



SHARDA  
UNIVERSITY  
AGRA



# CRUISE 2K25

**FUN EVENT COMMITTEE INVITES  
STUDENT PARTICIPATION IN FUN EVENTS**

**19 MAR - 21 MAR, 2025**

**LET'S CELEBRATE  
FUN, GAMES & TOURNAMENTS  
WE LOOK FORWARD TO YOUR  
ENTHUSIASTIC PARTICIPAION**

**CONVENER:  
DSW OFFICE**

**FACULTY COODINATORS:**

CA SANJEEV THAKUR  
( COODINATOR)  
MR. VED PRAKASH  
PANDEY  
(CO- COODINATOR)  
DR. GAURAV AGARWAL  
DR. RACHIT GUPTA  
MR. ABHINAV  
KULSHRESTHA  
MR. RAVI KUMAR  
MS. NIDHI SRIVASTAVA  
MS. AARUSHI SAXENA

**STUDENTS COMMITTE:**

**EVENT ORGANISING SECRATRIES**

RISHIT JAIN (MBA)  
9917146946

HIMANSHI MITTAL (MBA)  
6396985824

**EVENT SECRATRIES**

VANSH GARG (ASET)  
9634910202

RHYTHM ALANI (SSBS)  
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9027783853

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# Event List

NO	EVENT NAME	REGISTRATION	WINNER	RUNNER UP
1	KBC- Kon Banega Cinema Star (Bollywood Quiz)	100	1200	800
2	Lights Camera Action (Dumb-charades)	199	1200	800
3	Guess it or regret it (What's in the box)	100	1200	800
4	Number ninjas (Counting Game)	100	1200	800
5	3X3 BASKETBALL	249	2000	1500
6	Dum Laga ke Haisha(Tug of War)	349	3000	2000
7	Khojo Toh Jaane (Treasure Hunt)	299	2000	1500
8	Taalmel Baazi (Pair game)	149	1300	1000
9	Gaana Bajega Toh Bhagna Padega (with a twist)(Musical Chair)	100	1200	800
10	Notes ki Notanki (Antakshari)	149	1200	800
11	Aage Race , Peecha Chase (Obstacle Race)	299	2500	1800
12	Dora the explorer (Scavenger Hunt)	299	2500	1800

## Faculty & Student Coordinator

### (1) Faculty Coordinators

SR.N O.	NAME OF FACULTY	DEPARTMENT	PHONE NO.
1.	CA. SANJEEV THAKUR <b>(COORDINATOR)</b>	SSBS	8923110044
2.	MR. VED PRAKASH PANDEY <b>(CO-COORDINATOR)</b>	SPORTS	9236876626
3.	DR. GAURAV AGARWAL	SSBS	9027338021
4.	DR. RACHIT GUPTA	BBA	9045565852
5.	MR. ABHINAV KULSHERSTHA	SSBS	8218963874
6.	MR. RAVI KUMAR	SSP	9997776405
7.	MS. NIDHI SRIVASTAVA	ACCOUNT	7505325152
8.	MS. AARUSHI SAXENA	HR	8171097222

### 2. Student Coordinators

NAME / DESIGNATION	SCHOOL	Phone No:
HIMANSHI MITTAL <b>(EVENT ORGANISING SECRETARY)</b>	SSBS	9917146946
RISHIT JAIN <b>(EVENT ORGANISING SECRETARY)</b>	SSBS	6396985824
VANSH GARG <b>(SECRETARY)</b>	ASET	9634910202
RHYTHM ALANI <b>(SECRETARY)</b>	SSBS	8279428108
NEELKANTH SHARMA <b>(SECRETARY)</b>	SSP	9027783853
MANTHAN GUPTA <b>(CODINATOR)</b>	SSBS	8979944166
AKSHAY KUMAR <b>(CODINATOR)</b>	SSBS	7014334361
AYUSH GUPTA <b>(CODINATOR)</b>	SSBS	8477994673

## 1. TREASURE HUNT

SR.NO	COORDINATORS	SCHOOL	PHONE NO.
1.	MANTHAN GUPTA (EVENT COORDINATOR)	SSBS	8979944166
2.	AKSHAT SAXENA (EVENT HEAD)	ASET	9870637645

## 2.SCAVENGERS HUNTS

SR.NO	COORDINATORS	SCHOOL	PHONE NO.
1.	AYUSH GUPTA (EVENT COORDINATOR)	SSBS	8477994673
2.	NITIN CHAHAR (EVENT HEAD)	ASET	9149262313

## 3. OBSTACLE RACE

SR.NO.	COORDINATORS	SCHOOL	PHONE NO.
1.	AYUSH GUPTA (EVENT COORDINATOR)	SSBS	8477994673
2.	NITIN CHAHAR (EVENT HEAD)	ASET	9149262313

## 4. 3X3 BASKETBALL

SR.NO.	COORDINATORS	SCHOOL	PHONE NO.
2.	AKSHAY KUMAR (EVENT COORDINATOR)	SSBS	7014334361
3.	KARAN (EVENT HEAD)	ASET	9149262313

## 5. TUG OF WAR

SR.NO.	COORDINATORS	SCHOOL	PHONE NO.
1.	AKSHAY KUMAR (EVENT COORDINATOR)	SSBS	7014334361
2.	KARAN (EVENT HEAD)	ASET	9149262313

## 6. BOLLYWOOD QUIZ

SR.NO.	COORDINATOR	SCHOOL	PHONE NO.
1.	AKSHAY KUMAR (EVENT COORDINATOR)	SSBS	7014334361
2.	NISHA GUPTA (EVENT HEAD)	SSBS	9520738321

## 7. WHATS IN THE BOX

SR.NO.	COORDINATOR	SCHOOL	PHONE NO.
1.	MANTHAN GUPTA (EVENT COORDINATOR)	SSBS	8979944166
2.	MONIKA BHAGEL (EVENT HEAD)	SSBS	7906710601

## 8. DUMBCHARADES

SR.NO.	COORDINATOR	SCHOOL	PHONE NO.
1.	AKSHAY KUMAR (EVENT COORDINATOR)	SSBS	7014334361
2.	NISHA GUPTA (EVENT HEAD)	SSBS	9520738321

## 9. MUSICAL CHAIR

SR.NO.	COORDINATOR	SCHOOL	PHONE NO.
1.	AYUSH GUPTA (EVENT COORDINATOR)	SSBS	8477994673
2.	ADITI VERMA (EVENT HEAD)	SSBS	9389773589

## 10. ANTRAKSHI

SR.NO.	COORDINATOR	SCHOOL	PHONE NO.
1.	AYUSH GUPTA (EVENT COORDINATOR)	SSBS	8477994673
2.	ADITI VERMA (EVENT HEAD)	SSBS	9389773589

## 11. COUNTING GAME

SR.NO.	COORDINATOR	SCHOOL	PHONE NO.
2.	MANTHAN GUPTA (EVENT COORDINATOR)	SSBS	8979944166
3.	MONIKA BHAGEL (EVENT HEAD)	SSBS	7906710601

## 12. PAIR GAMES

SR.NO.	COORDINATOR	SCHOOL	PHONE NO.
1.	MANTHAN GUPTA (EVENT COORDINATOR)	SSBS	8979944166
2.	AKSHAT SAXENA (EVENT HEAD)	ASET	9870637645

# REGISTRATION AND PAYMENT DETAILS

Registration is mandatory to participate in any of the events, Participants must register using the following link and make the payment:

<https://forms.gle/Zpqm5mETS5DT1NAa9>

- The last date for filling out the form is March 8, 2025, until 07:00 PM.
- A registration fee of ₹150 is required for participation. Additionally, if a participant wishes to take part in multiple events, they must pay an additional ₹100 per event. **(Extra charges for group events as mentioned above. )**
- A student can participate in more than one event. Please check the event flow and timings for each event before you register for multiple events. The organizing team will not be responsible for any clash between the timings of two registered events.
- Payment must be made to the following account details or through the QR code.
- Make sure you take a screenshot of the transaction ID after making the payment and upload to the google form for confirming your registration.

## Bank Details:

Account Name: SHARDA UNIVERSITY AGRA A UNIT OF SHRI ANAND SWAROOP EDUCATIONAL TRUST

Account No: 769205000252

IFSC Code: ICIC0007692

Branch Address: Greater Noida

## QR Code:



M/S SHARDA UNIVERSITY AGRA A UNIT OF SHRI ANAND SWAROOP EDUCATIONAL TRUST



# General Guidelines for participation in fun events

## 1. Eligibility Criteria:

Participation is open to all current students Of SUA/AECTC/SUGN/ SGL

## 2. Registration Process

- Participants must fill out the registration form and submit it before the deadline.
- Google Form Link: <https://forms.gle/Zpqm5mETS5DT1NAa9>

To ensure smooth event management and provide an incredible platform to showcase your talent, a nominal registration fee has been set.

### Fee Structure:

- ☑ Registration Fee: ₹100 (For participation in one event)
- ☑ Additional Events: ₹50 per event (note for sole event)
- ☑ Registration Fee: Fee mention in front of event name (For participation in group event)

### How It Works?

Every participant must pay ₹100, covering registration for one event of their choice for multiple events participation, an additional ₹50 is charged per event. No changes can be made once registration has been completed.

### Fee Calculation Examples:

#### For Sole Event

Example 1: (Guess it or regret it) (What in the box) → ₹100

Example 2: (Guess it or regret it) (What in the box) + (Number ninjas) (Counting Game) → ₹100 + ₹50 = ₹150

Example 3: (Guess it or regret it) (What in the box) + (Number ninjas) (Counting Game) + Dora the explorer (Scavenger Race) → ₹100 + ₹50 + ₹50 = ₹200

Example 4: 4 events → ₹100 + (3 × ₹50) = ₹250

#### For Group Event

◇ Example 1: Dum Laga ke Haisha (Tug of war) (Group) → ₹399

◇ Example 2: Khojo Toh Jaane (Treasure Hunt) → ₹299

#### 📌 Important Notes:

Calculate your total fee before making the payment. Registration is mandatory for all participants. Payments are non-refundable. If you are not selected in the screening round, the registration fee will not be refunded. Group event participants must pay individually and provide all necessary information. After successful payment, take a screenshot and upload it in the registration form.

Get ready to showcase your talent, compete with the best and win exciting prizes at Cruise 2K25! 🎯 🚀

### 3. Health and Safety Guidelines

- Necessary safety measures should be taken to avoid injuries during performances.
- First-aid facilities will be available on the premises.

### 4. Prizes and Certificates

- Certificates of Participation will be awarded to all participants.
- Prize money and certificates will be awarded to winners and runners-up in each category

### 5. Contact Information

<b>NAME / DESIGNATION</b>	<b>SCHOOL</b>	<b>CONTACT NO:</b>
HIMANSHI MITTAL (EVENT ORGANISING SECRETARY)	SSBS	9917146946
RISHIT JAIN (EVENT ORGANISING SECRETARY)	SSBS	6396985824
VANSH GARG (SECRETARY)	ASET	9634910202
RHYTHM ALANI (SECRETARY)	SSBS	8279428108
NEELKANTH SHARMA (SECRETARY)	SSP	9027783853
MANTHAN GUPTA (CODINATOR)	SSBS	8979944166
AKSHAY KUMAR (CODINATOR)	SSBS	7014334361
AYUSH GUPTA (CODINATOR)	SSBS	8477994673

### 6. Prizes and Certificates

- Certificates of Participation will be awarded to all participants.
- cash prize and certificates will be awarded to winners and runners-up in each category

## 7. Disclaimer

- The Cultural Committee reserves the right to make any changes to the guidelines as necessary.
- Decisions made by the organizing committee and judges will be final and binding

# Rules for fun Events

## 1. Lights Camera Action (Dumb-charades)

### Objective:

Participants must act out the name of a Bollywood movie (or any other category) without speaking, while their team members try to guess it within the time limit.

