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AD EXTRAVAGANZA

RULES

- The topics for the Ad Show will be given on the spot.
- Each team will have 15 minutes for the preparation.
- Maximum Time Limit for performing the Ad is 5 minutes. If Team takes more than 5 minutes then such team will be disqualified.
- The criteria for assessment includes content, spontaneity and adherence to the topic, coordination, appeal of the advertisement, humor and performance on the stage.
- There should be no exposure to biasness against any caste or community or religion through your performance.
- Use of vulgar expression and language will lead to disqualification of the team.
- Decisions of the judges will be final.

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Face Painting

RULES

- **Theme-** Nature
- The theme reflects revealing hidden emotions, identities, or personal transformations.
- Participants should create a design that interprets this theme in their own creative way.
- **Materials Allowed:** Face paints, cosmetic-safe glitter, and brushes.
- **Prohibited:** No artificial masks or harmful materials.
- All materials must be brought by the participants.

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Postermaking (SDG)

RULES

- The theme of the competition is Sustainable Development Goals (SDGs).
- Sheet Size A3
- Participants must choose one or more SDGs (e.g., No Poverty, Gender Equality, Climate Action, etc.) as the focus of their poster.
- Posters must communicate a message that reflects the chosen SDG(s).
- Medium: Participants can use paints, markers, crayons, colored pencils, watercolors
- Materials Allowed: Participants must bring their own art supplies.
- No Offensive Content: Posters should not contain any inappropriate, offensive, or discriminatory content.
- Original Work: The poster must be an original creation of the participant.

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Best out of Waste

RULES

- Participants must use discarded, recycled, or waste materials.
- Materials Allowed: Paper (newspapers, magazines)
- Plastic bottles, bags, and containers
- Fabric scraps or old clothes
- Metal scraps, wires
- Glass bottles or jars
- Organic waste (leaves, flowers, shells)
- Materials Prohibited: No use of materials that are harmful to the environment or considered new/non-waste.
- Creativity and Innovation (30%): How unique and original the product is.
- Use of Waste Materials (20%): The variety and clever use of waste materials.
- Aesthetic Appeal (20%): How visually appealing the final product is.
- Functionality and Practicality (20%): Whether the item created can serve a practical purpose.

- **Presentation (10%):** How well the idea is presented to the judges (including explanation of materials and process).
- Participants will have a set time (e.g., 3-4 hours) to work on their projects during the competition.

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Cooking without Flame

RULES

Theme: Rainbow Diet

To ensure that the competition remains fair, challenging, and enjoyable for all, the participants need to obey the following rules and guidelines that are typically followed in such competitions:

- **No Open Flame:** Participants are not allowed to use any form of open flame or direct heat source like stoves, gas burners, or electric cooktops.
- **Use of Pre-cooked Ingredients:** Ingredients that require cooking (like meat, rice, pasta) must be pre-cooked before the competition starts. Participants can only assemble or prepare these ingredients without further cooking.
- **Preparation area:** Each team will be provided with a designated preparation area. No utensils will be provided by the college.
- **Time Limit:** 45 minutes

- **Judging Criteria:** Dishes are judged based on creativity, presentation, taste, and adherence to themes.
- **Safety Guidelines:** Safety rules must be followed to ensure that participants handle ingredients and tools safely. This includes handling of sharp objects and potentially allergenic ingredients.
- **Team composition:** maximum 2 members should be there in a team. Individual members will be considered as one team.
- **Cleanliness and Hygiene:** Participants must maintain cleanliness in their work area and adhere to basic hygiene practices when handling food.

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Business Quiz

RULES

Round 1: General Round – Each team - quota of 4 questions.

- In this round each team has its own quota of 4 questions and other questions passed to it from the previous team that did not answer.
- A team gets 30 seconds to answer the question intended for it, and is awarded 20 points for answering it.
- If the team, the question intended for gives a wrong answer, the quiz master will give the correct answer.
- If the team that the question intended for passes it. The next team/s gets 15 seconds to answer it and is awarded 10 points for the right answer.
- The team members can discuss before giving the answer.
- If a team cannot answer a question they can pass it or after 30 seconds it gets automatically passed to the next team.
- If a team is answering a question and the time passes, then the team gets to complete the answer and is awarded points for the right answer.

- There is no negative marking for wrong answer.
- No buzzer is used in this round

• **Round 2: Rapid Fire Round** – Each team quota of 5 questions.

- In this round each team will be asked 5 questions one after another.
- On the immediate completion of a question, each team gets 5 seconds to answer it. If a team is not able to answer a question, they can pass it for the next question.
- There is no team discussion in this round.
- 10 points is awarded for the correct answer.
- No negative points for the wrong answer.
- Once a question is passed the team cannot give an answer later.
- No buzzer is used in this round.

Round 3 Buzzer Round – Ten questions in all 10 questions will be fired at all the teams one after another.

- The teams can discuss among themselves and then press the buzzer/bell to answer the question first.
- No discussion is allowed after pressing the buzzer.
- The team that presses the buzzer/bell first gets a chance to answer it.

- 10 points for the correct answer and minus 5 points for the wrong answer.
- If a team doesn't answer or gives a wrong answers after they press buzzer they also lose 5 points
- If a team presses the buzzer before the question is over they will be asked to answer it without the question being completed.
- The question has to be answered in 20 seconds.
- If a question is not answered by the first team who pressed the bell. The team that pressed the bell next gets to answer.
- There are no choices in this round. If two teams press the buzzer/bell together there will be a pull of cards to decide who gets the chance to answer it.
- If the first team answers it correctly they get a point. If they give a wrong answer they lose 5 points and the next team that pressed the buzzer gets to answer.

Round 4 Visual round – 2 questions each.

- Each Team will be shown a picture with/without a quotation.

- The team has to complete the quotation or name the person shown in picture. The team has 15 seconds to complete the quotation.
- Questions will not be passed to the next team.
- No negative points for wrong answers.

Round 5-In case of a tie.

- In case of a tie after the 4th round, the tied teams get into a buzzer/bell round.
- Rules are similar to buzzer round
- If a team answers right they get 25 points. If they answer wrong they get minus 25 points.

GUIDELINES

- The number of participants per team can be 2 or 3.
- The topics covered for the quiz will be informed in prior.
- Participation certificates will be awarded , medals to the winning teams.

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Rangoli

RULES

- Participants must follow the given theme for the competition (Festivals, Nature, Unity in Diversity, or Sustainable Development).
- Creativity and interpretation of the theme will be a major factor in judging.
- 3 person allowed in one team
- Each team/individual will be given a designated space (e.g., 4x4 feet or 5x5 feet) to create their Rangoli.
- Materials Prohibited: No artificial colors, plastic items, or pre-drawn stencils allowed
- Participants must maintain cleanliness in their working area.
- Only safe and non-toxic materials should be used.

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Best Manager

RULES

Round 1: Self-Presentation and Visionary Leadership

- **Objective:** To assess contestants' ability to communicate their leadership vision and managerial philosophy effectively.
- **Task:** Participants will present their leadership style, vision for effective management, and strategies for leading teams. They must use real-life examples of their leadership experience.

Rubrics for Round 1:

- **Clarity of Vision:** 20 points – Is the participant's vision for leadership clear and forward-thinking?
- **Leadership Philosophy:** 20 points – Does the contestant articulate a sound philosophy on leading others?
- **Communication Skills:** 20 points – How effectively is the participant communicating their ideas?
- **Use of Examples:** 20 points – Are the real-life examples relevant and insightful?
- **Innovativeness in Approach:** 20 points – Is their leadership approach unique and creative?

Round 2: Problem-Solving Challenge

- Objective: To test contestants' ability to solve complex business challenges under pressure.
- Task: Participants will be given a time-sensitive business problem that involves operational, HR, or strategic issues. They must present their solutions within a limited time.

Rubrics for Round 2:

- Problem Analysis: 20 points – Did the contestant accurately identify the key issues and challenges?
- Creativity of Solution: 20 points – How innovative is their approach to solving the problem?
- Practicality of Solution: 20 points – Is the solution feasible and actionable in real-world settings?
- Time Management: 20 points – Did the contestant effectively manage time while presenting the solution?
- Risk Management: 20 points – Did they consider potential risks and offer mitigation strategies?

Round 3: Ethical Dilemma Challenge

- Objective: To evaluate the ethical decision-making and integrity of contestants when faced with moral challenges in business.

- **Task:** Participants will be presented with an ethical dilemma and asked to explain how they would resolve it while upholding both the company's interests and ethical standards.

Rubrics for Round 3:

- **Ethical Awareness:** 20 points – Does the participant recognize all ethical dimensions of the problem?
- **Integrity of the Decision:** 20 points – Does the decision demonstrate strong moral principles?
- **Balanced Judgment:** 20 points – Is the solution fair and considers the interests of all stakeholders?
- **Strategic Implications:** 20 points – Does the decision align with long-term organizational goals and values?
- **Communication of Rationale:** 20 points – How well does the contestant explain and justify their decision?

Round 4: Team Management Simulation

- **Objective:** To assess the contestants' ability to manage a team effectively in a dynamic and challenging scenario.
- **Task:** Participants will manage a simulated scenario involving team conflict, motivation, and delegation. They will need to demonstrate leadership in bringing the team to a positive outcome.

Rubrics for Round 4:

- **Team Conflict Resolution: 20 points** – How effectively does the contestant resolve conflicts within the team?
- **Delegation of Responsibilities: 20 points** – Are tasks delegated appropriately and strategically?
- **Motivation of Team: 20 points** – How well does the contestant motivate the team during the challenge?
- **Problem Resolution: 20 points** – How quickly and effectively does the team reach a solution under the participant's leadership?
- **Adaptability: 20 points** – How well does the participant adapt to unexpected challenges in team dynamics?

Round 5: Final Strategic Presentation

- **Objective:** To assess participants' ability to present a comprehensive business strategy with long-term goals and objectives.
- **Task:** Contestants will be given a hypothetical business scenario and asked to develop and present a long-term business strategy, covering aspects such as growth, innovation, and sustainability.

Rubrics for Round 5:

- **Strategic Vision: 20 points** – Is the proposed strategy forward-thinking and aligned with future business needs?
- **Innovation: 20 points** – How creative and innovative are the proposed solutions?
- **Feasibility: 20 points** – Can the strategy be realistically implemented in a business setting?
- **Financial Planning: 20 points** – Does the contestant present a solid financial plan to support their strategy?
- **Presentation Skills: 20 points** – How effectively is the strategy communicated to the audience?

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