup time** is provided for those using instruments. Any delay beyond this will reduce the performer's allocated singing time.
- **Instrumental Accompaniment:** Participants may use **only one or two instruments** (e.g., guitar, synthesizer). Using more than two instruments is strictly prohibited. The participants are free to bring their background score if needed to be played and also perform without playback or instruments. The support of instruments or background music will **not influence** the judging criteria.
- In any case of discrepancies, the decision of the judges and the organizing committee will be final. Failure to adhere to the rules will result in disqualification.
- The organizing committee reserves the right to add, modify, or amend the rules as required at any time during the competition.

**Registration Fee:
Rs. 400 Per Participant**

WESTERN SOLO SINGING

College ID: Compulsory

Mode of Conduction: Offline

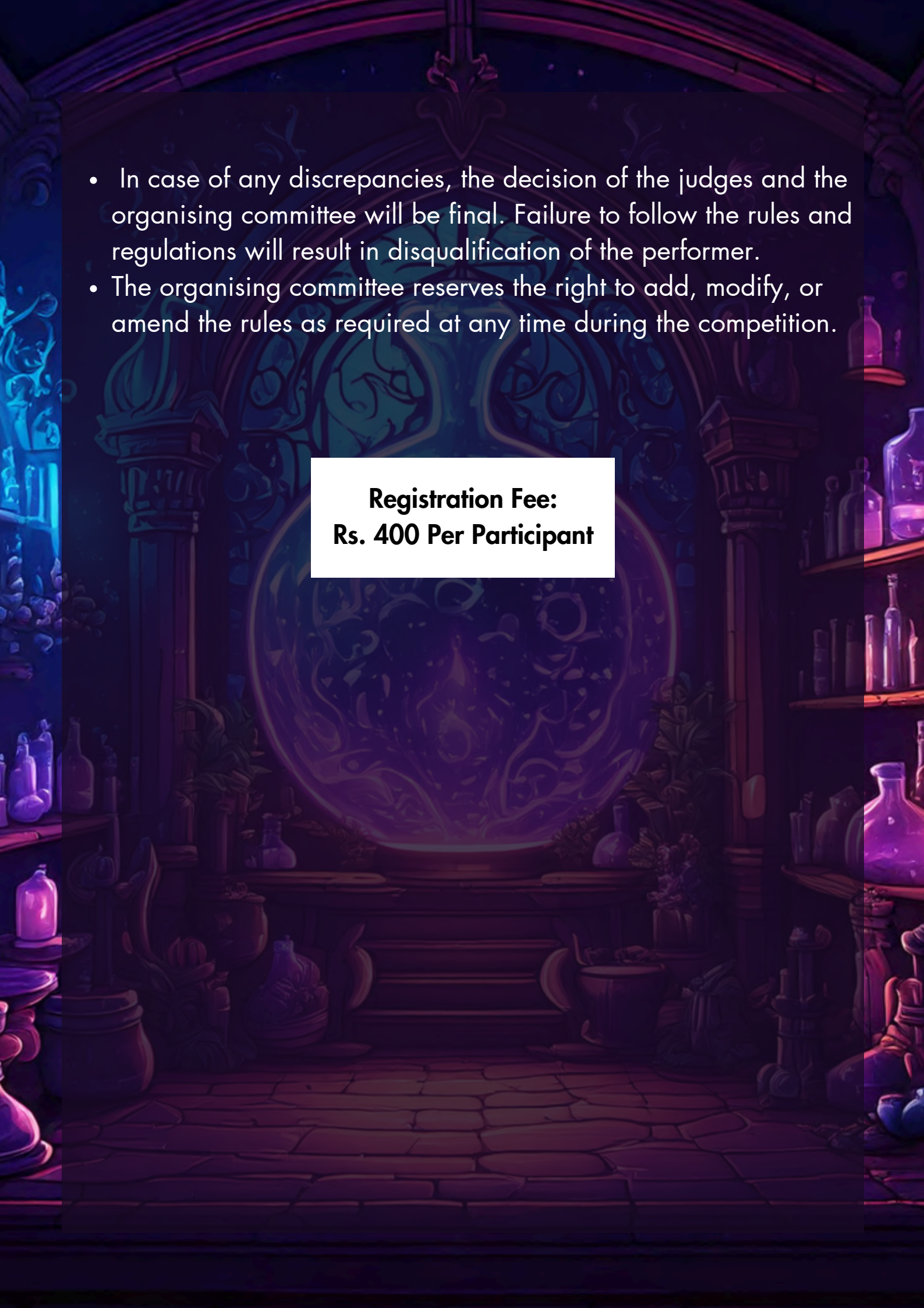
Number of Participants: Individual
Participation

Judging Criteria:

- **Vocal Technique:** Pitch, Tone, Breath Control and Intonation and Diction
- **Language Criteria:** Correctness of the lyrics and Clarity in singing and pronunciation
- **Performance and Stage Presence:** Confidence, Body language and Presence and Song Selection

Rules and Regulations:

- All participants must report at the venue 45 minutes before the start of the event.
- The time limit for the performance is 3-4 minutes. All additional time taken will be subject to penalties as per the discretion of the judges.
- Each performer is allowed to have 1 optional instrumental accompanist.
- The event will consist of 1 round.
- The performance of an original composition will get extra points.
- All the performers and their accompanist are required to adhere to the judging criteria, failure to do the same will attract negative points.

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- In case of any discrepancies, the decision of the judges and the organising committee will be final. Failure to follow the rules and regulations will result in disqualification of the performer.
 - The organising committee reserves the right to add, modify, or amend the rules as required at any time during the competition.

**Registration Fee:
Rs. 400 Per Participant**

LOST IN TRANSLATION

College ID: Compulsory

Mode: Offline

Number of Participants: Group

Participation (2 – 3 Members per team);

2 entries per college

Judging Criteria:

- **Accuracy of Translation:** Faithfulness to the meaning of the original lyrics.
- **Humour:** Witty or creative translation attempts that entertain.
- **Tune Adherence:** Maintaining the rhythm and tune of the original song.
- The judges' decision will be final and binding.

Rules and Regulations:

- **Preliminary Round:** Participants will be provided with the lyrics of a Hindi song. They will have 30 seconds to prepare and translate the song into English.
- **Final Round:** Participants qualifying for the final round will be given the lyrics of an English song. They will have 1 minute to prepare and translate the song into Hindi.
- Lyrics for both rounds will be provided on paper by the organizers and songs chosen will be popular and familiar to ensure fairness among the participants.
- Participants must arrive at the venue 30 minutes before the event begins.

- Lyrics will be distributed and collected after each round to maintain the integrity of the event.
- Time adherence is mandatory; exceeding the preparation or performance time may result in point deductions.

Code Of Conduct:

Participants must maintain decency in their translations; vulgar or inappropriate content will lead to immediate disqualification. The event promotes creativity and humour while respecting public morality and ethical standards

We look forward to celebrating linguistic creativity and talent through this event. Good luck to all participants!

**Registration Fee:
Rs. 300 per Individual**

STREET PLAY

College ID: Compulsory

Mode: Offline

Number of Participants:

Team Participation (1 team comprising 10- 15 participants)

Theme: “Chhoti Soch, Badi Baat” – Breaking Everyday Stereotypes

This theme encourages participants to challenge ingrained societal norms and biases through their performances. The aim is to highlight how seemingly small mindsets contribute to larger issues, while showcasing progressive, thought-provoking narratives that inspire change.

Judging Criteria:

- Content
- Formation
- Creativity
- Solution oriented approach
- Energy and Expression
- Script and Dialogues
- Costume/Dressing
- Coordination and teamwork
- Adherence to the given theme
- Adherence to the time limit

General Guidelines:

- Each college will be allowed only one entry for the event.
- The registration for the street play is limited to 15 teams. Registration will be on a first-come, first-serve basis.
- The time limit for performance is 15 minutes, exceeding which will result in a negative marking. A warning bell will be provided at 12 minutes, and a final bell will be rung at the end of 15 minutes.

- Language of the play - English and/or Hindi.
- Participants must report at the venue 30 minutes before the commencement of the event to avoid penalization.
- No offensive, vulgar, or obscene language is permissible.
- The competition will be conducted in an open space, replicating a street performance environment.
- The use of microphones, speakers, or external music systems is not allowed. Teams must create their own sound effects using vocals or live instruments.
- The host college will not be providing any props. The teams will be solely responsible for bringing and managing their props within the allotted performance time.
- A team can use a maximum of five props.
- A maximum of 2 percussion instruments will be allowed per team.
- Plagiarism in any form is strictly prohibited. Direct replication of existing work will attract penalization, though reasonable inspiration and widely accepted cultural references are permissible.
- Any team failing to comply with the rules and regulations will be subject to penalties or disqualification.
- In case of discrepancies, the decision of the judges and the organizing committee shall be final and binding.
- The organizing committee reserves the right to modify or amend the rules as required at any stage of the competition.

This is your stage, your moment—bring your stories to life, challenge perspectives, and make an impact. Let the power of performance ignite change!

**Registration Fee:
Rs. 1500 Per Team**

MONO ACTING

College ID: Compulsory

Mode of Conduction: Offline

Number of Participants: Individual Participation

Theme of the Event:

- Every great performance begins with a single voice, a single moment, and a single spark of creativity. "Mono Acting" celebrates the power of solo storytelling, where emotions take centre stage, and imagination knows no bounds.
- In this electrifying two-round challenge, the participants will showcase their prepared masterpieces before diving into the thrill of spontaneous improvisation. With unexpected twists and entertaining situations, this is not just a competition but a stage for unforgettable moments.

Judging Criteria:

- Content of the performance
- Script used in the performance
- Impact of the performance
- Spontaneity in performance

Rules and Regulations:

- Language for the purpose of the event can be Hindi, English, or Silent.
- Each participant is expected to perform for at least 3 minutes, and the maximum time limit for the performance can be 5 minutes. Exceeding the time limit will attract a negative marking. (This time limit includes any set-up time the participant might require).

- Any disrespectful, vulgar, or obscene language will not be allowed. Any such incident will result in immediate disqualification.
- There will be 2 elimination rounds. In the preliminary round, contestants will present a pre-prepared monologue of their choice, encompassing genres such as drama, comedy, or thriller. This round will evaluate their expressions, voice modulation, stage presence, and memorization skills, highlighting their ability to engage the audience and bring a character to life.
- On clearing the preliminary round, the participants shall advance to the final round of improv. Contestants will pick a chit with a theme, emotion, and scenario and will have 30 seconds to prepare and a maximum of 120 seconds to perform. They must rely on spontaneity and creativity to deliver an engaging act.
- Participants need to carry their own props for the preliminary round. For the improv round, props will be provided by the organisers.
- In any case of discrepancies, the Judges' and the organising committee's decision will be final. Failure to adhere to the rules will result in disqualification.
- The organising committee reserves the right to add, modify, or amend the rules as required at any time during the competition.

**Registration Fee:
Rs. 350 Per Participant**

SOLO DANCE

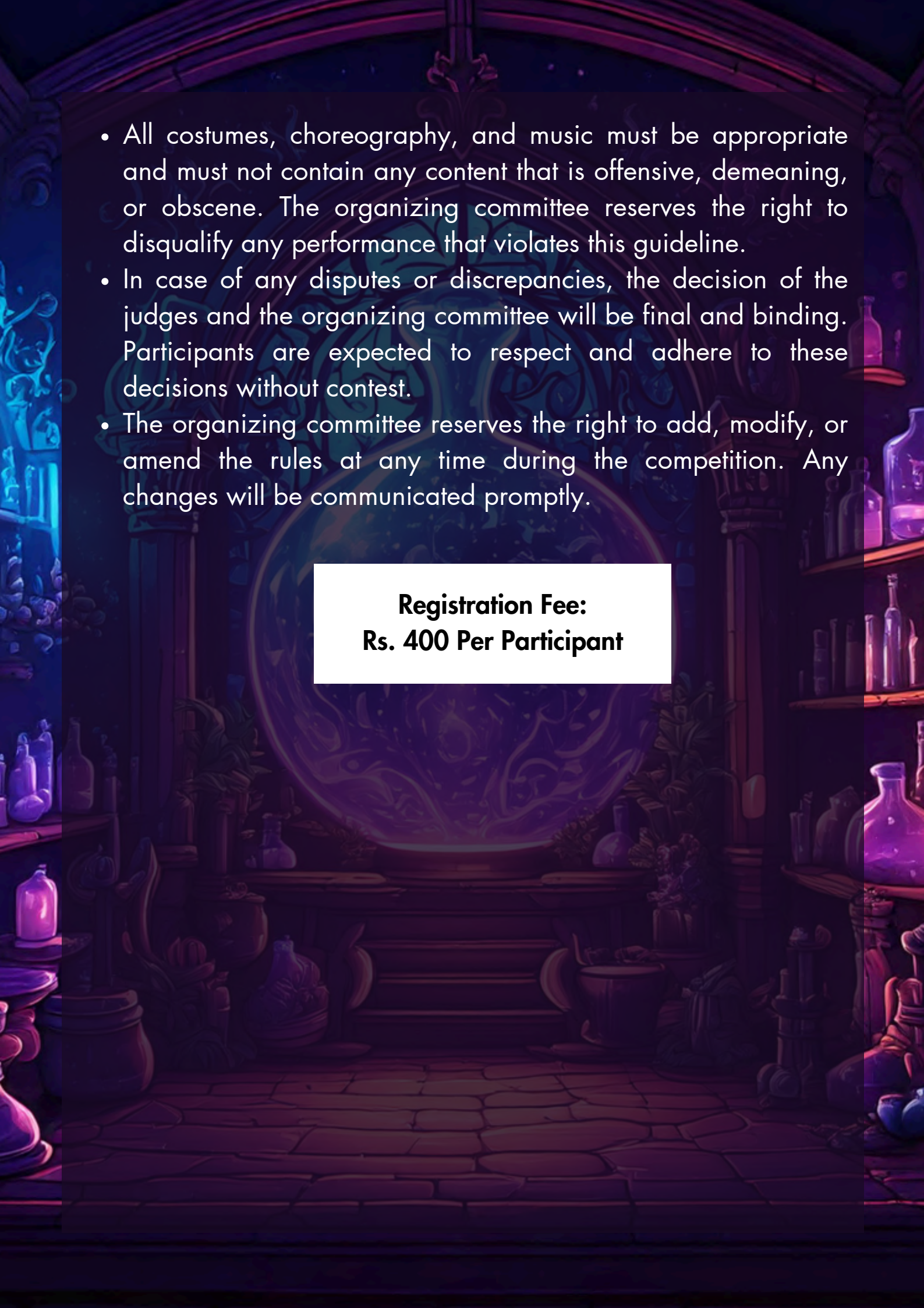
College ID: Compulsory

Mode of Conduction: Offline

Number of Participants: Individual Participation

Rules And Regulations:

- The competition will consist of only one round, giving each participant a single opportunity to showcase their talent. The total duration and sequence of performances will be determined based on the number of registrations.
- The minimum time limit shall be 2.5 minutes, while the maximum time limit shall be 4 minutes. Participants must strictly adhere to this time limit, as exceeding it may result in point deductions or disqualification.
- Participants are free to choose any dance style or theme. Whether classical, contemporary, hip-hop, or folk, the selection is entirely up to them, allowing for diverse and creative expressions.
- Participants may use props, but it is not mandatory. They are solely responsible for transporting, securing, and ensuring the safety of their props throughout the event. To maintain a seamless flow between performances, participants must set up and remove their props within a designated time frame, as communicated by the organizing committee. Any delays or disruptions caused due to props may result in penalties.
- No participant will be allowed to perform more than once in the competition, ensuring fairness and equal opportunity for all contestants.

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- All costumes, choreography, and music must be appropriate and must not contain any content that is offensive, demeaning, or obscene. The organizing committee reserves the right to disqualify any performance that violates this guideline.
 - In case of any disputes or discrepancies, the decision of the judges and the organizing committee will be final and binding. Participants are expected to respect and adhere to these decisions without contest.
 - The organizing committee reserves the right to add, modify, or amend the rules at any time during the competition. Any changes will be communicated promptly.

**Registration Fee:
Rs. 400 Per Participant**

DUET DANCE

College ID: Compulsory

Mode of Conduction: Offline

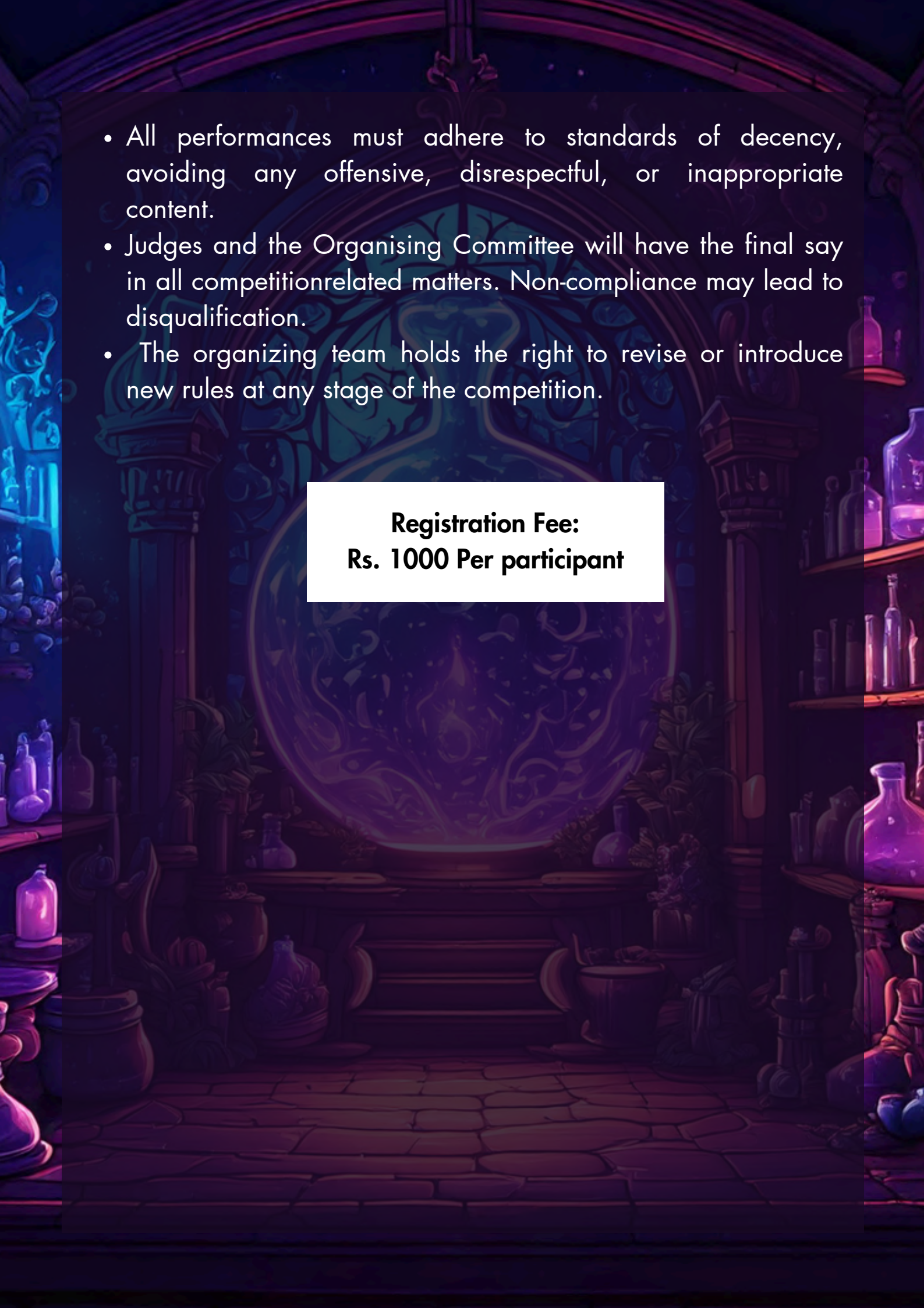
Number of Participants: Team participation (1 team comprising 2 participants)

Judging Criteria:

- Choreography
- Synchronization & coordination
- Theme expression & concept
- Creativity and originality
- Usage of Props and costumes

Rules and Regulations:

- The number of rounds will depend upon the number of registrations. Participants will be informed of the same a week prior to the event.
- There must be only 2 members in one team. More than 2 members will lead to disqualification.
- Performance duration must be between 3 to 5 minutes.
- Participants are free to choose any style or theme of dance.
- The participants must submit their tracks at least 48 hours prior to the date of the event.
- Participants are free to use any props of their choice. However, the same is not compulsory. Participants are solely responsible for the prop's transport and safety.

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- All performances must adhere to standards of decency, avoiding any offensive, disrespectful, or inappropriate content.
 - Judges and the Organising Committee will have the final say in all competition-related matters. Non-compliance may lead to disqualification.
 - The organizing team holds the right to revise or introduce new rules at any stage of the competition.

**Registration Fee:
Rs. 1000 Per participant**

LATENT SHOW

College ID: Compulsory

Mode of Conduction: Offline

Number of Participants: Individual Participation

Judging Criteria:

- Self-Rating Accuracy
- Creativity
- Execution
- Spontaneity

Rules and Regulations:

- The participant can showcase any of his or her talent which is with respect to the code of conduct and is not inappropriate in a time frame of 90 seconds.
- Each participant must fill out a self-rating form before the competition, where they will rate their own talent on a scale of 1-10. - This self-rating will be compared to the judges' evaluation to determine accuracy.
- The competition will consist of two rounds. - Details about the rounds will be shared with registered participants after registration closes.
- Participants must prepare a performance in advance. - There are no limitations on the type of talent (e.g., singing, dancing, comedy, magic, etc.). - The performance should be original and not plagiarized.
- Each participant will have 90 seconds to perform. - Exceeding the time limit will result in negative marking. The performance can be in English, Hindi, or a mix of both to cater to a diverse audience.

- All participants must carry their college ID for verification purposes. Participants are allowed to use their own props, costumes, or materials if required. The organizing committee will not provide any props or materials.
- Participants must adhere to reasonable standards of decency. - Vulgarity, obscenity, or offensive language is strictly prohibited and will result in immediate disqualification.
- The decision of the judges and the organizing committee will be final and binding. - Any discrepancies or disputes will be resolved by the organizing committee. Failure to adhere to the rules and regulations will result in disqualification.
- The organizing committee reserves the right to add, modify, or amend the rules at any time during the competition.

Additional Notes: The competition aims to discover hidden talents and encourage participants to showcase their unique abilities. Participants are encouraged to be honest in their self-rating and confident in their performance. The audience and judges will play a key role in determining the winner, so participants should focus on engaging both. Good luck to all participants! Let the latent talents shine!

**Registration Fee:
Rs. 350 Per Participant**

RAP BATTLE

College ID: Compulsory

Mode of Conduction: Offline

Number of Participants: Team Participation (1 Team comprising 2 participants)

Judging Criteria:

- Lyrical content
- Originality
- Audience Engagement
- Delivery
- Stage presence

Rules and Regulations:

- The theme of the event is "Gen Z Wala Pyaar." The overarching theme, will include topics on variations of love in this age; from childhood crushes, angsty situationships, long distance, and heartbreak. The themes of each battle will focus on any of these aspects, and contestants will have to rap for their variation of love while taking verbal jabs at their opponents'.
- The event style of rap is Freestyle.
- Participants are allowed to perform in Hindi or English language.
- Do not copy someone else's work. Your freestyle must be 100% original material and shall not infringe upon any third-party copyright, trademark or other intellectual property rights.
- It shall not contain any obscene or vulgar words or sexually explicit lyrics.

- When mocking or poking fun at opponents, the lyrics should prioritize humour and wit.
- The number of rounds will depend on the number of registrations. You will be informed of the same at least a week before the event.
- There will be two main brackets, under which slots will be allotted via a lot system.
- Winner of each round will advance while losers will be eliminated.
- Each team will be allotted a topic for their respective rounds through a lot system.
- Each team will be provided with 1 hour of preparation time for the first round, which will reduce as the team advances (e.g. 30 minutes, 20 minutes)
- The time limit ranges from a minimum of 3 minutes to a maximum of 5 minutes per team. Each participant in the team must rap for a duration of 30 seconds to 1 minute, depending on the team's size. Failure to adhere to the time limit will attract a penalty.
- The organizer of the event will appoint a timekeeper. The clock will start from the beginning of the first line spoken by the competitor.
- Copyright infringement complaints will be decided by the Organizers, with penalties or disqualification at their discretion. While participants retain copyright, the college has the right to use films for promotional purposes with due credit given to the creators.
- Competitors who exhibit rudeness, abusive behaviour, or are otherwise deemed unsuitable by the organizers will be disqualified from the competition.

- In any case of discrepancies, the decision of the judges and the organizing committee will be final. Failure to adhere to the rules will result in disqualification.
- The organizing committee reserves the right to add, modify, or amend the rules as required at any time during the competition.

**Registration Fee:
Rs. 350 Per Participant**

REEL TIME MEME BATTLE

College ID: Compulsory

Mode of Conduction: Offline

Number of Participants: Group

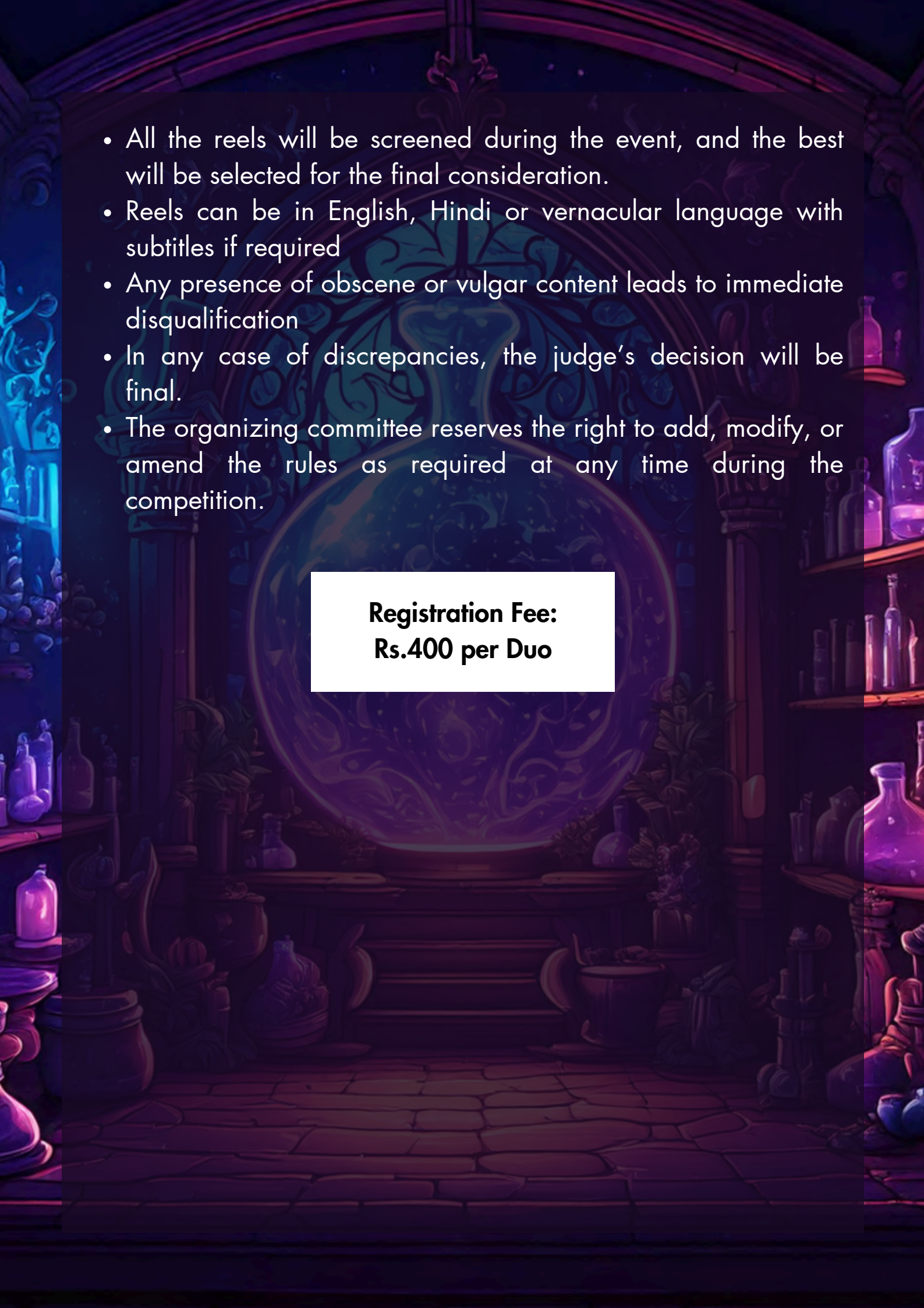
Participation (2 Members per team)

Judging Criteria:

- Originality of the meme-reel
- Relevance to the theme of the competition
- Meme trending value is higher for recent or relevant content and lower for outdated memes. Effort of the team - Participants will be accordingly marked based on the effort put in while preparing the reel
- Accuracy and Humour
- Editing Skills and appropriate use of technology

Rules And Regulations:

- The participants must bring their own electronic devices to make and edit the reel.
- Participants are free to use any currently trending meme as the reference/basis for the Instagram reel meme video.
- They can either use the meme template (the original meme video/photo) as the basis for their meme, reenact the meme itself and record it, or shoot a completely original video that references the meme.
- Submission must be based on the theme in the drive during the event.

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- All the reels will be screened during the event, and the best will be selected for the final consideration.
 - Reels can be in English, Hindi or vernacular language with subtitles if required
 - Any presence of obscene or vulgar content leads to immediate disqualification
 - In any case of discrepancies, the judge's decision will be final.
 - The organizing committee reserves the right to add, modify, or amend the rules as required at any time during the competition.

**Registration Fee:
Rs.400 per Duo**



QUIZZES

TECHBIZ QUIZ

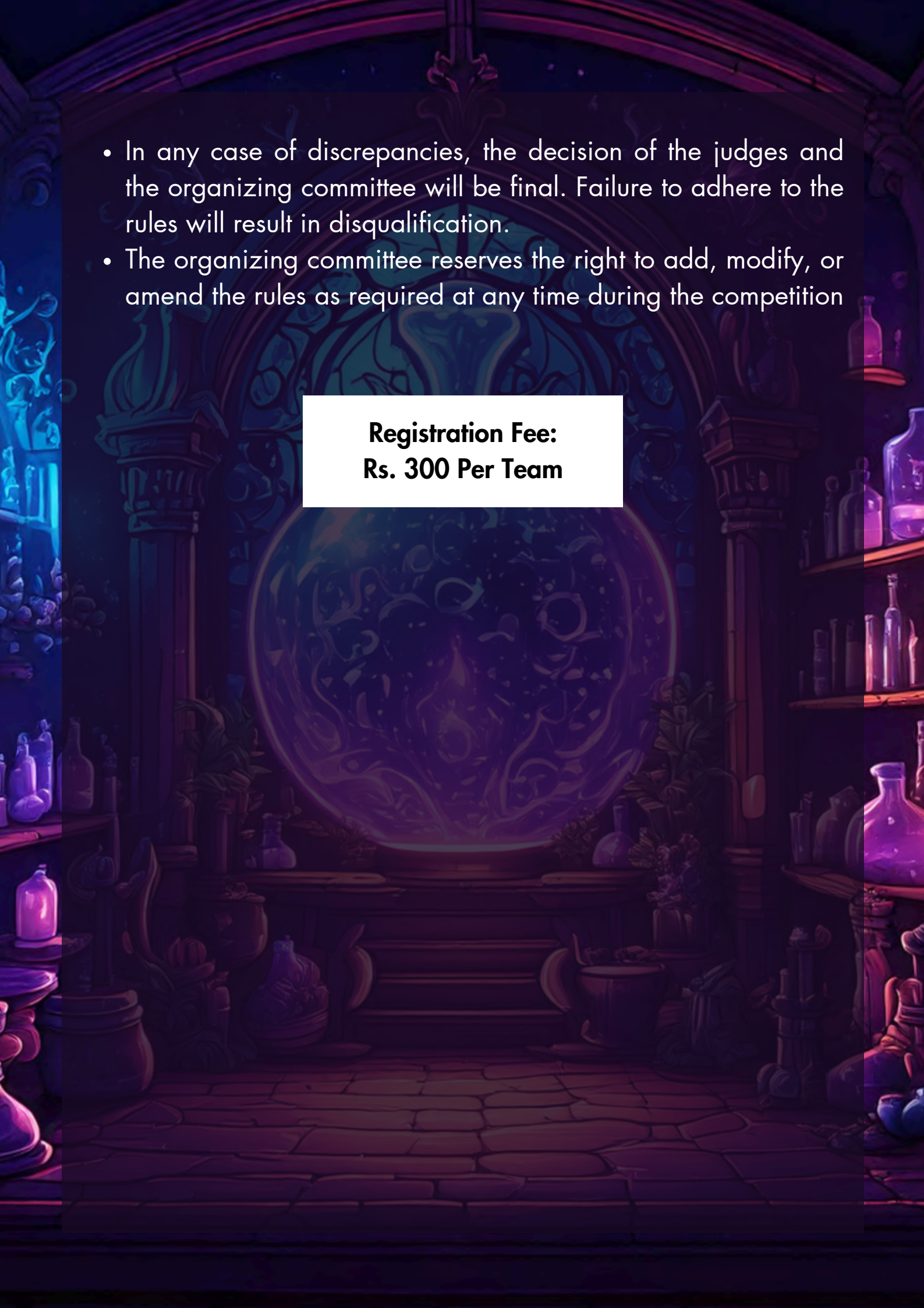
College ID: Compulsory

Mode of Conduction: Offline

Number of Participants: Team Participation (1 team comprising 3 participants)

Rules and Regulations

- The event will consist of five rounds, subject to change.
- Rounds 1 to 3: Option-based questions, each worth 10 points with a 5-point deduction for every incorrect answer.
- Round 4: After eliminations, top 4 selected teams will go through a question-answer round without options:
 - Teams will be asked questions individually, each worth 10 points, with a 5-point deduction for each incorrect answer
 - [Rapid-fire buzzer round in case of a tie, with 5 points for correct answers and - 5 for wrong answers.]
 - The top 4 teams advance.
- Round 5: The top 2 teams shall compete with a rapid-fire round.
- Each round will have a specific time limit, which will be communicated on the event day.
- Use of mobile phones, electronic devices, or any unfair means results in disqualification.
- The Organizing Committee will strictly address instances of malpractice.

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- In any case of discrepancies, the decision of the judges and the organizing committee will be final. Failure to adhere to the rules will result in disqualification.
 - The organizing committee reserves the right to add, modify, or amend the rules as required at any time during the competition

**Registration Fee:
Rs. 300 Per Team**

GENERAL QUIZ

College ID: Compulsory

Mode of Conduction: Offline

Number of Participants: Individual or
Team Participation (Maximum 2 members in a Team)

Rules and Regulations

- There will be 3 rounds in this Quiz.
- There will be a preliminary, semi-final, and final round.
 1. Preliminary Round - General Quiz
 2. Semi-Final Round – Audio -Visual Round
 3. Final Round – Rapid-Fire
- After the Semi-Final Round, there will be an “Audience Round” where Questions will be asked to the audience, and the winner/s will get exciting prizes.
- The mode of conducting all the rounds will be completely offline.
- In case of a tie, the winner will be decided by a Tie-Breaker Round.
- The individual/team that goes first will be in a cyclical manner.
- The individual/team that gets the correct answer gets the points, or else the subsequent individual in the cycle gets the opportunity to answer (except for the Rapid-Fire Round).
- The team that answers the most questions gains the maximum points. • The use of mobile phones/electronic devices or any unfair means will lead to disqualification.

- In any case of discrepancies, the decision of the judges and the organising committee will be final.
- Failure to adhere to the rules will result in disqualification.
- The organising committee reserves the right to add, modify, or amend the rules as required at any time during the competition.

Description of the rounds

- Preliminary Round - General Quiz
Rules - 2 Rounds of Questions. Direct Question gives 10 points. Passing Question gives 5 points. Each participant/team gets 15 seconds to answer. No Negative Marking
- Semi-Final Round – Audio -Visual Round
Rules - 1 Round of Questions. Direct Question gives 2 points. Passing Question gives 10 points. Each participant/team gets 15 seconds to answer. No Negative Marking
- Audience Round
Rules - First to answer gets the chance to win. Gadgets will not be allowed.

- Final Round – Rapid-Fire

Rules - Only one participant from each team gets to answer. Participants have to answer 5 questions in 1 Minute. Correct Answer gives 10 points, and wrong answer gives – 15 (Negative Marking). The participant can pass a question and move to the next if they wish to skip answering and come to it later.

- Tie-Breaker Round

Rules – “Guess the Price” Round -The team guessing the nearest amount wins. Round-figure guesses are not allowed.

**Registration Fee:
Rs. 300 Per Team**

ENTERTAINMENT QUIZ

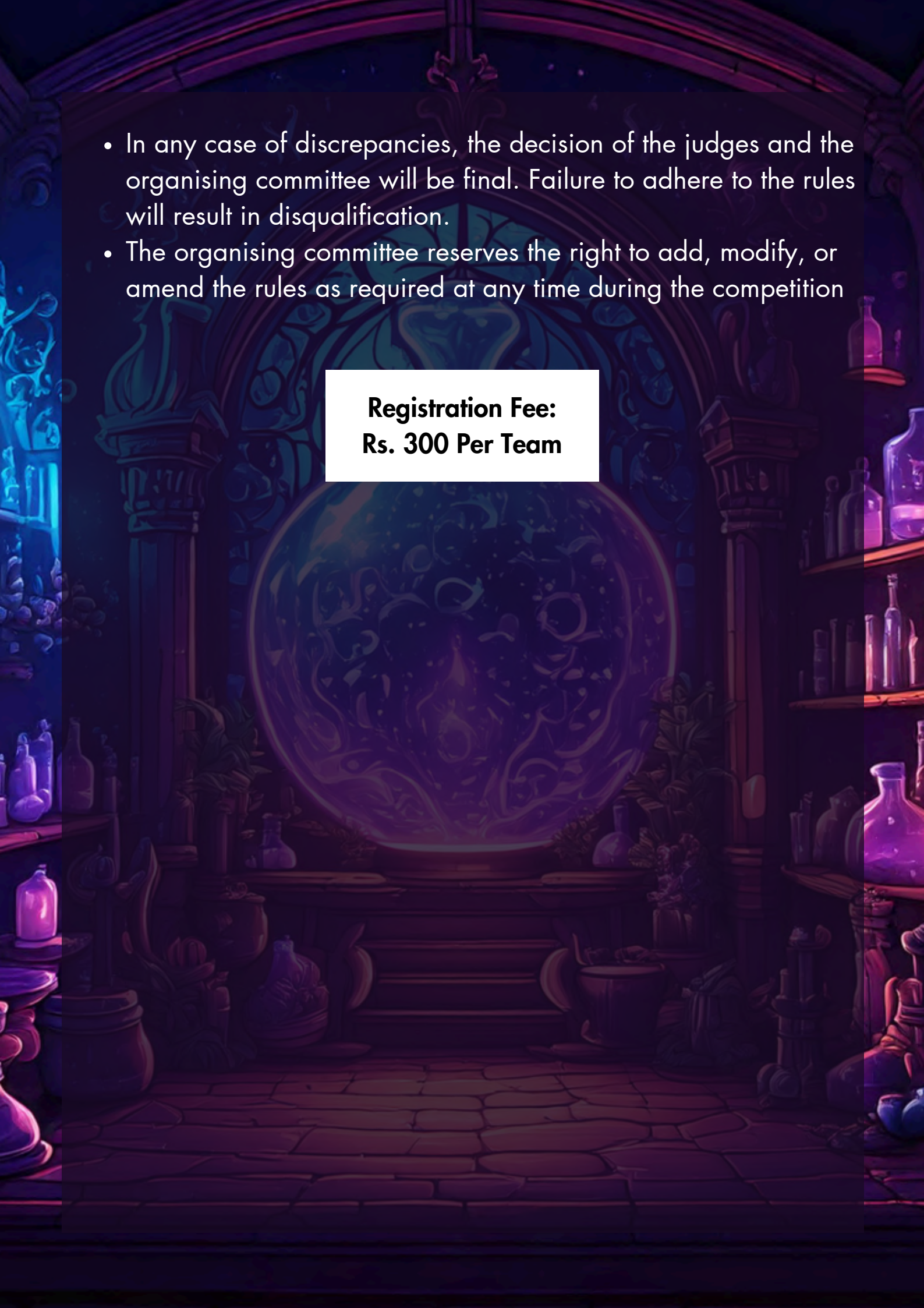
College ID: Compulsory

Mode of Conduction: Offline

Number of Participants: Team of two persons

Rules and Regulations

- The event will consist of three rounds - Prelims, Playoff and Finals.
- In the prelims round, 15 questions will be asked on the spot with top teams qualifying for the next round. Every correct answer will score 10 points for the team. In case of tie teams that answer more star marked (*) questions correctly will advance.
- The playoff round will include three rounds with standard bounce and pounce rules with top 2 teams qualifying for the next round. Every correct answer for a direct question will score 10 points for the team while a bounce question will score 5 points. A correct answer for Pounce will score 10 points and wrong would lead to a deduction of 5 points. Incomplete or half-answers will also attract 5 points deduction.
- In the finals, 10 questions will be asked to determine the winner, where each team will be provided with a buzzer. Every correct answer will score 20 points and wrong will reduce 20 points. A penalty of 10 points will be marked for answering out of turn. The team with the most answers will be declared winner.

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- In any case of discrepancies, the decision of the judges and the organising committee will be final. Failure to adhere to the rules will result in disqualification.
 - The organising committee reserves the right to add, modify, or amend the rules as required at any time during the competition

**Registration Fee:
Rs. 300 Per Team**



LITERARY EVENTS

WORD GAMES

College ID: Compulsory

Mode of Conduction: Offline

Number of Participants: Individual Participation

Rules & Regulations:

- Participants must sign up individually. Teams may be made among the participants themselves or may be made by the event heads on the day of the event.
- The use of profanity, slang, or any other abusive or inconsiderate language during participation will not be tolerated.
- The event will be divided into four rounds. Each round will be a different game.
- The first three rounds will be group-based, played in teams of 3 to 4 and the final round will be an individual game to determine the winner of the event.

Judging Criteria

- Word Relevance & Context
- Originality & Rarity
- Grammar & Spelling Accuracy
- Engagement & Interaction

Please Note

The event heads may add some surprise games, the rules of which shall be informed to all participants at the time of the event.

**Registration Fee:
Rs. 300 Per Participant**

SLAM POETRY

College ID: Compulsory

Mode of Conduction: Offline

Number of Participants: Individual Participation or Dual Participation

Evaluation Criteria

- Originality: Uniqueness of the piece and the poet's voice.
- Creativity: Innovative approaches to themes and presentation style. In reference to dual participation, Judges will assess how well the participants collaborate and complement each other for dual performances.
- Fluency: Smoothness and coherence of delivery.
- Expressiveness: Use of body language, voice, and overall engagement with the audience.
- Audience Connection: evaluation to be based on how effectively the performance engages the audience

Rules and Regulations

- Originality is Key: Participants must present original works of prose or poetry. Plagiarism will result in immediate disqualification.
- Language Inclusivity: Performances can be in English, Hindi, or Urdu. The goal is effective communication; language should not hinder your connection with the audience.

- **Time Limit:** Each performance must be between 2 to 4 minutes. Participants exceeding this limit will result in a deduction of marks.
- **Expressive Freedom:** Poets are encouraged to use gestures, facial expressions, or props to enhance their performance and make their piece more engaging.
- **Audience Engagement:** Participants are encouraged to connect with the audience through eye contact, interaction, and energy. Audience reaction will be considered in the scoring.
- **Collaboration Encouraged:** Dual performances are welcome. Poets must work together to create a cohesive piece that showcases both voices.
- **Balanced Contribution:** in cases of dual participation, each participant should contribute equally to the performance to ensure a harmonious presentation.
- **Content Warnings & No Attribution for Adaptations:** If a poem includes content that may be triggering for some audience members, the participant must provide a content warning beforehand. Additionally, participants should refrain from using profanity or excessively explicit language. Participants are not allowed to perform the work of another creator.
- **No Memorisation Required:** Participants are not required to memorise their prose for the performance. They may refer to notes as needed during their presentation.

**Registration Fee:
Rs. 300 Per Participant**

SHIPWRECK + COSPLAY

College ID: Compulsory

Mode of Conduction: Offline

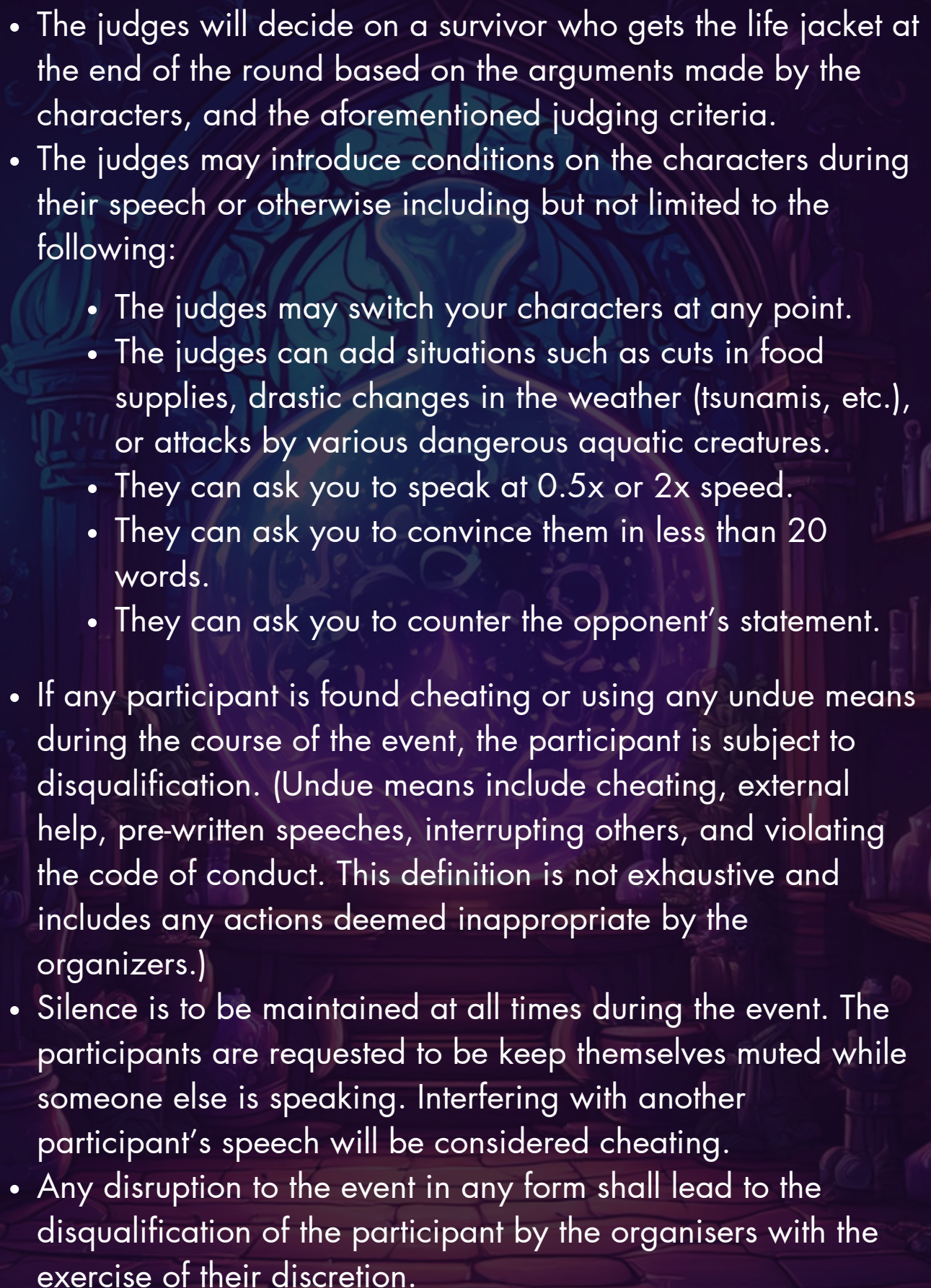
Number of Participants: Individual Participation

Judging Criteria:

- Soundness of arguments
- Pop-culture references
- Persuasiveness
- Ability to play the part of your character

Rules and Regulations

- The participants will all be given certain characters on the spot by the judges who shall be considered the captains of the ship.
- The characters are all then hypothetically put in a sinking ship with only one life jacket. The aim of the game for each participant is to convince the captains (judges) that they are the ones that need to be saved using the life jacket.
- The characters will each be given a maximum of 1:30 minutes to put forth their arguments in their initial speech.
- After each character has given their speech, the floor will be open for any participants to refute the arguments made by the character. The rebuttal round shall last for 5 minutes by default, or as per the discretion of the judges.

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- The judges will decide on a survivor who gets the life jacket at the end of the round based on the arguments made by the characters, and the aforementioned judging criteria.
 - The judges may introduce conditions on the characters during their speech or otherwise including but not limited to the following:
 - The judges may switch your characters at any point.
 - The judges can add situations such as cuts in food supplies, drastic changes in the weather (tsunamis, etc.), or attacks by various dangerous aquatic creatures.
 - They can ask you to speak at 0.5x or 2x speed.
 - They can ask you to convince them in less than 20 words.
 - They can ask you to counter the opponent's statement.
 - If any participant is found cheating or using any undue means during the course of the event, the participant is subject to disqualification. (Undue means include cheating, external help, pre-written speeches, interrupting others, and violating the code of conduct. This definition is not exhaustive and includes any actions deemed inappropriate by the organizers.)
 - Silence is to be maintained at all times during the event. The participants are requested to be keep themselves muted while someone else is speaking. Interfering with another participant's speech will be considered cheating.
 - Any disruption to the event in any form shall lead to the disqualification of the participant by the organisers with the exercise of their discretion.

- The decisions of the judges and organisers are absolute for the adjudication of each round, the declaration of the winners for the event and the disqualification of participants

**Registration Fee:
Rs. 400 Per Participant**

TWISTED PLOTS

College ID: Compulsory

Mode of Conduction: Offline

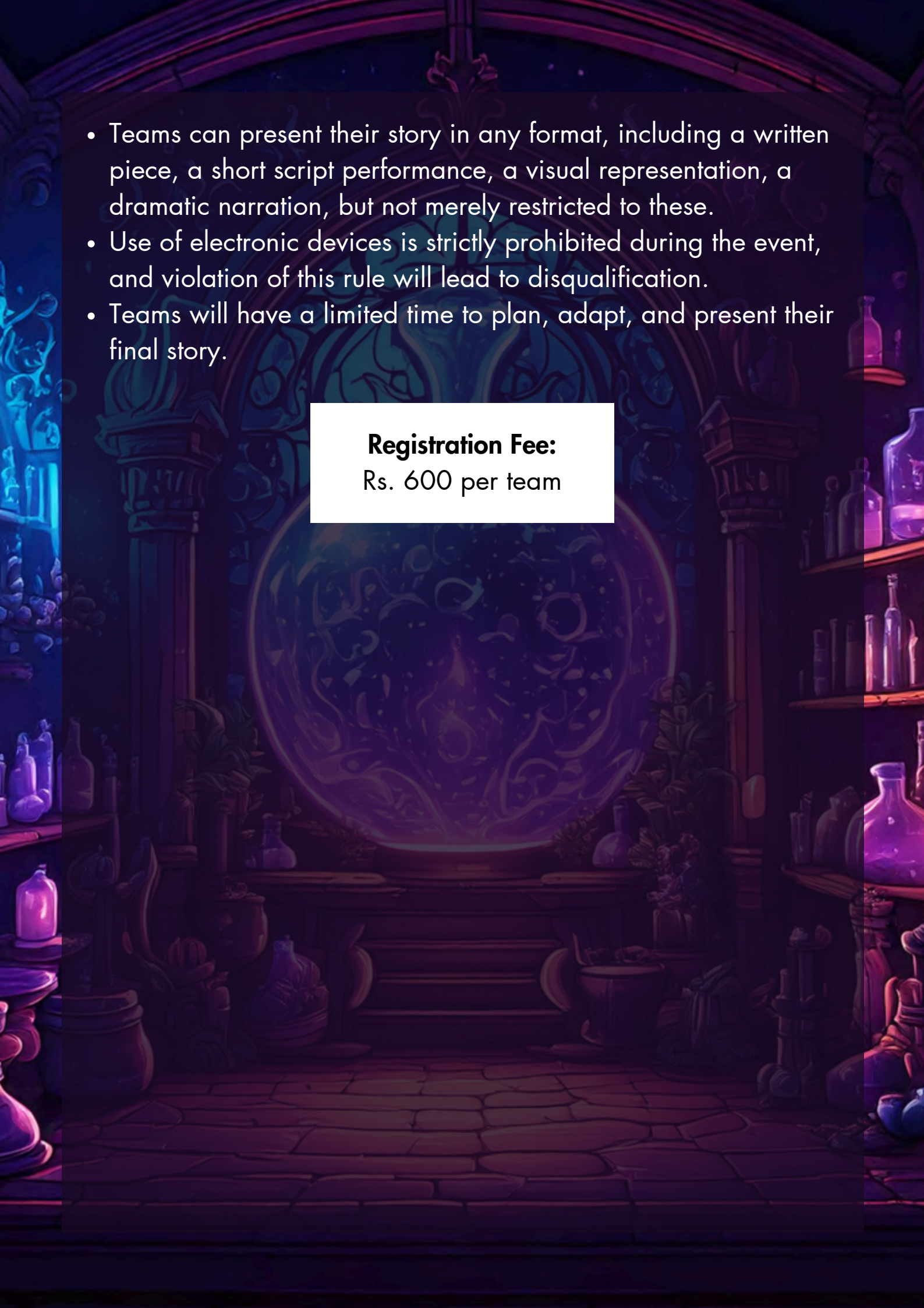
Number of Participants: 2-4 Students

Judging Criteria:

- **Creativity** – Originality and uniqueness in storytelling will be key factors in evaluating the teams.
- **Promptness in Thought** – The ability to think quickly and adapt to the mid-event plot twist will be assessed.
- **Extent of Incorporation of the Plot Twist** – Stories should integrate the given twist seamlessly while maintaining coherence and engagement.
- **Overall presentation** - The clarity, engagement, and coherence in delivering the story effectively.

Rules and Regulations:

- Each team is assigned a famous story and its plot ending (which may include a conclusion, summary, or climax).
- Teams must work to create a compelling narrative following the prompt provided.
- Midway through the event, a surprise plot twist will be announced.
- Teams must integrate this twist into their story while maintaining coherence and creativity. The twist could involve a change in setting, a shift in the character arc or even a different narrative style.

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- Teams can present their story in any format, including a written piece, a short script performance, a visual representation, a dramatic narration, but not merely restricted to these.
 - Use of electronic devices is strictly prohibited during the event, and violation of this rule will lead to disqualification.
 - Teams will have a limited time to plan, adapt, and present their final story.

Registration Fee:

Rs. 600 per team

CREATIVE WRITING

College ID: Compulsory

Mode of Conduction: Offline

Number of Participants: : Individual or Team Participation (1 team comprising 2 participants)

Judging Criteria:

- Originality
- Content
- Creativity
- Coherence and fluency
- Climax
- Vocabulary and grammar

Rules and Regulations:

- The event will be themed. There will be three themes/topics disclosed at the time of the event. The participant has to choose one.
- The participants will have to complete their article in 2 hours.
- The participants are required to write an original article of around 1000-1500 words. There should be a clear association between the topic and the prose.
- The article should be original. If the article is found to be copied or a modified version of an existing one, the participant will be disqualified.
- The judges will provide constructive feedback on the write-up to those who opt for it.
- The write-up of the event's winner will be uploaded on the official website of SLS Pune.

- In any case of discrepancies, the decision of the judges and the organizing committee will be final. Failure to adhere to the rules will result in disqualification.
- The organizing committee reserves the right to add, modify, or amend the rules as required at any time during the competition.

**Registration Fee:
Rs. 300 Per Participant**

FLIP SIDE DEBATE

College ID: Compulsory

Mode of Conduction: Offline

Number of Participants: Team Participation (1 Team comprising 3 Participants)

Rules and Regulations:

- The event has been divided in 2 rounds. Use of Internet or AI is strictly prohibited for both the rounds.
- **Round 1: Rapid Face-offs:**
 - The first round focuses on a team-based competition and the object is to get as many points as possible. Each team shall consist of 3 members.
 - The fixtures and sides will be determined by a draw of lots. A round shall consist of 2 teams, one from side government (Gov.) and one from side opposition (opp.) The motions will be released on the day of the event and the teams shall have 10 minutes of preparation time post the motion release.
 - The debate follows three 'Face-offs'
 - A face off consists of 1v1 between the speakers of both the teams i.e., the first speaker of side Gov. v. first speaker of side Opp and so on.
 - Speaker of side Gov. brings one argument in favour of the motion and the Speaker of side Opp. attempts at rebutting the said argument or brings something new which shall be compared to the respective speaker of Gov.

- Each speaker gets 1 minute to present their argument.
- One of the two speakers involved in a Face-off shall win the Face-off and their team gets 1 point.
- For instance:

The following is a Face-off

- Gov. Speaker 1 Speech – 1 minute speech
 - Opp. Speaker 1 Speech – 1 minute speech
 - Whichever speaker wins this Face-off, the respective team gets 1 point. The judge decides the winner of the Face-off, awards the points and tracks the progress of the debate.
 - Once all teams have spoken on the motion, only certain number of teams with the highest points qualify for the next round. The number of teams that will qualify will be determined based on the number of participating teams.
 - Not all teams that win the round shall qualify to the next round. The parameter to determine the winners of a Face-off is primarily the content and logic in their arguments but preciseness, logical coherence and consistency within the team also affect the adjudication.
- **Round 2: Flip Side Debate:**
 - Round 2 is an individual event where the members of the qualifying teams participate individually. A draw of lots will determine whether participants represent the Government or the Opposition initially.
 - The motions will be released on the day of the event and the teams shall have 10 minutes of preparation time post the motion release. Each participant is given 5 minutes to present their arguments.

- The adjudicator may ask the speaker to flip their stance at any point and the speaker must speak the rest of the speech time from the other side. For instance: if the speaker is allotted side Gov. the speaker must start speaking from side Opp. once he is asked to flip the stance by the adjudicator.
- Once flipped, the speaker has to refute everything that was said by the speaker up to that point and add on any new argument from this side. There is a protected period during the 1st and 5th minutes where the adjudicator cannot instruct the speakers to flip.
- A speaker can only be flipped once in a speech. The speakers shall be marked on content, logical breakdown of arguments and spontaneity and the speaker points shall determine the winner & runner up.

Registration Fee:
Rs. 600 per Team



MISCELLANEOUS EVENTS

GRAND CHARADES

College ID: Compulsory

Mode of Conduction: Offline

Number of Participants: Group participation

Format of the competition:

- Paperback Performance: This round will act as an elimination round, where one person from each team will enact book names, without making any sound or enacting alphabets. There will be a time limit of 3.5 minutes, and the person enacting may continue acting as many books as their teammates can guess within the time period
- Act like a professional: Each team shall send one member to pick a chit from a box, which contains various mainstreamed professions written on it. The member must then enact the allotted profession, trying to make his/her team guess it under 2 minutes and 30 seconds.
- Mime Time: In this round, one person from each team will enact a movie given by the opposing team, which their teammates have to correctly guess. The time period for this round is 1 minute and 30 seconds. The round will keep going until one of the teams fail to correctly guess the movie.
- Guess the song: This round shall decide the winner of the event! Various segments of multiple songs from different genre will be played, and the team to correctly guess the highest number of songs shall be crowned as the winner of the event!

Rules of the event:

- Each team will consist of 5 members.
- There should be no use of profanity, slang, or any other abusive or inconsiderate language or words.
- Violation of the abovementioned rule shall lead to immediate disqualification of the participants

**Registration Fee:
Rs. 350 Per Team**

HOGATHON

College ID: Compulsory

Mode of Conduction: Offline

Number of Participants: Individual Participation

Rules and Regulations

- Every participant's consumption during the set time will be tracked.
- Rounds will match the number of participants, with only four competing simultaneously.
- Each round lasts two minutes.
- Participants can eat as much as they want.
- The winner will be the one who eats the most chili-laden food. No drinks will be given during the event. If the participant wishes they can bring their own drinks.
- In any case of discrepancies, the decision of the judges and the organizing committee will be final. Failure to adhere to the rules will result in disqualification.
- The organizing committee reserves the right to add, modify, or amend the rules as required at any time during the competition.

Food Item: Vada Pav with Chillies

**Registration Fee:
Rs. 150 Per Participant**

CHUGATHON

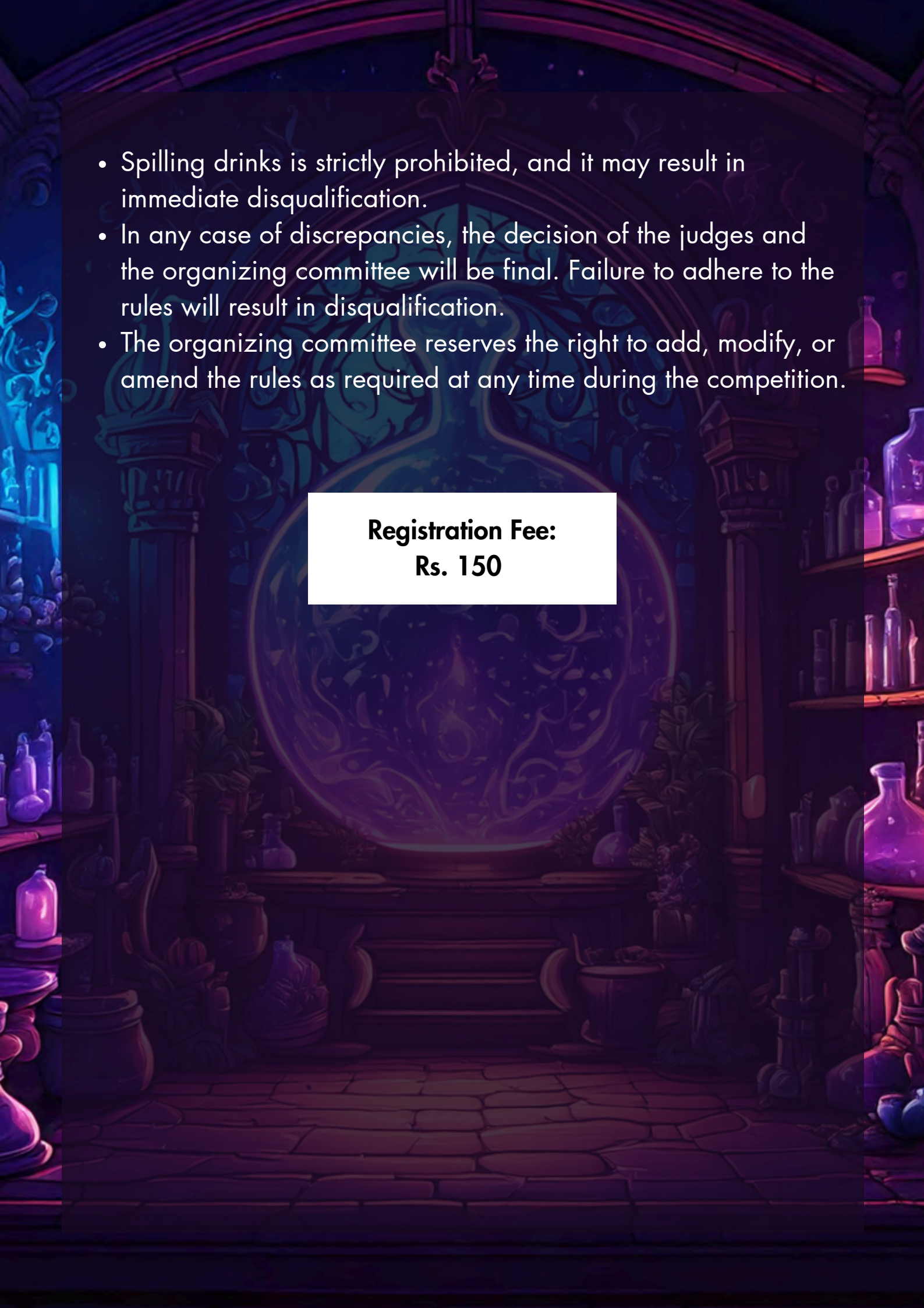
College ID: Compulsory

Mode of Conduction: Offline

Number of Participants: Individual Participation

Rules and Regulations:

- Participants will be given 8 glasses to drink – different flavored drinks.
- The time taken to drink all 8 glasses will be recorded. The participant with the shortest total time will win prizes.
- Participants should finish the drink in the given cup before moving on to the next one. Failure to do so will lead to disqualification.
- After every set of 3 glasses, the participants will be asked simple riddles i.e. Total 2 riddles per participant will be asked. (3 CUPS + 1 RIDDLE, 3 CUPS + 1 RIDDLE, 2 CUPS)
- Every correct answer will deduct 30 seconds from the time recorded, incorrect answers will not attract penalties, but participants must answer to move to the next glass.
- The riddles are designed to be simple, adding a little mental presence to the competition.
- The selection of drinks will be determined solely by the organizers.
- Participants must not pause or stop during their drinking time; any interruption may lead to disqualification.

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- Spilling drinks is strictly prohibited, and it may result in immediate disqualification.
 - In any case of discrepancies, the decision of the judges and the organizing committee will be final. Failure to adhere to the rules will result in disqualification.
 - The organizing committee reserves the right to add, modify, or amend the rules as required at any time during the competition.

**Registration Fee:
Rs. 150**

MURDER MYSTERY

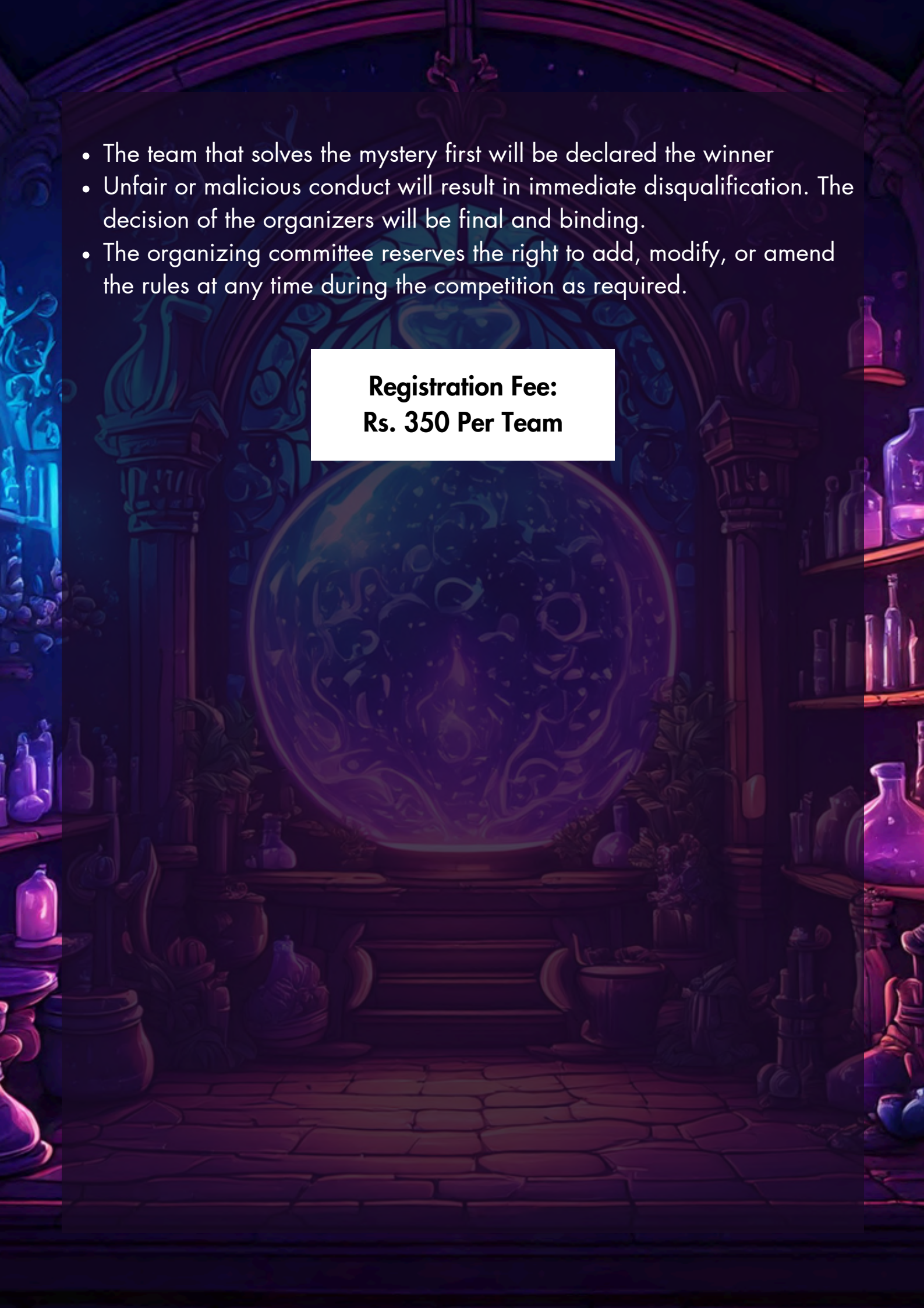
College ID: Compulsory

Mode of Conduction: Offline

Number of Participants: 4-5 participants
comprising 1 Team.

Rules and Regulations:

- The murder mystery will take place within Symbiosis Law School, Pune.
- The total duration of the event will be 1 to 1.5 hours.
- Participants will be introduced briefly to the story, the victim, and other characters at the beginning.
- Each team will receive all necessary evidence and paperwork to help them solve the mystery. Tampering with them will result in disqualification.
- Each team will be able to interrogate up to four witnesses, one at a time, for a maximum of 90 seconds per witness. A team will have to wait 3 minutes before interrogating the same witness again.
- Only one team can interrogate a witness at one point. The interrogation shall be confidential.
- Teams can request for hints, for which they will have to solve puzzles or complete certain tasks, the details of which shall be disclosed during the event.

- 
- The team that solves the mystery first will be declared the winner
 - Unfair or malicious conduct will result in immediate disqualification. The decision of the organizers will be final and binding.
 - The organizing committee reserves the right to add, modify, or amend the rules at any time during the competition as required.

**Registration Fee:
Rs. 350 Per Team**

VIRTUAL STOCK MARKET TRADING

College ID: Compulsory

Mode of Conduction: Offline

Number of Participants: Each team - 2 participants per team (maximum)

Judging Criteria:

Overall Return on Investment (ROI):

- This event will be conducted using a simulated version of an online trading platform, designed as a replica or spoof of the original. The platform will mimic real trading scenarios while ensuring a controlled and risk-free environment for participants.
- Participants will be evaluated based on the overall percentage return on investment achieved during the competition period.
- This criterion reflects participants' ability to make profitable investment decisions and manage their portfolios effectively.

Risk Management:

- Judges will assess participants' ability to effectively manage risk in their investment strategies.
- Factors considered may include portfolio diversification, risk-adjusted returns, and the use of risk mitigation techniques such as stop-loss orders.

Trading Strategy and Execution:

- Participants will be evaluated based on the coherence and effectiveness of their trading strategies.
- Judges will consider factors such as the rationale behind investment decisions, timing of trades, and adherence to stated investment objectives.

Innovation and Adaptability:

- Participants will be evaluated based on their ability to innovate and adapt their investment strategies in response to changing market conditions.
- Judges will consider the creativity and flexibility demonstrated in adjusting investment positions and seizing new opportunities.

Rules and Regulations:

- Each college will be allowed only one entry for the event.
- Each team needs to bring their own laptop.
- The registrations for the competition are limited to 30 teams.
- Registration will be on a first-come, first-serve basis.
- Participants must report at the venue 30 minutes prior to the commencement of the event to avoid penalization.
- The Competition will be conducted in a closed environment in a room.
- The host college will not be providing electronic devices. The teams will be solely responsible for bringing and managing their electronic devices.
- In any case of discrepancies, the decision of the Judges and the Organizing Committee will be final. Failure to adhere to the rules will result in disqualification.
- The organizing committee reserves the right to add, modify or amend the rules as required at any time during the competition.

**Registration Fee:
Rs. 400 (Per individual)**

CASE COMPETITION

College ID: Compulsory

Mode of Conduction: Offline

Number of Participants: Individual/Team
Participation

Judging Criteria:

- Preliminary Round: Time limit of 10 minutes. Presentation must be about 3 – 5 slides consisting Introduction, Solution Overview, Opportunities and Challenges.
- Final Round: Time limit of 15 minutes. Presentation must be about 7 – 10 slides consisting Introduction, Solution Overview, Methodology, Expected Impact, Feasibility & Scalability, Risks.
- Marking Criteria: Innovation and Creativity 15%, Feasibility and Scalability 20%, Strategy and Business Viability 30%, Presentation Skills 20%, Problem Understanding and Solution Impact 15%.

Rules and Regulations:

- One student cannot be part of more than 1 team. Cross-college teams are not allowed
- Each team who has successfully completed the Registration requisites under the rules shall be allotted a unique code. Each team must use only this team code for any further communication with the Organizers.

- The PPT should be named in the following format: Round 1: TeamCode_CC25_R1, Round 2: TeamCode_CC25_R2
- PPT must be submitted on or before the 30th March 2025, 11:59 p.m. Submissions once given will be final. No modifications or late submissions will be accepted.
- Any use of personal devices/internet during the presentation or plagiarism will result in disqualification. All submitted material must be original and developed by the teams.
- Participant/team with highest score will be declared Winner and will receive Cash Prize.

**Registration Fee:
Rs 400 per duo**

OPEN MIC

College ID: Compulsory

Mode of Conduction: Offline

Number of Participants: Individual Participation

Judging Criteria:

- Content
- Originality and depth
- Accuracy and sensitivity
- Engagement and clarity
- Creativity and expression
- Sense of humor

Rules and Regulations:

Calling all comedians, poets, spoken-word artists, and anyone with a creative itch! Join us for an unforgettable evening of self-expression and community at our Open Mic Event! Share your thoughts, make people laugh, and raise awareness on important issues through humor, poetry, or storytelling

- All performances and content must be respectful of all individuals and groups, regardless of their background, beliefs, or experiences.
- All participants must adhere to code of conduct
- Performances should be based on factual information and avoid spreading misinformation.

- The language used must preferably be English or Hindi to cater to the needs of a diverse audience.
- Each participant will get 4-6 minutes to express their views. Exceeding the time limit will result in negative marking.
- Participants must be at the venue 30mins before their assigned time. A participant who is not present shall forfeit their chance to participate.
- Participants are welcome to use props, but it's not required and won't affect their score. Props, costumes, or other materials will not be provided by the college, and participants are responsible for their own belongings.
- Hate speech, racist, sexist, homophobic, etc. comments will not be tolerated and are strictly prohibited.
- The judges and organizers have the final say in all cases. Any rule violation will lead to disqualification.
- Each participant must carry their college ID for verification purposes.
- Participants should conform to reasonable standards of decency; vulgarity, obscenity, or offensive language is prohibited.
- In any case of discrepancies, the decision of the judges and the organizing committee will be final. Failure to adhere to the rules will result in disqualification.
- The organizing committee reserves the right to add, modify, or amend the rules as required at any time during the competition.
- All performances and content must be respectful of all individuals and groups, regardless of their background, beliefs, or experiences.

**Registration Fee:
Rs. 300 Per Participant**

LITBIZZ

College ID: Compulsory
Mode of Conduction: Offline
Number of Participants: Team Participation
(1 Team comprising 1-5 participants)

Rules and Regulations:

SEGMENT 1: CREATING AN INNOVATIVE VERTICAL CONCEPT:

- Participants will be assigned to an existing company. They are responsible for formulating practical business strategies and establishing a new vertical/segment for the specified company.
- Participants can select any form or conduct of business associated with the company. They must develop or invent something novel concerning that business or company.
- For instance, Zomato has different verticals such as Marketing, Human Resources, Finance, etc., and within the vertical of marketing, Zomato utilises Google AdWords and, most notably, email marketing that we all know and may not love.
- Here, the participants can select the desired vertical they want to work in, after which they would have to design the vertical selected.

SEGMENT 2: MARKETING THE VERTICAL

- Participants will showcase their marketing skill by developing a compelling campaign for the new business vertical they created in the first segment. Under this segment, the participants must undertake copywriting, branding, and strategic marketing to create maximum impact in their pitch.
- Each team will design and execute a marketing strategy to promote their newly developed business vertical.
- This includes – creating engaging slogans and taglines, designing promotional campaigns and showcasing their campaign using creative formats enlisted below.

Creative Formats:

- **Promotional Video:** A short, impactful ad or brand video highlighting the product or service.
- **Social Media Strategy:** A detailed campaign plan for Instagram, LinkedIn, Twitter on paper or word document.
- **Pitch Presentation:** A structured PowerPoint/PDF showcasing the marketing strategy and execution plan.
- **Creative Print Banners:** Digital or handmade posters, brochures or infographics.

Judging Criteria:

- **Message Clarity & Engagement:** Clear and persuasive communication of the marketing message. Ability to engage and retain audience interest
- **Creativity & Branding:** Uniqueness and originality of the campaign. Alignment with the brands identity and values.
- **Execution & Presentation:** Professionalism and clarity in the campaign's execution. Visual appeal, coherence, and overall impact.

**Registration Fee:
Rs. 350 Per Participant**

GULLY CRICKET

College ID: Compulsory


Mode of Conduction: Offline

Number of Participants: Team

Participation (1 team comprising 6-8 participants)

Rules and Regulations:

- The game of cricket will be played at a level of Tennis Ball Cricket.
- The game consists of 6 overs per innings. Each player can bowl only one over per innings. Runs can be scored through Sixes, Fours, Running between the wickets, and declared runs.
- Two substitutes are allowed per team.
- Only 6 people from each team should be at the field.
- Runs would be allowed behind the stumps.
- Wickets can be taken in the form of: Bowled, Caught, Hit-wicket, Runout and Caught behind the stumps.
- The ball caught after touching the net will be considered as a rebound and runs/ wicket will be given as when the ball would have touched ground.
- The decision made by the umpire would be considered final, 2 reviews can be taken; where the two umpires will discuss the decision.

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- In any case of discrepancies, the decision of the judges and the organizing committee will be final. Failure to adhere to the rules will result in disqualification.
 - The organizing committee reserves the right to add, modify, or amend the rules as required at any time during the competition.

**Registration Fee:
Rs. 1200 Per Team**



PRONITE EVENTS

BATTLE OF BANDS

College ID: Compulsory

Mode of Conduction: Offline

Number of Participants: Team Participation (1 team comprising 3-8 participants)

Rules and Regulations:

- The event will consist of two rounds. The first round will be a submission- and screening-based round, and the second round will be a live performance.
- A total of 5 bands will be qualifying for the Final Live Performance.
- Participants are allowed to perform in Hindi or English language.
- Every band can have only one accompanist. Vocals are compulsory; purely instrumental pieces are not allowed.
- Songs performed by the band may be covers or originals.
- Musical instruments and equipment such as a 5-piece drum kit with cymbals such as 1 hi-hat, 1 crash, and 1 ride, as well as mics and cables, will be provided. Bands are responsible for any reasonable damage to instruments provided by colleges.
- They must bring all other instruments, and participants should carry extra cables.
- On-the-spot entries will not be entertained.
- Participants registering are supposed to send their pre-recorded mixtapes (sets) to pronite.symbhav@symlaw.ac.in with the subject as "Battle of Bands – Mixtape 2025" along

with the name of their band.

- Only 2 entries will be allowed per College.
- The time limit of each entry shall be 15 minutes (8 mins playing + 3 mins set up time + 4 mins sound check).
- Exceeding the time limit will lead to marks being deducted.
- Any kind of vulgarity or obscenity will not be appreciated and will lead to immediate disqualification. If you have some inappropriate words and phrases in the songs chosen, please censor/replace the words or phrases in compliance with the guidelines of the event and college.
- In any case of discrepancies, the decision of the judges and the organizing committee will be final. Failure to adhere to the rules will result in disqualification.
- The organizing committee reserves the right to add, modify, or amend the rules as required at any time during the competition

**Registration Fee:
Rs. 1200 Per Band**

WAR OF DJs

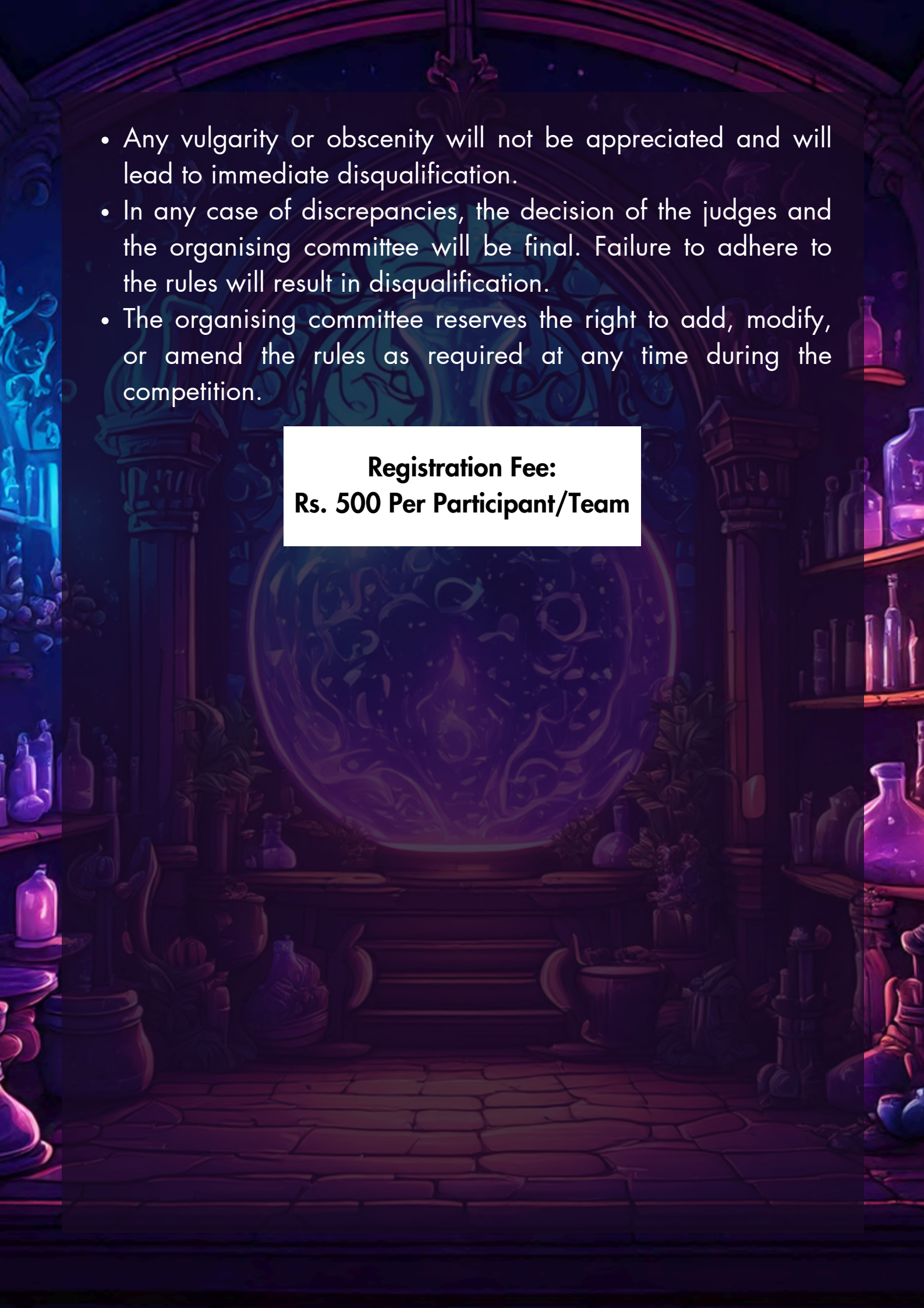
College ID: Compulsory

Mode of Conduction: Offline

Number of Participants: Team/Individual participation
(1 team comprising 2 participants)

Rules and Regulations:

- The event will consist of two rounds. The first round will be a submission- and screening-based round, and the second round will be a live performance.
- A total of 5 entries will be qualifying for the Final Live Performance.
- Performances by DJs are considered their art. There is no specific requirement or theme of music.
- On-the-spot entries will not be entertained.
- Participants registering are supposed to send their pre-recorded mixtapes (sets) to pronite.symbhav@symlaw.ac.in with the subject "War of DJs - Mixtape 2025."
- Only 2 entries will be allowed per college.
- The time limit for each entry shall be 20 minutes (10 mins playing + 10 mins setup time). Exceeding the time limit will lead to deduction of marks.
- The Participants must bring a Pen Drive, readable in the Record Box software, on the day of the Live Performance.

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- Any vulgarity or obscenity will not be appreciated and will lead to immediate disqualification.
 - In any case of discrepancies, the decision of the judges and the organising committee will be final. Failure to adhere to the rules will result in disqualification.
 - The organising committee reserves the right to add, modify, or amend the rules as required at any time during the competition.

**Registration Fee:
Rs. 500 Per Participant/Team**



ONLINE GAMING EVENTS

FIFA

College ID: Compulsory

Mode of Conduction: Offline

Number of Participants: Individual Participation

Rules and Regulations:

- The tournament format is single-elimination knockout. The stages will be determined by the number of registrations received and will follow this structure:
 1. Preliminary Stage:
 - Single-elimination matches.
 - Standard tournament bracket with winners progressing to the next round.
 2. Quarterfinals:
 - Remaining participants compete in head-to-head battles.
 3. Semifinals:
 - Survivors from the quarterfinals clash for a spot in the final.
 4. Final Match: Winner takes it all
- There will be one game per round for each player.
- The game will be played on a PlayStation 4 (PS4) device.
- Each match will last for 6 minutes.
- Re-entry will be permitted only during the group stage round.

- Players can choose any team to play in FIFA 22 apart from World 11, Classic 11 and Adidas All Stars.
- Players are permitted to bring their controllers, as long as they are compatible with PS4.
- Only on the possession of the ball can the players avail the option of a 'Pause'. Only 2 'Pauses' per match are allowed. The duration of a 'Pause' must not exceed 30 seconds.
- Pausing the game when the ball is not in possession of the player would result in disqualification.
- The Offside and Injuries option will be switched on.
- Timed finishing will be switched off in all the games.
- Any form of misbehaviour, vulgarity, foul language, obscenity, cheating will lead to immediate disqualification of the participant.
- In any case of discrepancies, the decision of the judges and the organizing committee will be final. Failure to adhere to the rules will result in disqualification.
- The organizing committee reserves the right to add, modify, or amend the rules as required at any time during the competition.

**Registration Fee:
Rs. 300 Per Participant**

VALORANT

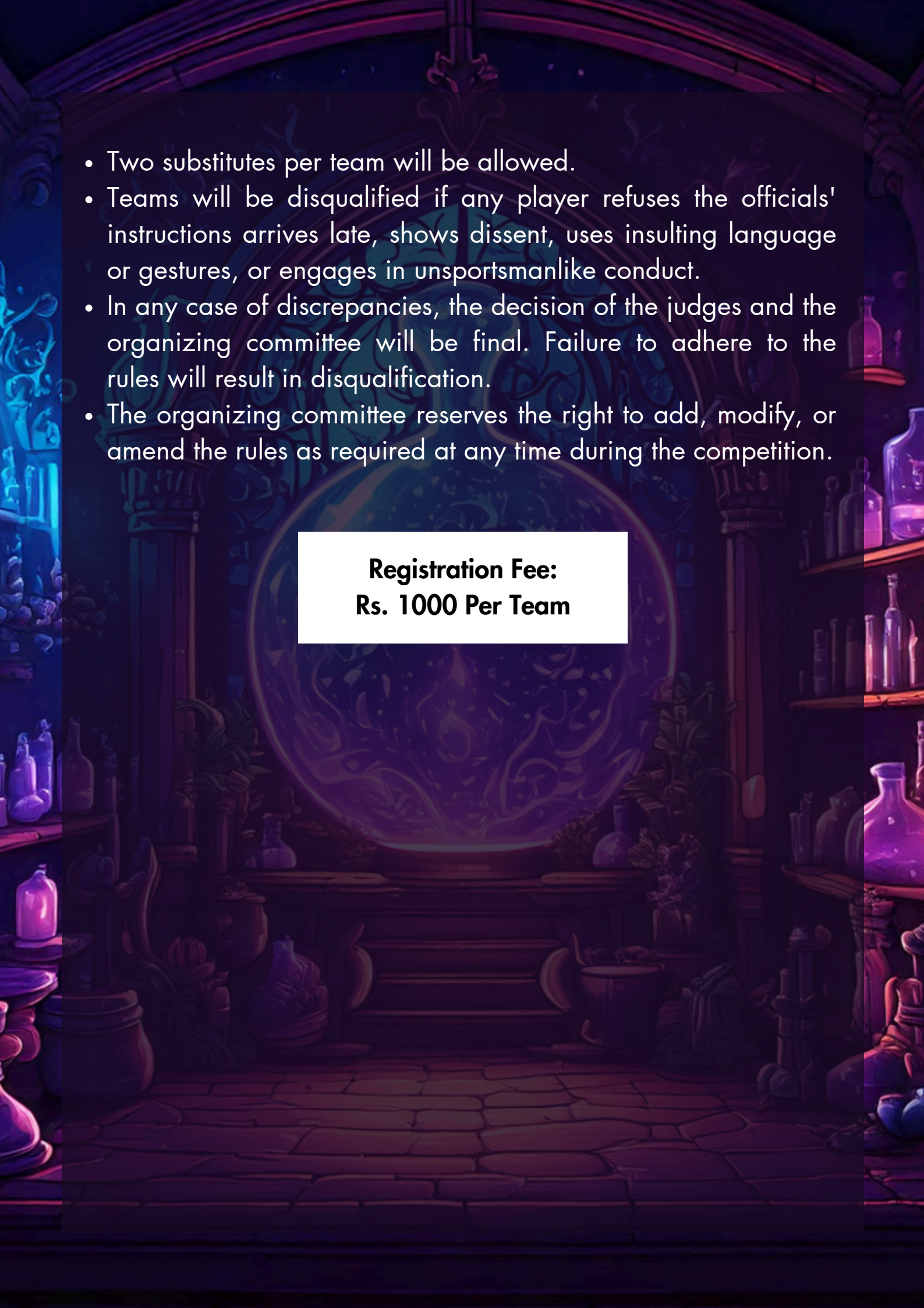
College ID: Compulsory

Mode of Conduction: Online

Number of Participants: Team Participation (1 team comprising 5 participants)

Rules And Regulations:

- All participants must use their own devices to play and may take part from any venue. The organization will not be responsible for providing devices or Wi-Fi connectivity for participation.
- Matches will be hosted on the Mumbai Server Standard Mode Custom Match.
- Maps will be finalized by vetoing active duty maps until one remains.
- The matches will be conducted in knockout format. The winners progress to the next round until one team remains. The losing team of each match is eliminated from the tournament.
- A toss will decide the selection of attackers and defenders.
- Using pause during a round (except for technical issues at the end or during freeze time), exploiting game-altering bugs, using scripts, or custom files, and placing out of-map Cypher cameras or indestructible cameras is strictly prohibited. Violations result in disqualification.
- Each team must have a designated captain who acts as the liaison between the organizers, administrators, and the team.
- The captain is responsible for check-in on the tournament day and serves as the team's spokesperson in case of disputes.

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- Two substitutes per team will be allowed.
 - Teams will be disqualified if any player refuses the officials' instructions arrives late, shows dissent, uses insulting language or gestures, or engages in unsportsmanlike conduct.
 - In any case of discrepancies, the decision of the judges and the organizing committee will be final. Failure to adhere to the rules will result in disqualification.
 - The organizing committee reserves the right to add, modify, or amend the rules as required at any time during the competition.

**Registration Fee:
Rs. 1000 Per Team**

CALL OF DUTY MOBILE

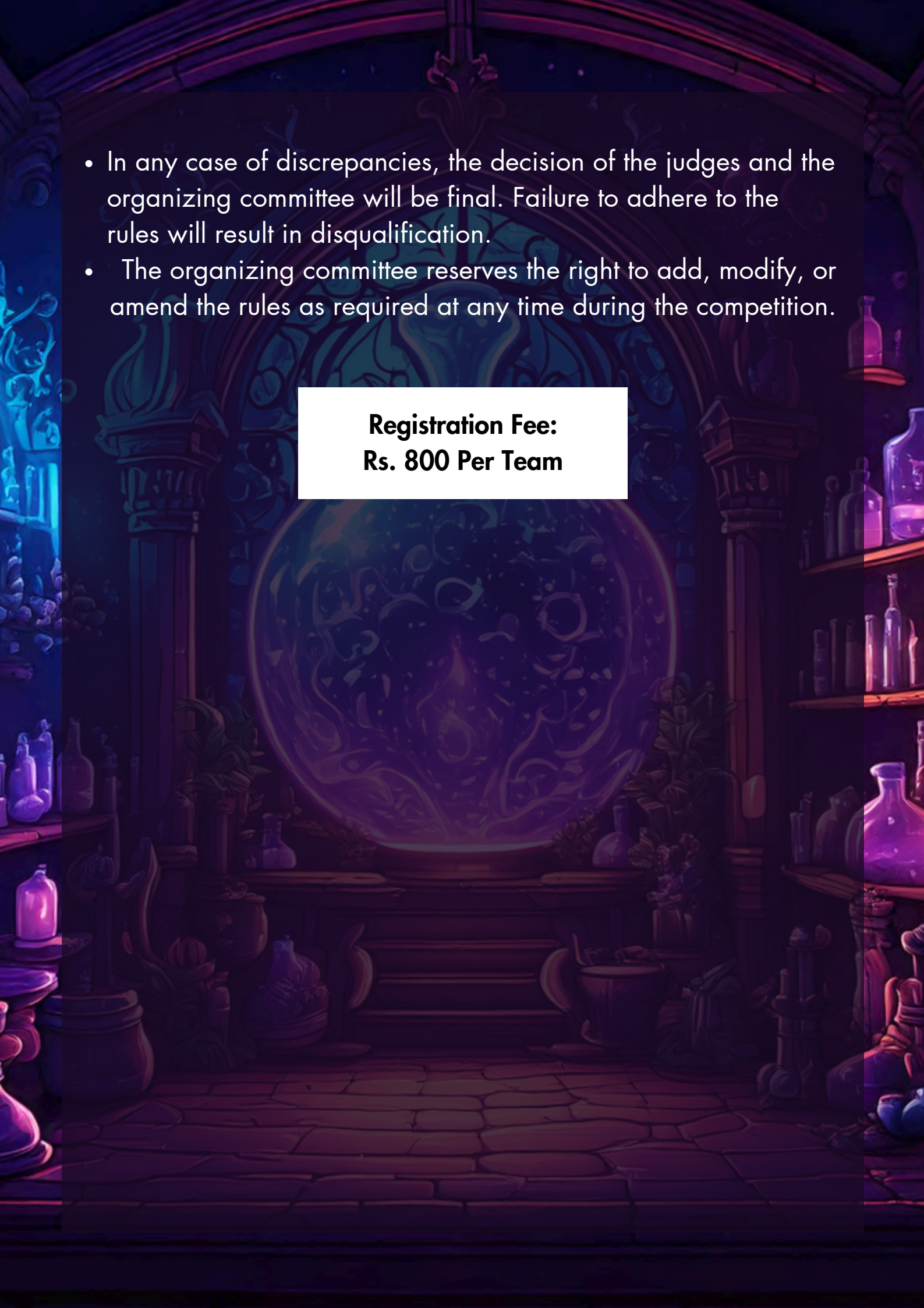
College ID: Compulsory

Mode of Conduction: Online

Number of Participants: Team Participation (1 team comprising of 5 participants)

Rules and Regulations:

- All participants must use their own devices to play and may take part from any venue. The organization will not be responsible for providing devices or Wi-Fi connectivity for participation.
- Maps will be finalized by vetoing active-duty maps until one remains. A toss will decide the selection of attackers and defenders.
- No rematch will be conducted if a match is interrupted due to reasons beyond the control of the teams, such as player crashes, server crashes, or network outages.
- Using pause during a round (except for technical issues at the end or during freeze time), exploiting game-altering bugs, using scripts, or custom files is strictly prohibited. Violations result in disqualification.
- Each team must have a designated captain who acts as the liaison between the organizers, administrators, and the team. The captain is responsible for check-in on the tournament day and serves as the team's spokesperson in case of disputes.
- Teams will be disqualified if any player refuses officials' instructions, arrives late, shows dissent, uses insulting language or gestures, or engages in unsportsmanlike conduct.

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- In any case of discrepancies, the decision of the judges and the organizing committee will be final. Failure to adhere to the rules will result in disqualification.
 - The organizing committee reserves the right to add, modify, or amend the rules as required at any time during the competition.

**Registration Fee:
Rs. 800 Per Team**



ART EVENTS

POSTER MAKING

College ID: Compulsory

Mode of Conduction: Offline

Number of Participants: Individual Participation

Judging Criteria

- Creativity
- Interpretation
- Relevance to the theme
- Originality
- Short Description of the Poster

Rules And Regulations

- The theme for the poster will be disclosed on the day of the official event.
- The artwork presented must be an original copy.
- If it is found to be copied or a modified version of an existing one, the participant will be disqualified.
- The art must be completed within 90 minutes. Exceeding the time limit will lead to deduction of marks.
- The poster must be created using a traditional medium (on paper) only. No other medium will be accepted.
- Participants must creatively integrate the concept of "Best Out of Waste" and bring their own relevant materials to include this concept into their poster.
- Participants must bring their own required materials and items to make the poster.

- At the end of the competition, participants must provide a short description of their poster to the judges. This description should explain what they have created, and they will be marked accordingly for this explanation.
- Dialogues can be either in Hindi or English.
- The poster can be in colour or black and white.
- The content of the poster should not be defamatory, libelous, obscene, or illegal.
- The use of profanity is strictly prohibited.
- Participants must be present at the venue 15 minutes prior to the competition.
- The decision of the judges and the organizing committee will be final in case of any discrepancies.
- Failure to adhere to the rules will result in disqualification.
- The organizing committee reserves the right to add, modify, or amend the rules as required at any time during the competition.

**Registration Fee:
Rs. 300 Per Participant**

FACE PAINTING

College ID: Compulsory

Mode of Conduction: Offline

Number of Participants: Individual Participation

Judging Criteria:

- Quality of the painting
- Relevance to the theme
- Creativity of the picture of the human canvas
- Cleanliness and Organisation

Rules And Regulations:

- The theme will be communicated to the participants one hour prior to the event.
- A total of 60 minutes will be allotted to complete your art. Exceeding the time limit will lead to deduction of marks.
- If required, the participant will be responsible for bringing their volunteers.
- Participants need to bring their own painting materials. All different kinds of paints are allowed, such as oil-based, acrylic, poster, water etc. Use of stencils, pens, and pencils are not permitted.
- Participants are also permitted to use materials like cloth, sponge, newspaper etc. to paint, other than paintbrush, to give different depths and effect to their painting. These cannot be used to decorate the painting but only to make the painting.

- The participants may use decorative materials like bindis, rhinestones, nail art, stickers, ribbons, sequins, glitters etc. to make their painting attractive.
- Points will be deducted for leaving the venue messy, while special recognition will be given to the cleanest participant.
- Participants may use props to enhance their canvas' photograph. Filters are prohibited, but props, particularly those made from recycled materials, are encouraged.
- Use of the internet and any other reference material during the event is not permitted. If the artwork is found to be copied or a modified version of an existing one, the participant will be disqualified.
- Participants are required to be present at least 15 minutes before the event.
- The Institute will not be liable in case of any medical emergency, but medical aid will be provided to the best of our ability.
- In any case of discrepancies, the decision of the judges and the organizing committee will be final. Failure to adhere to the rules will result in disqualification.
- The organizing committee reserves the right to add, modify, or amend the rules as required at any time during the competition.

**Registration Fee:
Rs. 300 Per Participant**

STILL LIFE

College ID: Compulsory

Mode of Conduction: Offline


Number of Participants: Individual Participation

Judging Criteria:

- Accuracy in terms of size proportions, color, light and shadow.
- Detailing in rendering the objects including texture, reflections and surface qualities.
- Composition, use of colour, realism, creativity, and technique, contrast.
- Overall visual appeal.

Rules and Regulations:

- Participants need to bring their own art materials. They will be provided with canvas/sheet for the painting.
- Participants need to be present at the venue 15 minutes before the competition to collect their canvas and to set-up their station in the assigned area.
- All contestants are required to maintain cleanliness in the event area. Failure to do so will result in a deduction of marks.
- The Still Life event will be conducted as a painting competition, and the final outcome must be a completed painting.
- The subject/theme of still life will be revealed on the day of the competition.
- Students will be given 3 hours to complete their painting.
- Exceeding the time limit will attract deduction of marks.

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- In any case of discrepancies, the decision of the judges and the organizing committee will be final. Failure to adhere to the rules will result in disqualification.
 - The organizing committee reserves the right to add, modify or amend the rules as required at any time during and after the competition is conducted.

**Registration Fee:
Rs. 300 Per Participant**

COMIC CREATION CHALLENGE

College ID: Compulsory

Mode of Conduction: Offline

Number of Participants: Individual or Team Participation (1 Team comprising 2 participants)

Judging Criteria

- Originality
- Creativity and Humour
- Adherence to the theme
- Neatness
- Cohesiveness/Narrative Structure Climax/Punchline
- Adherence to Number of frames
- Incorporation of the provided condition

Instructions

Participants will draw chits from three designated boxes, each containing different elements to shape their comic:

- Theme/Genre Box – Determines the overarching theme or genre of the comic.
- Condition Box – Adds a specific challenge or requirement that must be incorporated.
- Bonus or Minus Box – Offers a choice between an advantage or a challenge, details of which will be revealed at the event.

Participants must creatively integrate all selected elements into their comic while adhering to the given time limit.

Rules and Regulations

- The time allotted for making the artwork is 1.5 hours. Exceeding the time limit will lead to deduction of marks.
- The artwork may be made with either digital or traditional techniques or any other medium.
- Participants are expected to get their own stationery.
- The participants are required to produce an original comic seamlessly incorporating the theme with the condition provided to them. There should be a clear association between the topic and the comic. If the comic is found to be copied or a modified version of an existing one, the participant will be disqualified.
- The artwork should not be defamatory, libellous, obscene, or illegal. Use of profanity is strictly prohibited. In any case of discrepancies, the decision of the judges and the organizing committee will be final.
- Failure to adhere to the rules will result in disqualification. The organizing committee reserves the right to add, modify, or amend the rules as required at any time during the competition.

**Registration Fee:
Rs. 400 Per Participant**

LANTERNS OF IDENTITY

College ID: Compulsory

Mode of Conduction: Offline

Number of Participants: Groups 2-4

Judging Criteria:

- **Creativity and Originality:** This category assesses the originality and inventiveness demonstrated in the lantern's design. Judges will look for unique approaches to decoration, skilful use of materials, and how effectively the participant has expressed their individual identity through artistic choices. Lanterns that showcase fresh ideas, imaginative concepts, and a distinctive flair will score highly in this category.
- **Relation to Culture:** This category focuses on how well the lantern design reflects and incorporates aspects of the participant's culture or heritage. Judges will evaluate the use of **traditional symbols, patterns, colours, or motifs**, and how meaningfully they are integrated into the overall design. Lanterns that demonstrate a thoughtful connection to cultural identity and promote cross-cultural understanding will be favoured.
- **Presentation:** This category evaluates the overall aesthetic appeal and visual impact of the lantern. Judges will consider the neatness and craftsmanship of the design, the effective use of colour and light, and how well the lantern commands attention. A well presented lantern will be visually striking, harmonious in its composition, and leave a lasting impression on the viewer.

Rules and Regulations

- **Eligibility & Registration:**
 - Open to all Symbhav 2025 participants.
 - Register in advance via Google Form or on-site.
- **Lantern Design:**
 - One biodegradable paper lantern provided per participant.
 - Use ONLY provided eco-friendly materials.
 - Design Time Limit: 10 minutes.
 - No offensive/inappropriate content.
 - Respect cultural sentiments.
 - No political, religious, or discriminatory symbols.
 - Only the lanterns and decorating materials provided can be used.
- **Safety:**
 - LED lights or eco-friendly candles provided. No external light sources allowed.
 - Follow coordinator instructions.
- **Lantern Display:**
 - Place lanterns in the designated area.
 - Lanterns cannot be removed without permission once placed.
 - Participants can retrieve their lanterns after the event.
- **Environmental Compliance:** All materials are biodegradable.
 - Dispose of waste in designated bins.
 - Participants must bring their own stationery.
- **Disclaimers:** The event team is not responsible for any loss or damage to lanterns.

**Registration Fee:
Rs. 300 Per Participant**



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