### Game Structure:

- The game is played **in teams 3-6 members per team.**
- One person from the team acts out the given movie name.
- The rest of the team must guess the correct movie name.

### Rules & Regulations:

#### 1. Team & Participation:

- Each team takes turns.
- One player from the team acts while the others guess.

#### 2. Time Limit:

- Each team gets **90 seconds** to guess the movie name.
- If they fail, the turn passes to the next team (if applicable).

#### 3. Acting Rules:

- The actor **CANNOT** speak, mouth words, or make any sound.

- They can use **gestures, expressions, and body language** to act out the movie name.
- They can indicate:
  - **Number of words in the movie name** (using fingers).
  - **Sounds like** (pointing to the ear).
  - **Splitting words** (acting out each word separately).
  - **Hook Step of the movie's famous song.**

#### 4. Answering Rules:

- The team members must **say the exact and correct movie name** to win the point.
- If they guess wrong or fail to answer within time, they get **zero points**.

#### 5. Scoring System:

- **Correct Answer:** 10 points.
- **Wrong Answer / No Answer:** 0 points.
- If the player who acts, open his mouth 5 points will deduct.

#### 6. Elimination & Winning:

- The game continues for multiple rounds.
- The team with the **highest points** at the end wins.

#### 7. No External Help:

- No mobile phones, internet searches, or outside help allowed.

## 2. KBC- Kon Banega Cinema Star (Bollywood Hunt)

**Objective:** Teams answer various Bollywood-related questions across multiple rounds to score points. Low-scoring teams can be eliminated.

### **Rounds:**

1. **Round 1: Guess the Movie Name Through Dialogue**
2. **Round 2: Guess the Song Through Picture Clue**
3. **Round 3: Bollywood Trivia**

### ***Round 1: Guess the Movie Name Through Dialogue***

**Objective:** Participants must guess the Bollywood movie name based on a famous dialogue provided to them.

### **Game Structure:**

- Played individually.
- A host will read out or display a famous Bollywood dialogue.
- Participants must identify the movie.

### **Rules & Regulations:**

#### **1. Team Size:**

- a. If played individually, each participant answers separately.

#### **2. Time Limit:**

- a. Each participant/team gets 20 seconds to guess the movie.
- b. If they fail, the question passes to the next team.

#### **3. Answering Rules:**

- a. The participant/team must say the correct and complete movie name.

- b. Widely known titles are accepted if the movie has multiple titles.

#### **4. Scoring System:**

- a. Correct Answer: 10 points.
- b. Wrong Answer/No Answer: 0 points.

#### **5. No Use of Mobile Phones:**

- a. Participants are not allowed to use mobile phones or external help.

### ***Round 2: Guess the Song Through Picture Clue***

**Objective:** Participants must guess the Bollywood song based on an image that represents an object, thing, or element mentioned in the song.

#### **Game Structure:**

- Played individually.
- The host displays an image related to a Bollywood song.
- Participants must guess the song.

#### **Rules & Regulations:**

##### **1. Time Limit:**

- a. Each participant/team gets 15 seconds to guess the song.
- b. If they fail, the question is passed to the next team.

##### **2. Answering Rules:**

- a. The participant/team must say the exact and correct song name (minor pronunciation mistakes are accepted).
- b. The song must match the object in the picture.

##### **3. Scoring System:**

- a. Correct Answer: 10 points.
- b. Wrong Answer/No Answer: 0 points.

#### **4. No External Help:**

- a. No mobile phones or external help are allowed.

### **Round 3: Bollywood Trivia Quiz**

**Objective:** Participants answer questions about Bollywood movies, actors, songs, awards, and other related topics.

#### **Game Structure:**

- Played individually.
- The host asks a Bollywood-related question.
- Participants must answer within the given time limit.

#### **Rules & Regulations:**

##### **1. Question Categories:**

- a. Movies, Actors & Actresses, Songs & Music, Awards & Box Office, Behind-the-Scenes.

##### **2. Time Limit:**

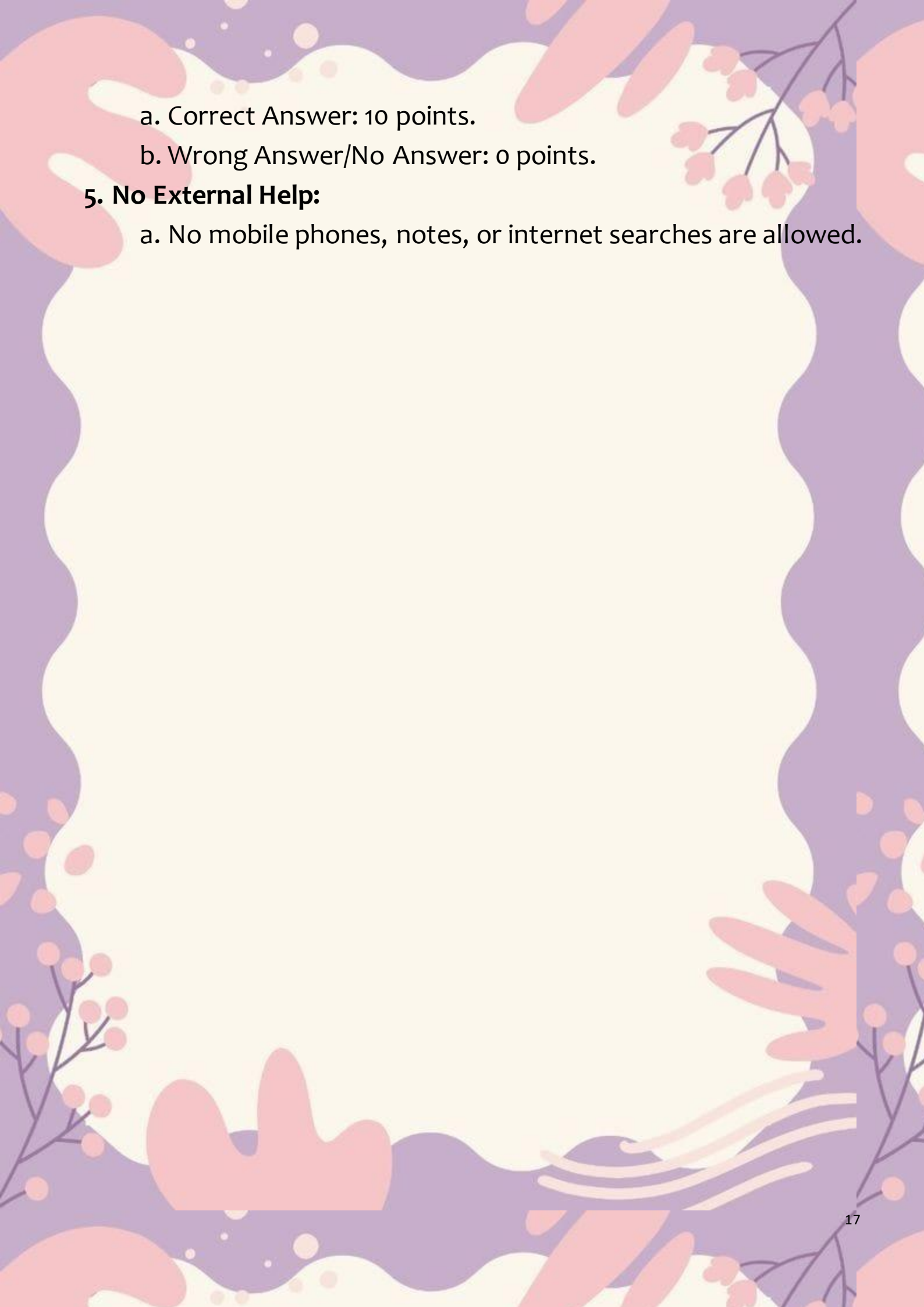
- a. Each team/participant has 15 seconds to answer.
- b. If they fail to answer in time, the question passes to the next team.

##### **3. Answering Rules:**

- a. Answers must be correct and complete (minor pronunciation mistakes are accepted).
- b. Multiple-choice questions may be used, where participants must pick the correct option.

##### **4. Scoring System:**



- 
- a. Correct Answer: 10 points.
  - b. Wrong Answer/No Answer: 0 points.

**5. No External Help:**

- a. No mobile phones, notes, or internet searches are allowed.

### **3. 3 VS 3 BASKETBALL RULES**

#### ***3v3 Basketball Rules***

**Objective:** 3x3 basketball is a fast-paced game played on a half-court with one hoop.

#### **Team Composition:**

- Each team has 3 players on court and 1 substitute (Total 4 players).

#### **Game Duration:**

- 10 minutes of running clock or the first team to score 21 points wins.
- If the game ties, overtime starts with the first team to score 2 points winning.

#### **Scoring:**

- Inside the arc: 1 point.
- Outside the arc: 2 points.
- Free throws: 1 point.

#### **Basic Game Rules:**

- The game begins with a coin toss to determine possession.
- After each rebound, the ball must be cleared beyond the arc before attempting to score.
- In dead ball situations, the ball is checked at the top of the arc before play resumes.

### **Fouls:**

- Individual fouls are not counted; only team fouls are.
- A penalty occurs after the seventh foul, with 2 free throws awarded to the opposing team.

### **Timeouts:**

- Each team gets 1 timeout (30 seconds), and the game clock stops during this time.

#### 4. Dum Laga ke Haisha(Tug of War)

- Tug of War is a team sport where two teams pull on opposite ends of a rope, aiming to drag the other team across a designated line. Below are the standard rules and regulations based on international guidelines, such as those set by the Tug of War International Federation (TWIF).

### ***Basic Rules of Tug of War***

#### 1. Team Composition

- A standard team consists of **7 members**.
- **Total team weight must be between 490 - 510 kg**. The **team leader must calculate the total weight before the match**, as it will be checked before the event. If the weight exceeds the limit, it may cause disqualification. However, a **5-10 kg increase** may be allowed at the time of the check for fairness.
- Teams can have substitutes (usually up to 2).
- There are different weight categories to ensure fair competition.

#### 2. The Rope

- The rope must be at least 10 cm in circumference and marked at the center.
- Two markers, equidistant from the center, indicate the winning line.

#### 3. The Pulling Area

- The competition takes place on a flat surface (grass, sand, or indoor mats).
- A central line is drawn, and each team starts behind it.

#### 4. The Start

- The referee gives the commands:
- **"Pick up the rope"** – Teams grip the rope.
- **"Take the strain"** – Teams get into position and apply slight tension.
- **"Pull"** – The official start of the contest.

#### 5. Winning the Match

- A team wins when they pull the opposing team over the center line (typically marked on the rope).
- Best-of-three format is commonly used in competitive matches.

#### 6. Fouls and Disqualifications

- Lowering the head below the knees (dangerous technique).
- Sitting or kneeling on the ground.
- Deliberate jerking of the rope.
- Using unfair advantages, like wearing gloves or sticky substances for grip.
- Exceeding the **maximum weight limit** beyond the allowable **5-10 kg** increase during the event.
- Failure to follow referee instructions may lead to a warning or disqualification.

## **7. Duration & Breaks**

- A match can last up to 2 minutes in some competitions.
- The rest of the periods between rounds are usually 1-2 minutes.

## **8. Additional Regulations (Competitive Level)**

- Footwear is regulated (boots with a heel may be allowed).
- The "anchor" (last team member) may wrap the rope around their body.
- Teams should maintain a proper stance: flat, body lean back, and grip firm.

## 5. Khojo Toh Jaane (Treasure Hunt)

### Round 1 : - (Riddle Solving)

#### **Objective**

- Participants must solve the given riddle to go the particular place to find another one.

#### **Game structure:**

- The 1st riddle will be given to the Team leader and then at start of GO they should solve
- the riddle and find another envelope placed there.
- after finding the envelope you've to submit the previous one to the management team
- where you were given the 1st clue.
- when you submit the 3rd clue you'll be qualified for the next round.

### Round: 2 (Dekho, Jodo or Khojo)

#### **Objectives: -**

- Participant must collect all the three emojis and guess the place to get into final round.

### **Game structure: -**

- After the completion of the 1st round the teams which qualified will be given a clue with an emoji, they have to solve the riddle and go to the place to get another envelope with another emoji, you've to collect all three emojis to get to final destination. The team who comes first will be qualified for the final round

### **Round: - 3(Treasure Takedown)**

#### **Objectives: -**

- The finalized teams will take part in the relay race.

#### **Game Structure: -**

- The team members should run and take a hit and run, find the object and pass it to
- another member to reach the ending line.
- There will be three participants from each team in relay race



## 6. Taalmel Baazi (Pair game)

### BASIC RULES: -

- 1.) The game will have multiple rounds, the result will be declared by “first come first served method”.
- 2.) The number of team members should be 2.
- 3.) The registration fee will be Rs. 100
- 4.) Each team should register before the event.
- 5.) No use of any electronic device will be allowed, if found will lead to immediate disqualification.
- 6.) Round 1:- Bato to Jane
- 7.) Round 2: - Blind Fold
- 8.) Round 3: - Three feet race

### Round: - 1(Bato to Jane)

#### **Objective:**

- Participants should answer the questions regarding their partner .

### Round :2 (Blind fold)

#### **Objectives: -**

- Participants will be re-shuffled for this round and should have to find their partner blindly folded.

## **Round: -3 (Three feet race)**

### ***Objectives: -***

- The final round will be a three feet race, where the one foot of each participant would be tied to another and they have to complete the race.

## 7. Number ninjas (Counting Game)

### Round 1: Collecting the Cups

#### **Description:**

- Players must collect cups from the table and build a pyramid within a limited time.
- 

#### **Rules and Regulations:**

- Players must complete the task within the given time limit.
- Players must build a leaning tower of cups.
- If a cup falls on the ground, it cannot be used.
- The competition is between two players; the first to complete the task wins the round.
- Players must not harm any object or other players.

### Round 2: Mingle / Grouping Round

#### **Description:**

- A number is announced, and participants must form groups according to the given number within the time limit.

#### **Rules and Regulations:**

- Players can choose their pairs freely.
- Players must form teams based on the announced number.
- If a group has more or fewer members than the announced number, they are disqualified.

- Players who fail to form a group within the time limit are out.
- Players must not harm others.

### **Round 3: Play with Numbers**

#### ***Description:***

- A bowl filled with number chits is placed. Players pick a chit, and the organizer calls out a number.
- The player with the matching chit is eliminated, and the last remaining player wins.

#### ***Rules and Regulations:***

- Players cannot exchange their chits once selected.
- Players must collect their chits one by one.
- Players must not harm anyone.

## 8. Guess it or regret it (What's in the box )

### Round 1: Guess the Objects

#### **Rules:**

- Players must be blindfolded while touching the objects.
- Players can only use one hand to touch and feel the objects.
- Players cannot talk or communicate with others (audience or other contestants) during their turn.
- Players must not see or smell the items.
- Players are only allowed to touch the item a maximum of two times.
- Players must guess a minimum of three out of five objects correctly to pass the round.
- Players cannot push or force their way into the box.
- If a player is unsure, they may ask for one hint only.
- Players must respect the turns of other participants.

### Round 2: Guess the Food Items

#### **Rules:**

- Players will be blindfolded while eating.
- Players may take one or two bites of the food item.
- Players must guess the food item within 5 seconds after tasting it.
- Players are not allowed to ask any questions about the food items.
- Players must guess at least three food items correctly to qualify for the round.
- Players cannot touch the food or smell it before eating.

### Round 3: Memory Round (Learn and Recall Items in Sequence)

### **Rules:**

- Players will see an image of items on the screen for 10 seconds.
- Afterward, players have 1 minute to write down the items they saw.
- If any wrong items are written down, 1 point will be deducted for each incorrect item.
- The player who writes down the most correct items will be the winner.

## **9. Dora the explorer (Scavenger Race)**

### **Rules:**

- Team member – 6.
- Each member will be provided by a particular block.
- All members will stick together under the watch of their assigned volunteer.
- Time boundation – 2-3hrs.
- Search area will be informed earlier.
- The hints and the details will be handover before the game start
- If any participant breaks the rules or guidelines of a game or damage the university property that team will be directly eliminated.
- Each team must appoint their leader on their own.
- Groups will be appointed randomly.
- Each participant must ensure safety on their own

- and follow all guidelines.
- Members or university will not be responsible
- for the mis convenience happening with the
- Participants.
- Each team will be assigned a volunteer with
- which each participants have to cooperate with
- members.
- Each team will have to find Ten objects in the
- limited time duration.
- There is a proper checking of objects.
  
- The team which brings all the ten objects first
- that team will be announced as the winner.

## 10. Aage Race , Peecha Chase (Obstacle Race)

### General Rules

- Team member - 6
- Each team will have to play mini games and complete with each other.
- All members will under the watch of their assigned volunteer.
- Every game will have their own specific time.
- The guidelines of the mini games will be given before the game starts.
- If any participant breaks the rules or guidelines of a game or damage the university property that team will be directly eliminated.
- Each team must appoint their leader on their own.
- Each participant must ensure safety on their own and follow all guidelines.
- Members or university will not be responsible for the mis convenience happening with the Participants.
- Each team will be assigned a volunteer with which each participants have to cooperate with members.



- The team with the maximum amount of point at
- the end of the mini games will be announced as the
- winning team.
- The team which will acquire the first and second
- position will be rewarded with prizes.
- Team will have to strictly follow all guidelines
- given by the volunteer

# 11. Gaana Bajega Toh Bhagna Padega (with a twist)(Musical Chair)

## General Rules

- The competition is open to all students of the college.
- Participants must register themselves before the event
- The decision of the judges will be final and binding.
- Teams should report 30 minutes before their scheduled performance; late arrivals may face disqualification.

## *Penalties*

- Any participant found pushing or blocking others will be given a
- warning.
- Repeated offenses will result in disqualification.

## *Performance Guidelines*

- Use of offensive language, derogatory remarks, or disrespectful content is strictly prohibited.
- Any act of obscenity will lead to disqualification

## 12. Notes ki Notanki (Antakshare)

### **Gameplay Rules:**

- The game will consist of multiple rounds.
- Each round will feature a twist.
- Teams will take turns singing songs that fit the theme or category.
- Teams will have a limited time (e.g., 30 seconds or 1min) to come up with a song that meets the criteria.
- If a team fails to come up with a song within the time limit, they will be
- out of the game.
- The game will continue until only one team is left, which will be declared the winner.

### **Scoring:**

- Each correct song will earn the team 1 point.
- If a team sings a song that does not meet the criteria, they will lose 1 point.
- The team with the most points at the end of the game will be declared the winner.

### **Additional Rules:**

- Teams are not allowed to repeat songs that have already been sung.
- Teams are not allowed to use electronic devices or external help to come
- up with songs.

- The judges reserve the right to disqualify any team that violates the rules or engages in unsportsmanlike conduct.

### ***Judging Criteria***

- Quick Response – 20%
- Expression & Stage Presence (Confidence, connection with audience) – 20% .
- Song Selection (Appropriate for voice range and event) –20%.
- Rhythm & Timing (Proper tempo and coordination) – 20% .
- Overall Impact (Creativity, energy, audience engagement) –20%.