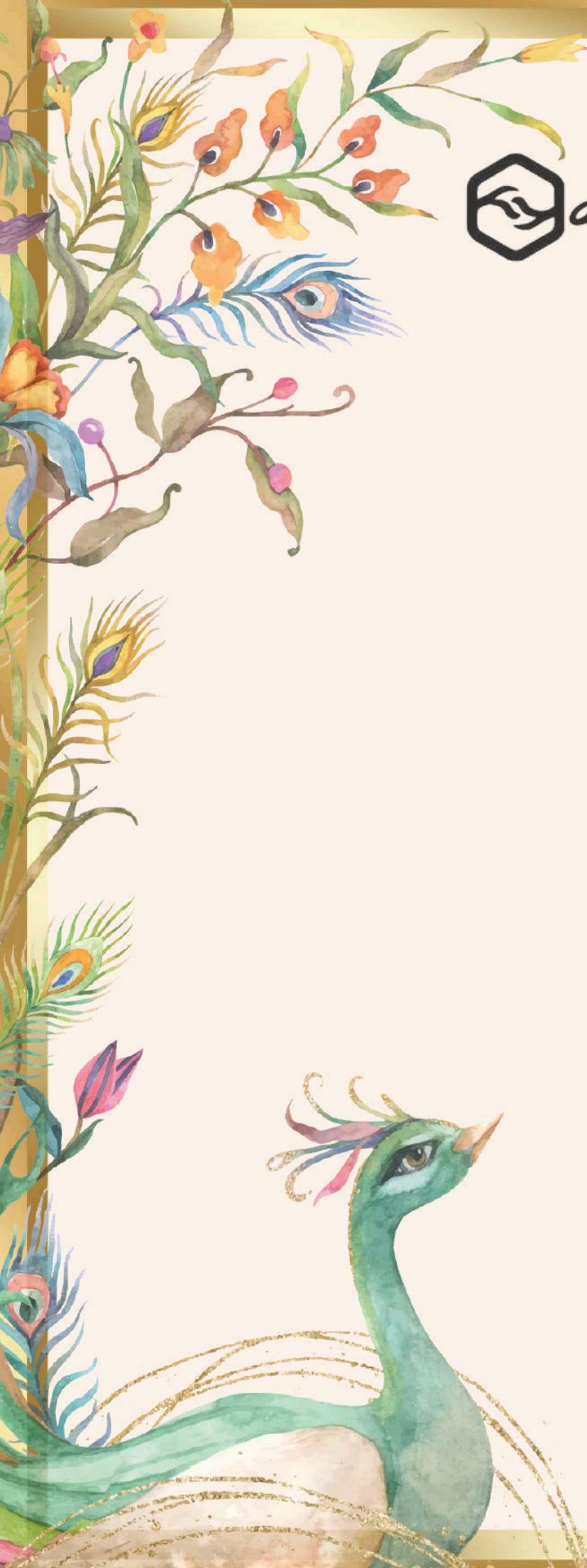




# EVENTS RULEBOOK

ABHINAY  
BANDISH  
CROSSWINDZ  
ENQUIZTA  
MIRAGE  
NATRAJ  
SAMWAD  
TOOLIKA  
ZAIKA



# ABHINAY

## RANGMANCH (STAGE PLAY)

### ABOUT

Do you have what it takes to dissolve an audience in an ocean of emotions and actions? The colorful lights, cameras & the audience are waiting for you. If you can make your expressions to the next level, then this is where you belong. The stage is set and waiting for your next grand act.

### RULES

1. Length of the play should be around 20 to 50 minutes, with a penalty for every extra minute. An additional time of 5 minutes will be given for both, setting as well as clearing the stage.
2. A technical check (both lights and sound) will be provided to each team before the starting of the event.
3. The play could be in English, Hindi or Bilingual. Short phrases of other languages can be used.
4. There is no restriction on team size.
5. Teams are allowed to have one member each for lights, sound and spot. In addition to that, a maximum of three backstage helpers is permitted. Their names should be mentioned separately at the time of Registration.
6. Any Inappropriate content or vulgarity will not be tolerated.
7. Spillage of any item is strictly not allowed onstage.
8. The decision of the organizers shall be final and abiding.
9. Slot preference will be given in the order of registration on the first come first serve basis.

# ABHINAY

## RANGMANCH (STAGEPLAY)

### JUDGING CRITERIA:

Judging Criteria: Script and Direction(Plot, Character definition, Dialogues, Originality)	35%
Acting	35%
Lights and Music	15%
Creativity and Stage Setting/Design	10%
Overall Impact	5%

# ABHINAY

## ĀSMITA (MONOACT)

### ABOUT

In civilized life, where the happiness, and indeed almost the existence, of man, depends so much upon the opinion of his fellow men, he is always acting a studied part. In a Mono Act, an actor is vulnerable. His total personality is exposed to critical judgment - his intellect, his bearing, his diction, his whole appearance. If you can reveal your emotions in front of the audience, here is your chance.

### RULES

1. In the Mono act only a single person will be allowed to be on stage.
2. A participant can have a maximum of 4 background helpers, each for lights and sound.
3. The act can be in English, Hindi or Bilingual. Short phrases of other languages can be used.
4. Time Limit: 4-10 minutes.
5. Any fluid, live animals, flames, heavy objects or any material which has a possibility of damaging the stage is not allowed.
6. Spillage of any item is strictly not allowed onstage.
7. Points will be deducted on exceeding the time limit.
8. Any Inappropriate content or vulgarity will not be tolerated.
9. The decision of the judges and organizers shall be final and abiding.

# ABHINAY

## ASMITA (MONOACT)

### JUDGING CRITERIA:

Script and Direction(Plot, Character definition, Dialogues, Originality)	25%
Acting	40%
Lights and Music	15%
Creativity and Overall Impact	20%

# ABHINAY

## HULLAD (STREETPLAY) ABOUT

In this fast-developing world, very few people have a natural taste for drama. If you can catch the attention & attract people to stay and watch your performance, here is your chance. The art of grabbing the audience's attention is all that you need. No lights, no mics, only pure ACTION full of energy.

### RULES

1. Team Size: 10-30 (including CAs & music accompanists).
2. Teams have to mail the following things at events.kashiyatra@gmail.com: Synopsis of the play (not more than 100 words) and Prod List (List of production material and music instruments brought by the teams). The subject of the email should be “HULLAD College\_name-Play\_name” before the mentioned deadline.
3. Time Limit : 15-30 minutes. Points will be deducted one exceeding the time limit.
4. The team size represents the number of people registered as a team. Only these shall be allowed to perform the Street play.
5. Music accompanists are included in the team number stated above.
6. Teams are expected to perform at an open-air venue with the audience all around.
7. No electrical appliances shall be allowed during the performance whether inside or outside the circle of performance.
8. Only live music is allowed. Teams will have to bring the instruments. No instruments will be provided.
9. The language of the performance should be Hindi/English or both. However, short sub passages in other languages are allowed.
10. Any fluid, live animals, flames, heavy objects or any material which has a possibility of damaging the stage is not allowed.
11. Any plagiarism & profanity will lead to immediate disqualification.
12. The decision of the judges and organizers will be final & abiding.

# ABHINAY

## HULLAD (STREETPLAY)

### JUDGING CRITERIA:

Script and Originality	20%
Acting, Energy, and Voice	40%
Direction and coherence in implementation	20%
Creativity and Overall Impact	20%

**Stage Dimensions:** A 30 X 30 ft performance area will be provided.

# ABHINAY

## CHESTHA

(MIME)

### ABOUT

In the midst of eternal silence where slightest of the sound was finding it very difficult to escape, those creatures in the shades of black and white were making statements with their mouth stitched and were gradually paving the path for the crowd to dive deep into the sea of joyride full of laughter and emotions Reliving those golden days when Charlie Chaplin and Marcel Marceau ruled at Kashiyatra un furl their hidden soul beneath you and let your mimed other chatters that won't stop ever.

### RULES

1. Team Limit: 3-12 members (including backstage members/crew).
2. Time Limit: 5-10 minutes (from empty stage to empty stage) .
3. Unnecessary use of props is discouraged.
4. Face painting and costumes would not be considered as a prop.
5. The act should not contain any dialogues, lip syncs.
6. Background music is allowed. However, it must not contain any words (sound representing any living form is not allowed).
7. The decision of judges will be final and binding.
8. Any fluid/flame is not allowed.
9. No act shall contain any obscene, disrespectful actions or gestures.  
The act will immediately be stopped, and entry will be disqualified if these instructions are not followed.
10. No dialogue or backstage voiceover/narration of any sort is allowed in the performance.
11. Performance may comprise multiple scenes and hence have blackouts.

# ABHINAY

CHESTHA

(MIME)

## JUDGING CRITERIA:

Screenplay, Story & Creativity	35%
Acting	35%
Lights and Music (in coherence to the performance)	15%
Overall Impact	15%

# BANDISH

## SUR

(CLASSICAL SOLO SINGING)

## ABOUT

“SUR: The Solo Singing Event” is your opportunity to showcase your talent in Indian classical music. Whether through the enchanting allure of ragas or the rhythmic precision of talas, let your voice resonate with emotion and depth, captivating your audience and proving your mastery in this timeless art form. Step onto the stage, embrace the tradition, and leave a lasting impression.

## RULES

1. Time limit:
  - Prelims - 4 minutes including sound-check.
  - Finale - 8 minutes including sound-check.
2. Carnatic participants can present a kriti/keerthanam of their choice.
3. Hindustani participants can present a madhya laya or drut laya, Bandish or Tarana.
4. Hindustani and Carnatic performances will be judged together.
5. Digital Tanpura and Digital Tabla will be provided at the venue, no other accompaniment is allowed.
6. You may be asked to sing another song on the judge's demand.
7. You have to perform a different composition in each round of the event.
8. Time count will start as the first participant enters the stage.
9. Participants are required to say “AMPS ON” while starting the performance, and “AMPS OFF” at the end of performance. The time count will be stopped after that.
10. The decision of the judges and the organizers will be final & abiding.

# **BANDISH**

## **SUR**

(CLASSICAL SOLO SINGING)

### **JUDGING CRITERIA:**

Taal/Rhythm Sense	30%
Sur/Melody	30%
Aalaap/vistaar/neraval/sargams/taans/bhrigas	20%
Creativity/Ornamentation/Raag presentation	20%

### **PENALTY:**

1. Exceeding the time limit will cause a deduction of 10 % of total marks per minute.
2. In prelims, after 6 minutes, and in finale, after 10 minutes, sound will be stopped, and the participant will be asked to leave the stage.

# BANDISH

## SANLAYAN

(SOLO INSTRUMENTALS - PERCUSSION)

### ABOUT

“Percussion Extravaganza” celebrates the art of rhythm, offering a platform for talented percussionists to showcase their mastery. From the tabla to the drums, experience the power of beats, precision, and energy that make percussion an unforgettable musical force.

### RULES

#### 1. Event will be conducted in 2-rounds.

##### • Round - 1

1.A standard 5-piece drum kit will be provided to the participants and instruments other than those will have to be arranged by the participants on their own.

2.Using a backing track, loopers, audio interface, and pedals is allowed, but using a recording track of the instrument is strictly prohibited and will lead to disqualification. Time count will start as the first participant enters the stage.

3.Participants are required to say “AMPS ON” while starting the performance, and “AMPS OFF” at the end of performance. The time count will be stopped after that.

4.Time limit is 7 minutes, including setup. Exceeding the time limit will lead to disqualification.

##### • Round - 2

1.Only participants selected in round-1 will be allowed.

2.Participants have to showcase their improvisation skills on the backing track provided to them.

3.The backing track may contain musical pieces of different genres and styles to which participants must adapt and play.

4.This round will be a face off between 2 participants; each will be given 3 sections to play.

5.The decision of the judges will be final.

# BANDISH

## SANLAYAN

(SOLO INSTRUMENTALS - PERCUSSION)

### Section 1

A known track will be played; participants will have to play suitable grooves.

### Section 2

An unknown track will be played; participants will have to play relevant grooves.

### Section 3

A metronome of random bpm will be played; participants will have to play suitable grooves.

The track will be given a day prior.

The track will NOT be given before the performances.

## JUDGING CRITERIA

Creativity

30%

Individual Skill/Technical Brilliance

25%

Synchronization

30%

Overall Impact

15%

# BANDISH

KRITI

(ORIGINAL COMPOSITION)

## ABOUT

Kriti is your chance to let your imagination and creativity flow in the form of a beautiful self-composed song. Stand out as that brilliantly clear solo is as you take control over the vocals and mesmerize the audience. The championship is awarded to the performer who presents the best and wins the hearts with their creation.

## RULES

1. Time Limit: 10 minutes (including sound check).
2. You can perform only one composition.
3. Your song should be self-written and self-composed.
4. Screaming and growling are not allowed.
5. Your song can be a purely instrumental composition. However, a song with lyrics will be preferred.
6. You can repeat the same composition performed in Kriti as in any of the other events of the Bandish.
7. If your song contains lyrics, printed copies of the same should be brought at the time of the event.
8. Plagiarism of any kind will be detrimental to one's score.
9. Points may be deducted for exceeding the time limit or in case of not memorizing the lyrics (Vocalists) or using written notations (Instrumentalists).
10. Participants are required to say "AMPS ON" while starting the performance, and "AMPS OFF" at the end of performance. The time count will be stopped after that.
11. The decision of the judges and the organizers will be final & abiding.

# BANDISH

## KRITI

(ORIGINAL COMPOSITION)

### JUDGING CRITERIA:

Originality of Ideas	15%
Creativity	10%
Composition	15%
Arrangement of the song	10%
Sur	15%
Lyrical Content	10%
Taal	15%

### PENALTY:

- 1.Exceeding the time limit will cause a deduction of 10 % of total marks per minute.
- 2.After 12 minutes sound will be stopped and participants will be asked to vacate the stage.

# BANDISH

## SWAR SANGATI

(INDIAN CHOIR AND ACAPELLA)

### ABOUT

Calling all passionate vocal ensembles! Step onto the grand stage of Swar Sangati, IIT BHU's premier choir competition. Unleash your harmonious prowess and celebrate the diversity of our musical heritage. Join this symphony of voices, where unity and artistic excellence blend, creating an unforgettable showcase of talent and cultural resonance.

### RULES

1. One team per college, with a minimum of 4 and a maximum of 20 members per team.
2. Time limit: 10 minutes, including sound check, exceeding which a deduction in the score for that performance will take place as per the rules decided by the judges.
3. Up to two melodic instruments and one percussion instrument (tabla or dholak) are allowed and need to be arranged by the participating groups themselves.
4. Teams are supposed to mention the scale of the song at the beginning of their performances.
5. Up to 8 mics (including the ones given for instruments) will be provided to the group as per their requirement
6. Participants are required to say "AMPS ON" while starting the performance, and "AMPS OFF" at the end of performance. The time count will be stopped after that.
7. The decision of the judges and the organizers will be final & abiding.

# BANDISH

## SWAR SANGATI

(INDIAN CHOIR AND ACAPELLA)

### JUDGING CRITERIA:

Song Selection (Arrangement)	15%
Creativity/Originality	15%
Blend, Quality & Tightness of Harmonies & Rhythm	30%
Dynamics & Pitch Accuracy	30%
Overall Impact	10%
Song Selection (Arrangement)	15%
Creativity/Originality	15%

### PENALTY:

1. Exceeding the time limit will cause a deduction of 10 % of total marks per minute.
2. After 12 minutes sound will be stopped and participants will be asked to vacate the stage.

# BANDISH

## RAAGSAMAR (UNPLUGGED BAND)

### ABOUT

If you think you can enthrall the audience by singing on soft acoustic music if unplugged tunes are all you need to set the cool vibes around then don't miss the chance to participate in Unplugged!

### RULES

1. Instruments other than those will have to be arranged by the participants on their own.
2. The team must have a minimum of 3 members and a maximum of 10 members.
3. No electric instruments permitted apart from Bass guitar and Electric guitar(clean). Keyboards are permitted only on the piano patch.
4. The performance can have a medley of songs, a cover, and a group song. No pre-mixed samples are allowed.
5. The time limit for the performance is 12 min (including sound check).
6. Time count will start as the first participant enters the stage.
7. Participants are required to say "AMPS ON" while starting the performance, and "AMPS OFF" at the end of performance. The time count will be stopped after that.
8. The decision of the judges will be final.

# BANDISH

## RAAGSAMAR (UNPLUGGED BAND)

### JUDGING CRITERIA:

Song Selection (Coherence, Quality, and Variety in Set List)	15%
Individual Skill	25%
Synchronization	25%
Creativity/Originality	15%
Overall Impact	10%

### PENALTY

1. Exceeding the time limit will cause a deduction of 10 % of total marks per minute.
2. After 15 minutes sound will be stopped and participants will be asked to vacate the stage.

# BANDISH

## RAAGSCAPE (UNPLUGGED BAND)

### ABOUT

RagaScape is a theme-based music production and composition competition. Teams are given 48 hours to create a complete track from scratch, focusing on technical skill in mixing, mastering, and high levels of creativity and originality.

### RULES

1. Duration & Timeline: Track must be 2.5 to 5 minutes long. Teams have 48 hours to create the track after the theme is announced.
2. Team Size: Maximum of 3 members.
3. Originality: Track must be built from scratch. AI-generated music is strictly prohibited (leads to disqualification).
4. Loops & Samples:
5. Prohibited: Pre-made melodic and harmonic loops/samples.
6. Allowed: Pre-recorded drum loops and sound effects (SFX). Soundpacks are allowed only for SFX and percussion.
7. Technical: Basic mixing and mastering is required.
8. Submission: Submit both the final WAV file and the project file (with all MIDI patterns saved).
9. Compliance: Teams must provide credit information and a signed declaration confirming no outside help was sought.
10. Content & Genre: Content must not be inappropriate or vulgar. No restrictions on genre or software used.
11. Discussion: Teams must be prepared for a discussion round with judges to explain their creative process.

# BANDISH

## RAGASCAPE (UNPLUGGED BAND)

### JUDGING CRITERIA:

Overall Impact and Listenability	10%
Sound Selection	10%
Mixing and Mastering	20%
Creativity/Originality	45%
Arrangement	15%

### PENALTY

- Exceeding the time limit (5 minutes) will cause a deduction of 10 points per minute.
- If the track exceeds 8 minutes of duration, the team will face a penalty of 30 points.
- Disqualification will occur if AI-generated music is used.

# CROSSWINDZ

## AURALIS (SOLO SINGING)

### ABOUT

Solo singing competition where participants are judged over light and western music.

### RULES

- Only one accompanist is allowed. The person singing can also play the instrument, but no other accompanist will be allowed.
- Karaoke or recorded tracks are not allowed.
- Round 1
  1. Performers are allowed at most 4 Minutes of songs (including sound check).
  2. Each performance can have multiple songs, but the total performance time should not exceed 4 minutes.
- Round 2
  1. Performers are allowed at most 7 Minutes of songs. (including sound check)
  2. Each performance can have multiple songs, but the total performance time should not exceed 7 minutes.
- There is no restriction on language. Participants can perform pieces either in Western or Light Music styles.
- Digital Tanpura is allowed irrespective of any other accompaniment.
- The Top 6 performers will be selected from Round 1 for the final round.

# CROSSWINDZ

**AURALIS**  
(SOLO SINGING)

## JUDGING CRITERIA:

Song Selection	30%
Taal/Rhythm Sense	20%
Sur/Melody	30%
Creativity/Originality	10%
Overall Impact	10%

## PENALTY

1. Exceeding the time limit will cause a deduction of 10 % of total marks per minute.
2. In the prelims, after 6 minutes,in Round 1 and 9 minutes in Round 2, sound will be stopped and the participant will be asked to leave the stage.

# CROSSWINDZ

## STRUMENTO ((SOLO INSTRUMENTALS) -NON PERCUSSION)

### ABOUT

“Harmonic Fest” celebrates the art of music, offering a platform for talented instrumentalists to showcase their proficiency. Non-percussion instruments like String Instruments (e.g. Guitar, Violin, etc.), Piano (and Keyboards), and wind instruments, e.g. Flute, Harmonica, etc) and others will be assessed in this category of instrumentals.

### RULES

1. Event will be conducted in 2-rounds.
- Round1:
  1. This round is to select people for the instrumental face-off, which will be conducted in round 2.
  2. Participants can play the riffs/solos they want and have enough practice.
  3. Using a backing track, loopers, audio interfaces, and pedals are allowed, but using a recorded track of the instrument to be judged is strictly prohibited.
  4. Exceeding 7 mins will lead to disqualification.
- Round2:
  1. Participants will have to showcase their improvisation skills on the backing track provided to them. The backing track may contain musical pieces of different genres and styles to which participants must adapt and play.
  2. This round will be a face-off between two participants; each will be given three sections to play.
  3. Each section will be 1 minute.
  4. Participants will be alarmed 10 seconds before the end of the time limit before every section ends.
  5. The backing track and pedals will be provided; using loopers and audio interface is not allowed.

## STRUMENTO

(SOLO INSTRUMENTALS - PERCUSSION)

### Section 1

### Section 2

### Section 3

A known track will be played; participants must play relevant riffs and melodies.

An unknown track will be played; participants will have to play relevant riffs and melodies.

A metronome of random bpm will be played; participants will have to play suitable riffs and melodies.

The track will be given a day prior.

The track will NOT be given before the performances.

## JUDGING CRITERIA:

Creativity

30%

Individual Skill/Technical Brilliance

25%

Synchronization

30%

Overall Impact

15%

## PENALTY

- