SYMBHAV

Odyssey of Dreams

Rules & Regulations

Mr. & Ms. SYMBHAV

College ID: Compulsory
Mode of Conduction: Offline
Number of Participants: Individual Participation

Judging Criteria:

- ***Walk Your Way:*** Participants will be judged on their body language, facial expressions, confidence, stage presence, etiquette, poise, oratory skills, and creativity, considering their outfits. Any indecent behaviour, vulgarity, or offensive language will result in immediate disqualification. Participants must adhere to the time limits provided for their performance.
- ***Dare to Do!***: Participants will be judged on the number of tasks they complete within the specified time. Creativity in executing these tasks will earn the participants additional points.
- **'*Koffee with Konversation':*** Participants will be assessed on the spontaneity and wit of their responses. Responses should be respectful and appropriate for a public forum. Any form of discrimination, harassment, or offensive language will result in immediate disqualification

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 "Style through Time: Evolution of Fashion."
- 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. 2500 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.
- 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

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 2024" 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 cuss words / 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 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

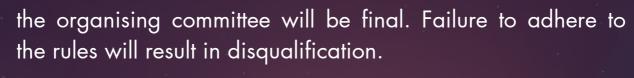**Registration Fee:
Rs. 1000 Per Band**

WAR OF DJs

College ID: Compulsory
Mode of Conduction: Offline
Number of Participants: Team 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 2024."
- 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.
- 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. 800 Per Participant

LAMHEIN

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 store 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: "Transitopia - It's the moments that matter" or "Unspoken - the lamentation of silence."
- 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. 350 Per Team

EASTERN SOLO SINGING

College ID: Compulsory
Mode of Conduction: Offline
Number of Participants: Individual Participation

Judging Criteria:

- The participants' vocal quality, including tone, versatility across different themes, and articulation skills.
- Proficiency in language usage, passionate delivery, pronunciation, and accentuation.
- Dynamic stage presence, engaging conduct, and overall performance quality.
- Harmony between participants and accompanying instruments (if any), as well as vocal modulation in sync with background music.

Rules and Regulations:

- **T**he competition is divided into two rounds - "Bollywood ka Tadka" and "Medley Mazedaar".
- In Round 1, participants sing Bollywood songs from any era and are judged on engagement, vocal modulations, pronunciation, and overall presence. Each participant has a strict 3-minute time limit, exceeding which shall result in deductions.
- In Round 2, participants are tasked with presenting medleys comprising various genres of Eastern music, including Bollywood, classical, semi-classical, or folk songs.

- Participants can bring a guitar, a synthesizer, or both instruments to accompany their performance. However, using more than two instruments is strictly prohibited in both rounds to ensure fairness and consistency among participants.
- To facilitate the setup process, participants are granted an additional minute beyond their allocated performance time to prepare their instruments. Any delays beyond this extra minute will result in deductions from the participants' overall performance time.
- Throughout both rounds of the competition, background music will be provided to enhance the atmosphere and support participants' performances.
- While the participants can utilize background music and instruments, their usage will not confer any additional advantage or 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

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

Judging Criteria:

- **Vocal Technique:** Tone Quality, Breath Support, Intonation, Diction and Articulation.
- **Language Criteria:** Accent: Accent of the singer.
- **Correctness:** Accuracy of the lyrics.
- **Pronunciation:** Clarity in the words.
- **Performance and Show Design:** Body movements, confidence, focus, Music Selection, Audio, and Background music.

Rules and Regulations:

- All teams must report at the venue 45 minutes before the start of the event.
- Each performer can only have a maximum of 2 optional instrumental accompanists.
- The event will consist of two rounds.
- The time limit for the performance is 4-5 minutes.
- The performance of the original composition will get extra points.
- 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.

STREET PLAY

College ID: Compulsory
Mode of Conduction: Offline
Number of Participants: Team Participation (1 team comprising 10-15 participants)

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

Rules and Regulations:

- 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 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 Hindi.
- Participants must report at the venue 30 minutes prior to the commencement of the event to avoid penalization.
- No offensive, vulgar, or obscene language is permissible.
- The Competition will be conducted in a "Street" like an open place and hence no microphones, speakers or music systems

will be allowed or available.

- Teams can sing / dance by themselves to create the necessary music or sound.
- The host college will not be providing any props. The teams will be solely responsible for bringing and managing their props. A team can use a maximum of five props.
- Maximum of 2 percussion instruments will be allowed per team.
- 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. 1300 Per Team

MONO ACTING

College ID: Compulsory
Mode of Conduction: Offline
Number of Participants: Individual Participation

Judging Criteria:

- Content of the performance
- Impact of the performance
- Script used in 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. The preliminary round will require the participants to come prepared with a short performance on the "Kaleidoscope of Emotions" theme.
- On clearing the preliminary round, the participants shall advance to the final round of improv, where they will be given situations on the spot and a preparation time of 30 seconds.

- 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

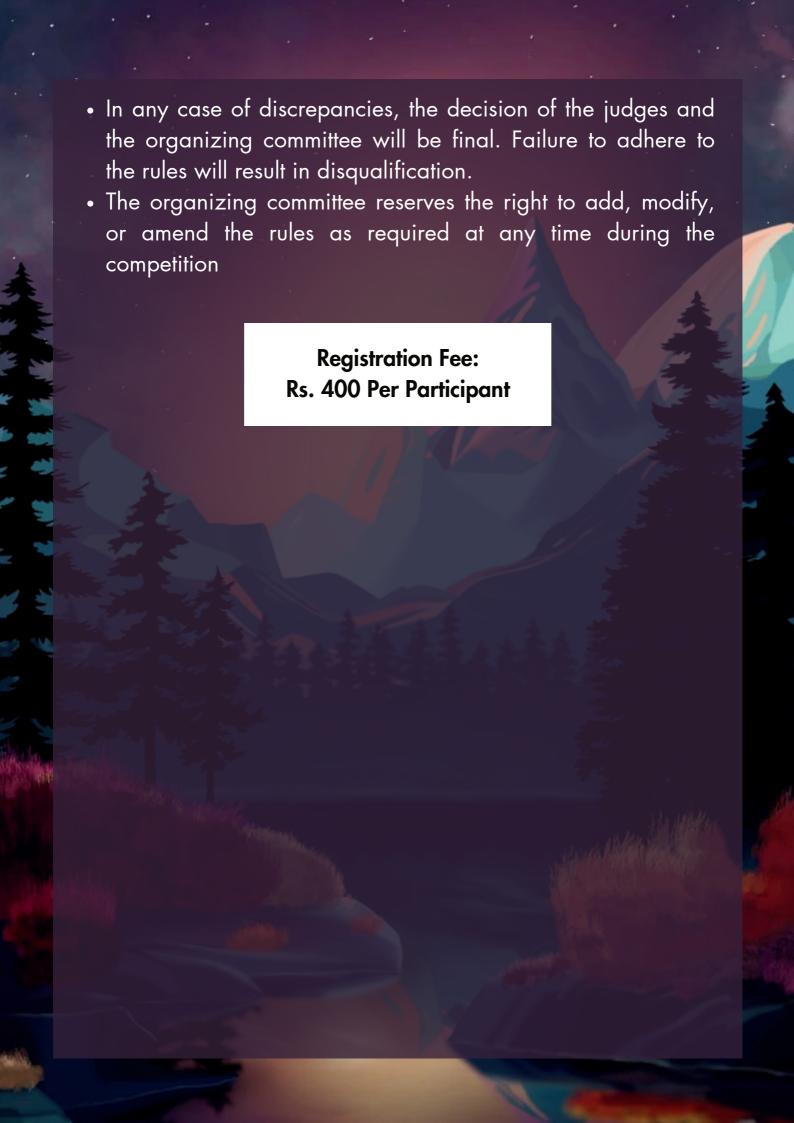# SOLO DANCE

College ID: Compulsory
Mode of Conduction: Offline
Number of Participants: Individual Participation

Judging Criteria:

- Choreography
- Expressions
- Musicality
- Stage Presence
- Originality
- Concept
- Quality of Performance
- Technical Precision

Rules and Regulations:

- The number of rounds will depend upon the number of registrations. A week prior to the event, you will be informed of the same.
- The minimum time limit is 3 minutes while the maximum time limit is 5 minutes.
- Participants are free to choose any style or theme of dance.
- Participants are free to use any props of their choice. However, the same is not compulsory. However, participants would be solely responsible for transporting and making sure the props are safe throughout the event.
- No participants will be allowed to perform twice in the same round.
- The participants must submit their tracks at least 48 hours prior to the date of the event.
- No costume, choreography or track may be offensive, demeaning, or obscene.

- 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

DUET DANCE

College ID: Compulsory
Mode of Conduction: Offline
Number of Participants: Team participation (1 team comprising 2 participants)

Judging Criteria:

- Choreography
- Synchronization with partner
- Concept and Expression of theme
- Execution of transitions
- Creativity and originality
- Props and costumes

Rules and Regulations:

- The theme of the event is Around the World (Exhibit different dance styles and cultures from different countries)
- 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.
- The minimum time limit of the performance is 3 minutes while the maximum time limit is 5 minutes.
- Participants are free to use any props of their choice. However, the same is not compulsory. But, it would be entirely the participants' responsibility of carrying and ensuring the props safety throughout the event.
- No participant will be allowed to perform twice in the same round.
- There must be no vulgar, disrespectful, or obscene tracks or

choreography.

- 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

STAND UP COMEDY

College ID: Compulsory
Mode of Conduction: Offline
Number of Participants: Individual Participation

Judging Criteria:

- Content
- Fluency
- Spontaneity
- Presentation
- Sense of humour

Rules and Regulations:

- The competition will have two rounds (the details related to the rounds will be given to the registered participants later).
- Participants must prepare a pre-written act. There are no limitations to the topics chosen by the participants.
- The language used must be preferably English or Hindi to cater to the needs of the diverse audience.
- The participants can take 4-6 minutes for their performance. Exceeding the time limit will result in negative marking.
- Participants must be at the venue an hour before the assigned time. A participant who is not present shall forfeit his chance to participate.
- Each participant must carry their college ID for verification purposes.
- No participant will be allowed to perform twice for either of the two rounds.
- The participants can use their props if required. The college authorities will provide no props, costumes, or other

materials.

- 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.

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
- Delivery
- Originality
- Stage presence
- Choice of Music
- Audience Engagement

Rules and Regulations:

- The theme of the event is "Freestyle Rap."
- 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 humor 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.
- Once all slots are final, it will be divided into two brackets.
- Winner of each round will advance while losers will be

eliminated.

- No team will be allowed to perform twice in the same round.
- 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.
- By participating in this event, you authorize the recording of your contributions and assign to the organizers the full copyright and all other rights in your contribution for use in all media.
- Competitors who exhibit rudeness, abusive behavior, 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

RANGMANCH

College ID: Compulsory
Mode of Conduction: Offline
Number of Participants: Team Participants (1 team comprising 6-10 participants)

Judging Criteria:

1. **Production:**

   - Direction
   - Technical Aspects (Proper use of Props, Lights, Sound & Costume)
   - Adherence to the time limit

2. **Acting:**

   - Character Portrayal
   - Stage Presence (Ability to command the stage, connect with the audience)
   - Energy and Expression

3. **Writing:**

   - Plot
   - Script and Dialogues
   - Relevance of Socio-Legal Issue portrayed
   - Adherence to the given theme

Rules and Regulations:

- Each college will be allowed only one entry for the event.

- The registration for the street play is limited to 10 teams.
- Registration will be on a first-come, first-serve basis.
- The time limit for performance is 15 minutes, exceeding which will result in 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 Hindi.
- Participants must report at the venue 30 minutes prior to the commencement of the event to avoid penalization.
- No offensive, vulgar or obscene language is permissible.
- The Competition will be conducted in a closed environment on a Stage. (Location and availability of sound systems to be added)
- The host college will not be providing any props. The teams will be solely responsible for bringing and managing their props. A team can use a maximum of 6 props.
- 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. 1300 Per Participant

LITBIZZ

College ID: Compulsory
Mode of Conduction: Offline
Number of Participants: Team Participation (1 Team comprising 2-5 participants)

Judging Criteria:

Round 1-

1. Clarity and innovation of the business concept.

    - The problem that the business aims to solve and its relevance.

2. Market demand and potential for growth.

    - Sustainable competitive advantage and unique selling points.
    - Thorough market analysis and understanding of the target market.

3. Presentation

    - Clarity, professionalism, and persuasiveness of the pitch.
    - Effective communication of the business concept and key points.
    - Ability to engage and maintain the interest of the judges

Round 2-

1. Message Clarity and Engagement
    - Clarity in conveying the marketing message.

- Effectiveness in engaging and informing the audience.

2. Creativity and Branding:

- Originality and innovative approaches.
- Consistency with brand voice and core values.

3. Audience Relevance:

- Demonstrated understanding of the target audience.
- Content that resonates with the audience.

Rules and Regulations:

- The event consists of two rounds - Round 1 - Developing a New Idea and Round 2 - Marketing the Vertical
- In Round 1, students are assigned an established company as the focal point of their project, with the objective of formulating authentic business strategies and devising a novel vertical or segment for the designated company.
- The task entails the creation of innovative concepts within the chosen business domain, offering participants the liberty to select any existing enterprise as their subject of analysis.
- Participants have the flexibility to identify and develop a new segment or vertical pertinent to the selected company, with the expectation of introducing pioneering initiatives or services within that framework.
- An example of this endeavor involves Zomato's pioneering introduction of home delivery services, which revolutionized the food industry by facilitating the delivery of orders from diverse restaurants directly to customers' homes.
- The objective is to emulate such innovative breakthroughs by conceptualizing and implementing novel business avenues

- tailored to the specific needs and context of the assigned company.
- In Round 2, participants will undertake the challenge of marketing their selected verticals, showcasing their prowess in copywriting to highlight the versatility and effectiveness of marketing communications.
- A significant emphasis will be placed on the role of copywriting in driving successful marketing campaigns, recognizing it as a cornerstone of impactful promotional endeavors.
- This experiential event offers participants a valuable opportunity to immerse themselves in real-life marketing scenarios, enabling them to enhance their understanding of copywriting within practical contexts and ultimately augmenting the efficacy of their marketing endeavors.
- In addition to honing their copywriting skills, participants will delve into various facets of marketing, including advertisement strategies and the legal and regulatory frameworks pertinent to the relevant business sector.
- Throughout this segment, participants are encouraged to leverage their creativity in crafting marketing materials and pitches, utilizing diverse mediums such as promotional videos, social media campaign strategies outlined on paper, and compelling presentation pitches.
- The event provides a platform for participants to explore creative modes of marketing, empowering them to choose from a range of options tailored to their preferences and the specific requirements of their ventures.
- Whether through the creation of engaging promotional videos, the formulation of comprehensive social media

- campaign strategies, or the delivery of persuasive pitching presentations, participants have the opportunity to showcase their innovative approaches to marketing and communication.
- 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

CARPE DIEM

College ID: Compulsory
Mode of Conduction: Offline
Number of Participants: : Individual Participation

Judging Criteria:

- Spontaneity
- Adherence to rules of the round

- Adherence to Time Limit
- Creativity and Shock Value
- Acting

Rules and Regulations:

- There will be three rounds of the event - Round 1: Yes, and? Round 2: Mismatched and Round 3: Mental Breakdown.
- Round 1: Oral improvisation where participants form groups, receive a topic, and construct an absurd narrative in 120 seconds. Individual performances are scored based on creativity and spontaneity.
- Round 2: Written challenge where participants must continue a narrative given a premise, character, and genre. The story must focus on the assigned character and fit the assigned genre.
- Round 3: Oral challenge where participants receive a word and must incorporate it into a narrative, dramatizing a mental breakdown over the word. Integration of the word and convincing portrayal of the breakdown are key.
- Participants are free to express themselves in the fashion they

- prefer, however, they must remain respectful of their co-participants.
- For the oral rounds, participants will need to adhere to the time constraints.
- The event will be conducted in English.
- Shock value will be rewarded, and absurd humor is welcomed.
- 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

MOSAIC OF VOICES- TAPESTRY OF TALES

College ID: Compulsory
Mode of Conduction: Offline
Number of Participants: : Individual Participation

Judging Criteria:

- Creativity and Originality
- Relevance to Human Rights
- Artistic Quality
- Clarity of Message
- Impact and Emotional Resonance
- Overall Presentation

Rules and Regulations:

- Embark on a journey of human experience and connection at "Mosaic of Voices," where genuine stories take center-stage to illuminate the diverse challenges individuals face.
- At "Mosaic of Voices," participants will be assigned random human rights issues, uncovering personal stories often obscured by statistics. Our emphasis on storytelling underscores its power to forge connections and drive change. Each participant contributes a unique narrative, collectively weaving a tapestry of human experiences.
- Participants will be given 25 minutes to write the story and then 20 minutes to enact on it. The word limit could be 500 words maximum.

- The Theme for the same will be revealed soon and the participants are free to express their ideas and viewpoints on the given topic in a creative, narrative style, providing a secure environment for sharing and showcasing their talents and comprehension of the subject matter.
- By delving into the complexities of human rights challenges, participants become storytellers who engage emotionally, prompting reflection and inspiring action.
- Join us as we explore the human side of human rights, embracing the randomness of topic assignments to share narratives that offer real and relatable perspectives on global challenges.
- "Mosaic of Voices" is a call to delve into the human experience, fostering a deeper understanding of human rights issues through the power of storytelling.
- There shall be no tolerance for politically charged, racist or sexist comments and/or acts.
- 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

CREATIVE WRITING

College ID: Compulsory
Mode of Conduction: Offline
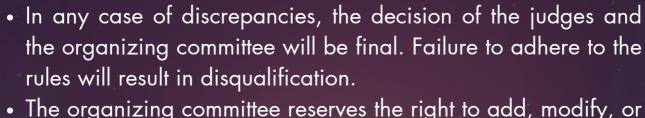Number of Participants: : Individual or Team Participation (1 team comprising 2 participants)

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. 400 Per Participant

SPEAKING TREE

College ID: Compulsory
Mode of Conduction: Offline
Number of Participants: : Individual Participation

Judging Criteria:

Round 1-

- Technical and factual accuracy as applicable per the text
- Originality and ingenuity
- Placement of material in the theory
- Use of satire and irony
- Clarity in the thought process

Round 2-

- Presence of mind.
- Speed in answering.
- Framing of the answers.
- Clarity in reasoning.

Rules and Regulations:

- The event consists of two rounds - Sansani Khes Khulasa (Round 1) and Stress mein Best (Round 2)
- In Round 1, participants will write satirical conspiracy theories based on current events.
- Entries must be submitted at least a day before the finals. Both fiction and non-fiction text are acceptable.

- All sources and images used must be credited and cited.
- Explicit content and plagiarism are strictly prohibited. Discrimination or attacks on race, religion, or ethnicity will result in immediate disqualification.
- Timely submission is required; failure to do so will lead to disqualification.
- Participants in Round 2 will answer questions posed by the judges on the interview panel.
- Questions will be improvised based on entered conspiracy theories, and participants must frame their answers accordingly.
- Failure to respond to questions will result in point deductions.
- Participants must maintain courtesy toward the judges throughout the interview; any contrary actions will lead to point deductions.
- If a participant feels uncomfortable at any time, they may leave the room, with a penalty of point deduction.
- 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

WORD GAMES

College ID: Compulsory
Mode of Conduction: Offline
Number of Participants: Individual Participation

Rules & Regulations:
- The event shall be conducted live.
- All participants are required to bring essential stationery and 2 sheets of paper for their own convenience.
- There is no use of profanity, slang, or any other abusive or inconsiderate language or worth used in the duration of participation.
- There will be 2 rounds of each of the games. The games are Taboo, Charades, Wrong Answers Only and Wave Length.

Taboo –
- Taboo, An even number of players, ranging from four to ten, assemble in a circle, alternating their seating arrangement to foster balanced gameplay.
- The gameplay revolves around the role of a "giver" within each team, tasked with guiding their teammates to guess designated keywords within a stipulated timeframe.
- Each keyword card provided to the giver contains not only the target word but also a list of "taboo" words, which must be avoided at all costs during the description process.
- If the giver inadvertently utters any of the "taboo" words while providing clues, a designated "censor" from the opposing team promptly signals with a buzzer, prompting the giver to swiftly

move on to the next word.

- The challenge for the giver lies in effectively conveying the essence of the target word without relying on any of the forbidden terms, ensuring a delicate balance between clarity and constraint in their descriptions.
- Success is achieved when the playing team correctly deduces the keyword exactly as written on the card, prompting the giver to progress to the subsequent word in their quest to accumulate as many correct guesses as possible within the allotted time.
- At the conclusion of the designated time frame, gameplay transitions to the next adjacent player of the opposing team, facilitating equitable participation and ensuring continuous engagement throughout the session.
- Points are awarded to the playing team for each accurate guess, incentivizing effective communication and deductive reasoning, while penalty points are incurred for any inadvertent utterance of "taboo" words, reinforcing the importance of precision and restraint in gameplay.

Charades

- Players are organized into teams, ensuring an equitable distribution of participants across each team to facilitate balanced gameplay and competition.
- The sequence of turns for each team can be determined through various methods, including random draws or predetermined rotations, ensuring fairness and unpredictability in gameplay.
- During each team's turn, one designated member assumes the role of the "actor," while the remaining team members act as "guessers."

- The actor selects a word or phrase from a prepared list, keeping it concealed from their team members, and proceeds to convey the word or phrase through gestures, body movements, and facial expressions, refraining from verbal communication.
- Team members must decipher the word or phrase within a limited timeframe, typically ranging from 1 to 2 minutes, relying solely on the visual cues provided by the actor.
- Successful guesses earn the team points, contributing to their overall score, while failure to guess within the allotted time or any violation of the "no talking" rule by the actor results in no points being awarded for that round.
- Gameplay progresses with each team taking turns in rotation, with the objective of accumulating the highest score by successfully guessing words or phrases within the stipulated constraints.
- The game continues until all words or phrases have been exhausted from the prepared list or until a predetermined winning score is attained.
- The team that amasses the most points through accurate word or phrase guesses emerges as the victor, showcasing their prowess in non-verbal communication and deductive reasoning.

Wrong Answers Only

- Player 1 initiates the game by posing a question to the subsequent player in the group. For instance, Player 1 may inquire, "How are you doing today?" The next player in line must respond with an answer that is entirely unrelated or irrelevant to the question asked. For example, instead of addressing the inquiry, they might reply with a statement such as "Paris, the capital of France."

- The crucial aspect of gameplay lies in ensuring that the response provided by the second player does not inadvertently address or correspond to the question posed by the preceding player.
- Any direct correlation between the answer and the question signifies a loss for the respondent.
- The essence of the game revolves around agility and attentiveness, as participants must swiftly provide unrelated responses while remaining vigilant to avoid inadvertently answering the questions posed to them.
- The player who effectively maintains control over their reflexive responses and consistently provides irrelevant answers without inadvertently answering questions emerges victorious in this engaging and mentally stimulating game.

Wavelength

- Participants divide into teams, with each team comprising several players. One player assumes the role of the clue giver for each round.
- The clue giver presents the entire team with a designated category, accompanied by a numerical rating that represents a point on the spectrum within that category.
- However, one team member remains unaware of the specific location of the rating on the spectrum.
- The objective for the clue receiver is to deduce the location of the rating on the spectrum based on the clues provided by their teammates.
- The challenge lies in accurately gauging the distance between their team's collective thinking and the actual concept represented by the rating.

- Through strategic communication and intuitive understanding of their teammates' perspectives, players strive to bridge the gap between their team's consensus and the true position of the rating on the spectrum. "Wavelength" fosters creativity and cultivates a deeper appreciation for effective communication and intuition among players.
- By encouraging collaboration and shared understanding, the game facilitates the development of a cohesive team dynamic grounded in mutual comprehension and alignment of thought processes.
- 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

SLAM POETRY

College ID: Compulsory
Mode of Conduction: Offline
Number of Participants: Individual Participation

Judging Criteria:

- Originality
- Creativity
- Fluency
- Expressions

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

Rules and Regulations

- Participants are encouraged to present original prose or poetry.
- Both English and Hindi are acceptable languages for performances.
- Each performance must range from a minimum of 1 minute to a maximum of 4 minutes.
- Plagiarized or copied work will result in immediate disqualification; however, proper credit must be given if performing someone else's work, with room for personal additions or interpretations.

- Participants are free to employ any method to enhance the expressiveness of their piece, recognizing the symbiotic relationship between the poet and their work.
- 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 indisqualification.
- The organizing committee reserves the right to add, modify, or amend the rules as required at any time during the competition.

SHIPWRECK

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
- Participants are assigned characters by judges, who assume the roles of ship captains. The goal is to persuade judges to award the sole life jacket.
- Each participant delivers an initial speech limited to 1:30 minutes.
- Following the speeches, a 5-minute rebuttal round allows participants to challenge others' arguments.
- Judges make their decision based on the arguments presented.
- Judges have the authority to introduce conditions during speeches, such as character switches or altered speech speeds.
- Cheating or using undue means results in immediate disqualification.

- Silence must be maintained throughout the event, and participants are expected to maintain decorum.
- Any disruption to the event may lead to disqualification at the organizers' discretion.
- 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

TECHBIZ QUIZ

College ID: Compulsory
Mode of Conduction: Offline
Number of Participants: Team Participation (1 team comprising 2-4 participants)

Rules and Regulations
- The event will consist of six rounds, subject to change.
- Rounds 1-3: Normal buzzer rounds with varying question formats:
  - Round 1: Option-based questions, each worth 10 points with a 5-point deduction for incorrect answers.
  - Round 2: Pictorial quiz without options, each question worth 10 points with a 5-point deduction for incorrect answers.
  - Round 3: Questions without options, each worth 20 points, with a 10-point deduction for incorrect answers.

- Round 4: Top 4 teams from previous rounds compete:
  - Teams are asked questions individually, each worth 10 points, with a 5-point deduction for incorrect answers. A total of 40 questions, with each team receiving 10 questions.
  - Rapid-fire buzzer round in case of a tie, with 5 points for correct answers and - 5 for wrong answers. The top 3 teams advance.

- Round 5: Top 3 teams compete, bottom team eliminated:
  - Intermediate level no-option question buzzer round with 30 questions, each worth 10 points with a 10-point deduction for incorrect answers. No passing of questions permitted.
  - Tie-breaker rapid-fire buzzer round in case of a tie, with 20 points for correct answers and -10 for wrong answers. The top 2 teams advance.
- Round 6: Top 2 teams compete:
  - Expert level no-option question buzzer round with 20 questions, each worth 10 points, with a 10-point deduction for incorrect answers. No passing of questions permitted.
  - Tie-breaker rapid-fire buzzer round in case of a tie, with 20 points for correct answers and -10 for wrong answers
- 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. Instances of malpractice will be strictly addressed by the Organizing Committee.
- 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 (1 team comprising 2 participants)

**Registration Fee:
Rs. 250 Per Team**

Rules and Regulations

- There will be two rounds in this Quiz. There will be a preliminary round and a final round.
- The mode of conducting both rounds will be completely offline. 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.
- The team which answers the greatest number of questions gains the most points. This rule will help the Organizing Committee ascertain the Round 2 Teams / Individuals, and the same rule will be applicable in the Final Round as well.
- 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.
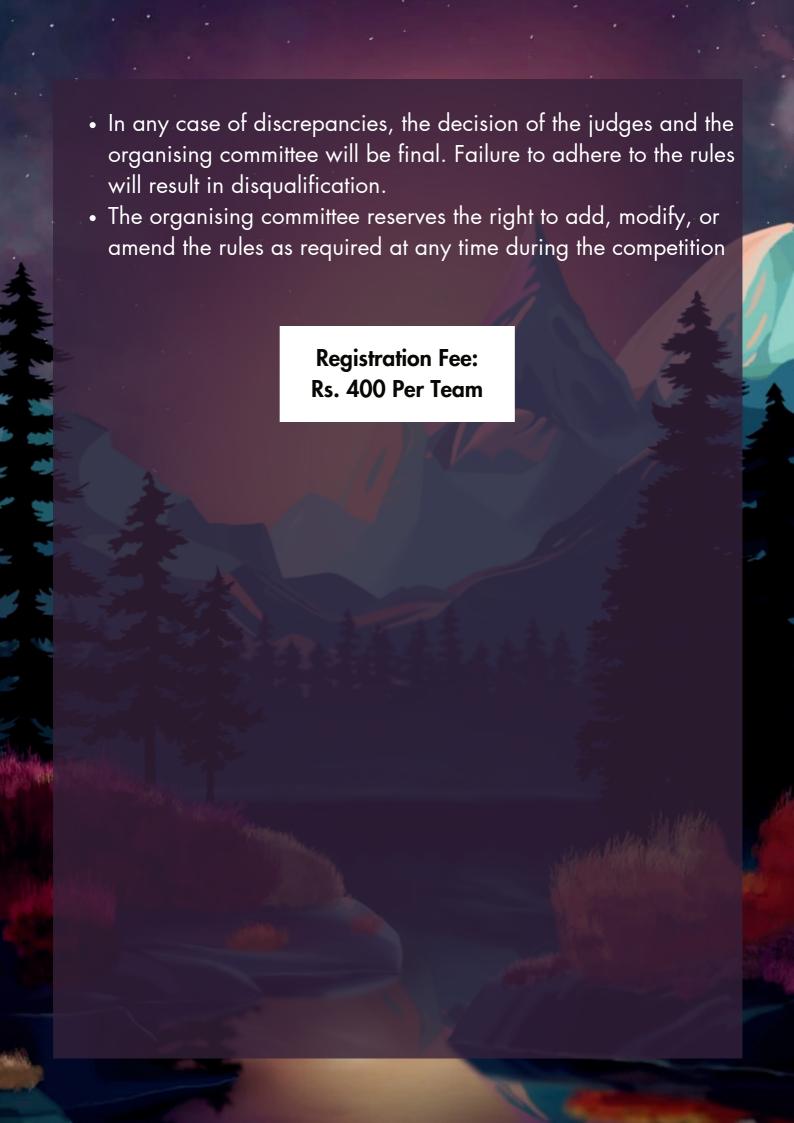
ENTERTAINMENT QUIZ

College ID: Compulsory
Mode of Conduction: Offline
Number of Participants: Individual or Team Participation (1 team comprising of 2 participants)

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.

- 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. 400 Per Team**

DUMB CHARADES

College ID: Compulsory
Mode of Conduction: Offline
Number of Participants: Individual or
Team Participation (1 team comprising of 3-5 participants)

Rules and Regulations

- The event will consist of 3 rounds - Enactment, Pictionary and Finals.
- During the Enactment round, participants will enact and guess movies. In the Pictionary round, participants will guess movies through pictorial representations. The Final round will be disclosed during the event.
- Each correct answer will score 10 points for the team. In case of a tie, the actor will be blindfolded, and the team that guesses first wins.
- One team member can act/draw only once in a round.
- Each round will have a specific time limit, which will be intimated on the day of the event.
- The event will include both Bollywood and Hollywood movies.
- Lip-syncing, pointing at objects, and using the internet are strictly prohibited.
- 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.

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.
- 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
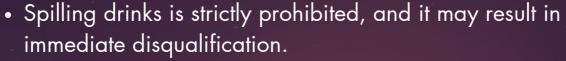
Registration Fee:
Rs. 250 Per Participant

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 flavoured 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.

- 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 Per Participant

MURDER MYSTERY

College ID: Compulsory
Mode of Conduction: Offline
Number of Participants: Team
Participation (1 Team comprising of 4-5 participants.)

Registration Fee: Rs. 350 Per Team

Rules and Regulations

- The murder mystery will take place within Symbiosis Law School, Pune
- The total time for solving each mystery will be 8 minutes.
- There will be 5 pieces of evidence (max.)/paperwork. In case of evidence, tampering of evidence would result in disqualification of the team. And in case of paperwork, it would be given to each team.
- Witnesses (3 max.) will come forth and narrate their part of the story. (Information provided by the witnesses will be within the time constraint, each giving information for 30-40s max.).
- The teams can ask for 1 hint. If a team decides to take up a hint, a 3-minute penalty would be added to the total time taken to solve the murder mystery
- The team that solves the mystery first will win.
- Usage of any unfair or malicious means while competing shall result in disqualification. The decision will rest with the organizers and shall be final and binding.
- In any case of discrepancies, the decision of 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.

OPEN MIC

College ID: Compulsory
Mode of Conduction: Offline
Number of Participants: Individual Participation

Judging Criteria:
- Relevance to human rights
- Originality and depth
- Accuracy and sensitivity
- Engagement and clarity
- Creativity and expression
- Diversity and inclusion

Rules and Regulations:
- Calling all singers, musicians, poets, comedians, and anyone with a creative itch! Join us for an unforgettable evening of self-expression and community at our Open Mic Event! Share your talents, connect with others, and soak up the vibrant atmosphere.
- All performances and content must be respectful of all individuals and groups, regardless of their background, beliefs, or experiences.
- The theme will be out soon and the performances should directly address human rights issues and connect to the chosen theme.
- If a performance deals with sensitive content that could be triggering for some audience members, please provide a brief trigger warning beforehand.

- The performances should be based on factual information and avoid spreading misinformation.
- Each participant will get a maximum of 4 minutes to express their views on the chosen theme and topic. Keep performances within the allotted time limit to ensure everyone has a chance to participate.
- Participants are welcome to use props, but it's not required and won't affect your score. Bring your own props and be responsible for their safety. The organizers are not liable for any damage.
- The judges and organizers have the final say in all cases. Any rule violations will lead to disqualification.
- This is your chance to raise your voice and ignite change through the power of your creativity. Whether you're a seasoned artist or just starting out, we welcome you to share your original work – be it music, poetry, spoken word, comedy, or any other form of expression that reflects your human rights concerns.
- Hate speech, racist, sexist, homophobic, etc. comments will not be tolerated and are 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. 200 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.
- 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.

STRESS INTERVIEW

College ID: Compulsory
Mode of Conduction: Offline
Number of Participants: Individual Participation

Judging Criteria:
- Composure
- Time management
- Argumentative skills
- Logical and Critical thinking
- Impromptu skills

Rules and Regulations:
- All the participants will be divided into groups of 3-4, and will be asked questions together.
- Participants will undergo multiple interview rounds designed to induce stress.
- Each round will last for around 5-10 minutes. During this time, all the participants will be pitted against the organiser/judges and each other. These may include job interviews, media interactions, crisis simulations, etc.
- The participants can be given fun real-life situations, and based on their responses to them, there will be a line of cross-questioning. This round will be a screening round.
- In the next round, the questions asked will require personally opinionated answers from the participants on the topics, which are social, ethical, medical, contemporary, and economic in nature.

- Strict time limits will be imposed on interview rounds to simulate real-life constraints.
- The questions will test the person's logical ability and, hence, will not require the participant to memorize any statistics/facts. However, the answers must factually align with reality.
- Participants are expected to understand that the questions will be posed to them continuously, and they might not be given time to justify their answers entirely. In that case, they are not allowed to interrupt the organizer or be rude to them.
- Sportsman spirit and professional etiquette are essential or it may result in disqualification.
- The organizers reserve the rights to modify competition parameters for fair 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. 200 Per Participant**

VIRTUAL STOCK MARKET TRADING

College ID: Compulsory
Mode of Conduction: Offline
Number of Participants: Team Participation (1 team comprising 2 participants)

Judging Criteria:

1. **Overall Return on Investment (ROI):**
   - 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.

2. **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.

3. **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 objective.

4. **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 and they will be solely responsible for their devices.
- 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.
- 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. 600 Per Participant

SHARK TANK

College ID: Compulsory
Mode of Conduction: Offline
Number of Participants: Team Participation (1 team comprising 2-5 participants)

Judging Criteria:
- Idea behind the business pitched before the judging panel
- Presentation tools adopted by the Participants (Design/ Photography/ Video/ any other)
- Unique selling point of the business pitched before judging panel
- Customer appeal and market potential of brand
- Oration and Presentation skills
- Negotiation skills

Rules and Regulations:
- The event's theme is 'AI and Social Media.' It welcomes all business ideas pertaining to the digital world; all ideas that can facilitate the customer's navigation through social media platforms/ technology and AI tools as well.
- As the number of rounds will depend on the number of registrations, the participants will be informed of the same at least a week before the scheduled date of the event.
- Each participant/participating team shall be allowed to perform once before the Sharks.
- The minimum time limit for performance is 15 minutes, while the maximum is 17 minutes.

- Participants are free to use any presentation tool of their choice, ranging from (a.) Design tools: logo, packing of the product, PPT presentations, flyers, (b.) Video tools: Teaser video & Hype videos of the product/ service in question, (c.) Photography tools: Product photography, any other form of photography showcasing the essence of the product/ service in question.
- Usage of existing logos/ packing/ advertisements of existing businesses is strictly prohibited.
- 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 organizing committee shall not be held responsible.
- Participants must submit a comprehensive write-up of the event, summarizing their concept in around 1000 words. This write-up should include detailed information on the target audience of the proposed product or service, outlining their demographics, preferences, and needs. Moreover, participants are required to identify the market space for their offering, both within India and abroad, highlighting potential opportunities for growth and potential/ existing competitors as well.
- 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. 600 Per Team

OXFORD UNION DEBATE FORMAT

College ID: Compulsory
Mode of Conduction: Offline
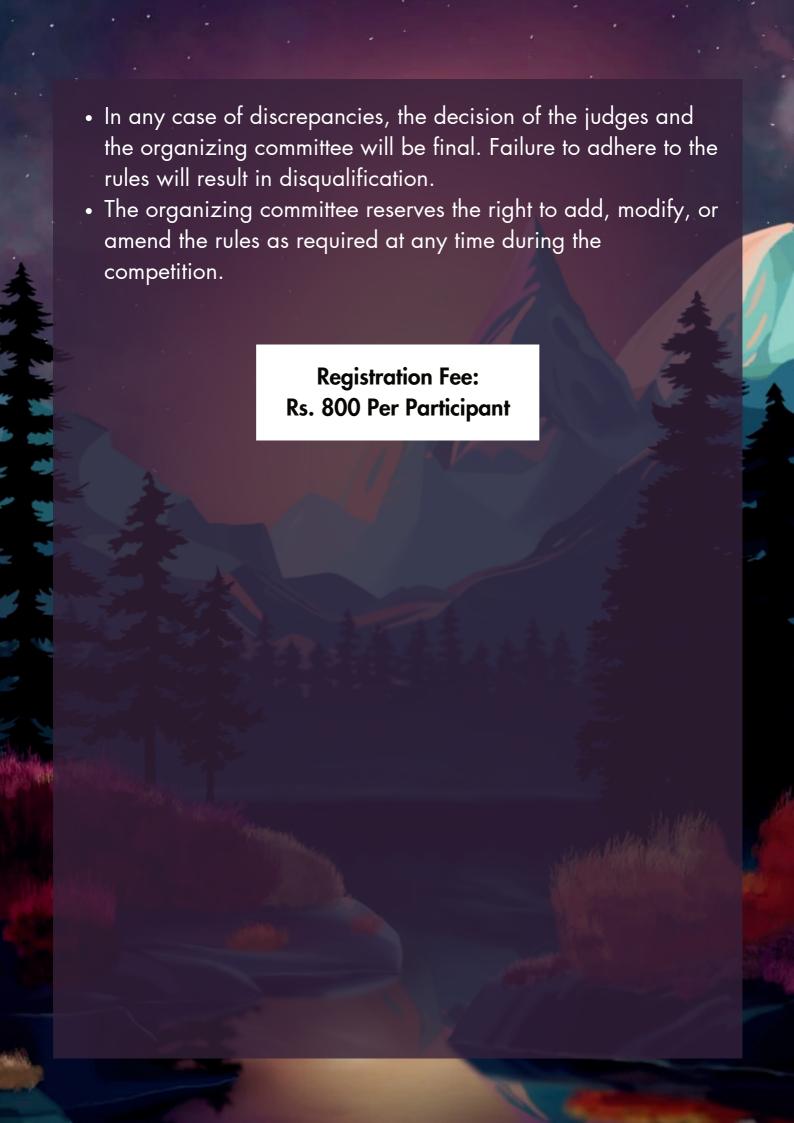Number of Participants: Individual Participation

Judging Criteria:
- Knowledge of the subject motion & proper and articulate analysis of the issues arising out from the motion
- Understanding of the principles/policies/illustrations directly applicable to the motion
- Coherence in Argument Flow
- Ability to explain clearly the principles/policies/illustrations in general adherence to the time allotted
- Knowledge and use of principles/policies/illustrations applicable to the motion in question
- Ingenuity (ability to argue by analogy from related aspects of principles/policies/illustration
- Logic, reasoning, organization, and clarity

Rules and Regulations:
- Each participant will be assigned a unique code for identification purposes after the closure of the registration process for the competition. Participants must utilize only their designated participant code for any further correspondence with the competition organizers.
- The dress code for the competition strictly adheres to Western Formals or Indian Formal attire.

- The total number of individual participants is capped at 12, with the possibility of alterations or disqualifications.
- Participants will be designated identification numbers such as Participant 1, Participant 2, and so forth for organizational purposes.
- The announcement brochure will feature the simultaneous release of four distinct motions, each uniquely identified to facilitate preparation and organization. All participants are required to prepare arguments for both sides of the four motions released, as no additional preparation time will be allocated after the release of the motions.
- Draws will be conducted to determine the competing parties and the motion they will be debating for each round.
- Speaking time: Opening (3 min), Rebuttal (1 min, including 20 sec audience participation), Closing (2 min), Total (6 min).
- Penalties for exceeding time limit: 45 sec (10 marks deduction), 60 sec (20 marks deduction), 120 sec (40 marks deduction), 180 sec (disqualification).
- Participants must behave respectfully; failure may lead to disqualification. Organizers reserves the right to take action for unethical conduct.
- Tie-break criteria: Tier I (individual scores), Tier II (specific criteria - knowledge of the subject motion, articulate analysis of arising issues, ingenuity in argumentation, logical reasoning, and organizational clarity.)
- Any further use or exhibition of competition materials, electronically or otherwise, is subject to the exclusive rights of Symbiosis Law School, Pune, with the institution not assuming liability for any errors or omissions within said materials.

- 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

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:
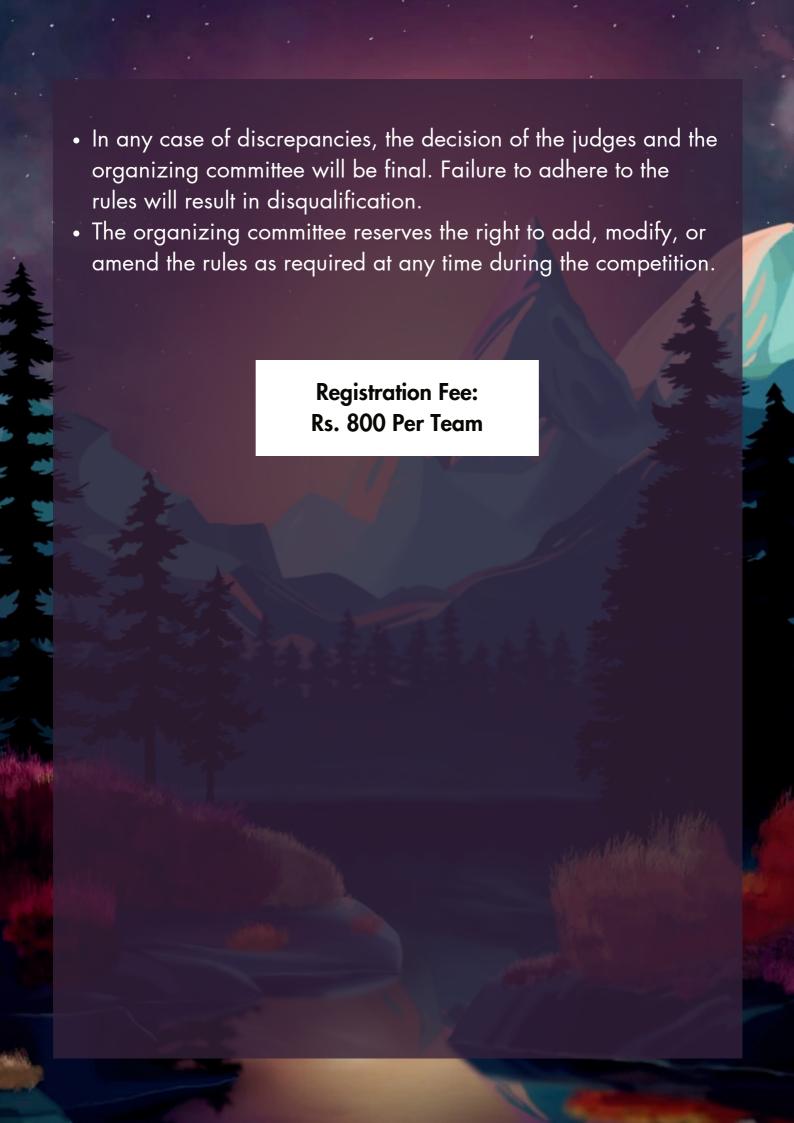**Rs. 350 Per Participant**

VALORANT

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

Rules And Regulations:

- Matches will be hosted on Mumbai Server Standard Mode Custom Match.
- Maps will be finalized by vetoing active duty maps until one remains. 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.
- Two substitutes per team will be allowed.
- Teams will be disqualified if any player refuses 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. 800 Per Team

CALL OF DUTY MOBILE
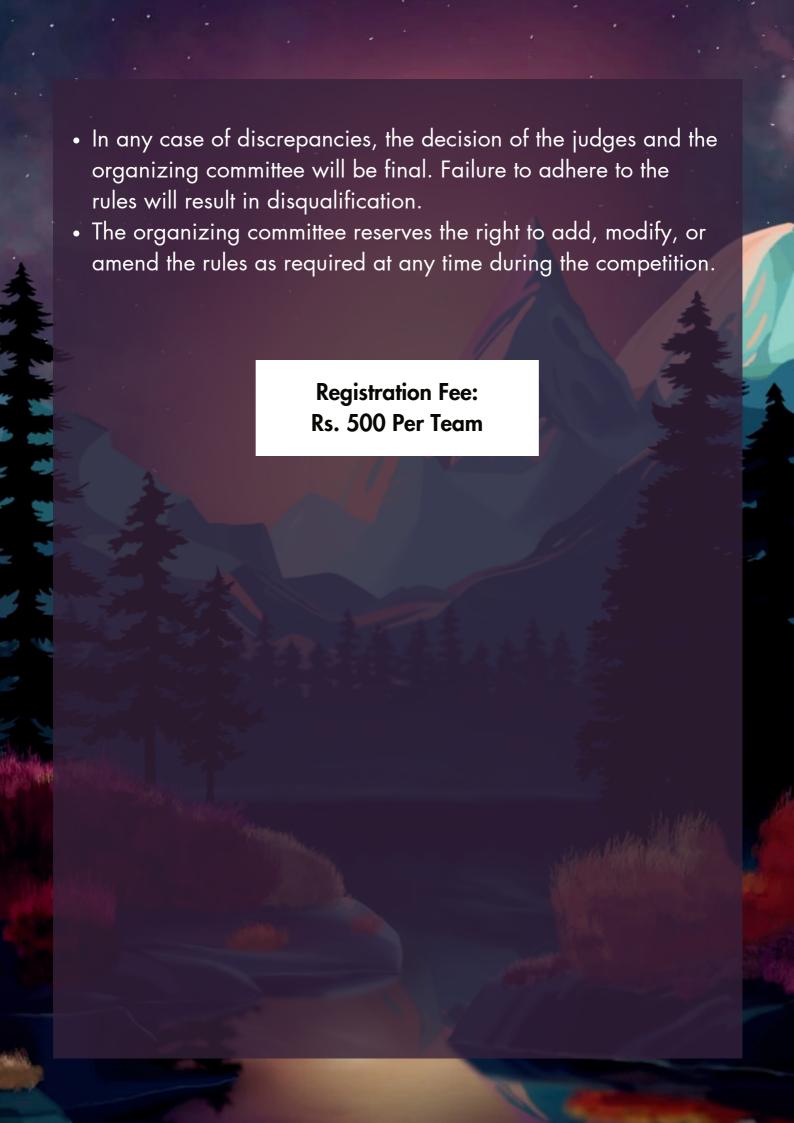
College ID: Compulsory
Mode of Conduction: Online
Number of Participants: Team Participation (1 team comprising of 5 participants)

Rules and Regulations:
- 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.

- 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:
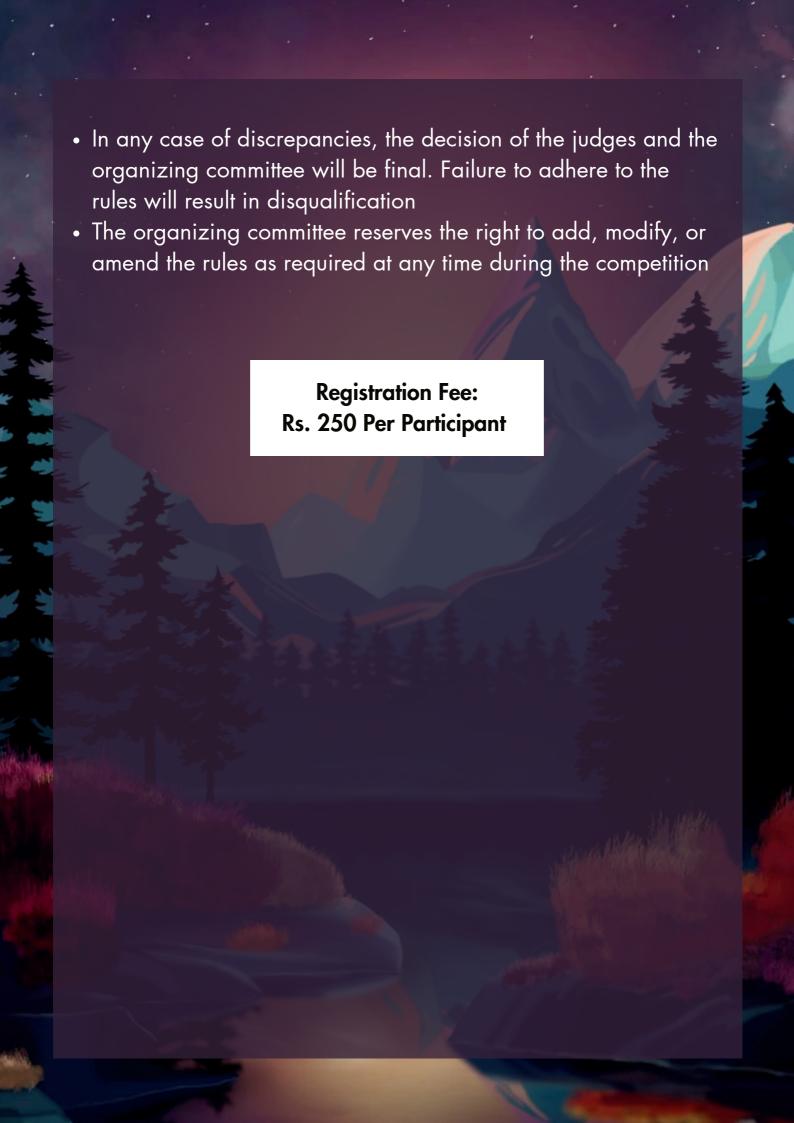Rs. 500 Per Team**

POSTER MAKING

College ID: Compulsory
Mode of Conduction: Offline
Number of Participants: Individual Participation

Judging Criteria
- Creativity
- Interpretation
- Relevance to the theme
- Originality

Rules And Regulations
- The theme for the poster will be disclosed on the day of the official event.
- The artwork presented needs to be original. 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 60 minutes. Exceeding the time will lead to deduction of marks.
- The artwork will only be made through traditional medium (on paper) and no other medium will be taken into consideration.
- Dialogues can be either in Hindi or English.
- The poster can either be in color or in black and white.
- The content of the poster should not be defamatory, libelous, obscene or illegal. Use of profanity is strictly prohibited.
- The participants must be present at the venue 15 minutes prior to 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. 250 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. 250 Per Participant**

ART- E - FACTS

College ID: Compulsory
Mode of Conduction: Offline
Number of Participants: Individual or Team Participation (1 Team comprising 2 participants)

Judging Criteria:
- Creativity & Innovation
- Ideation and Conceptualisation
- Originality
- Adherence to the theme
- Overall artistic appeal

Rules and Regulations:
- The theme for the event will be announced on the spot.
- The participants will be required to transform an ordinary tote bag into a fashionable designer tote bag using paints and other items.
- The time given to complete the artwork is 120 minutes. Exceeding the time limit will lead to deduction of marks.
- Artwork on the tote bag must incorporate text; failure to do so results in a deduction in points.
- Teams must bring their own stationary; one tote bag along with paints and brushes will be provided by the host college.
- The participants will not be allowed to use their electronic devices for reference.

- If the tote bag is found to be copied or a modified version of an existing one, the participant will be disqualified.
- Only 3 entries will be allowed per 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. 350 Per Team

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.
- Overall visual appeal.

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

Rules and Regulations:
- Participants need to bring their own art materials. They will be provided with the 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.
- Marks shall be deducted if the participants leave the area in a mess.
- The subject 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 lead to deduction of marks.
- 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.

COMIC CREATION CHALLENGE

College ID: Compulsory
Mode of Conduction: Offline
Number of Participants: Individual Participation

Judging Criteria
- Originality
- Creativity and Humour
- Adherence to the theme
- Art and Neatness
- Cohesiveness/Narrative Structure
- Climax/Punchline
- Adherence to Number of frames
- Usage of Object in Comic

Rules and Regulations
- The theme, along with the number of frames (7-12) and the required object, will be revealed at the event by spinning a wheel. Participants will get one re-spin for any of the three variables. The participant may not revert to the original pick.
- 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 of the number of frames allotted 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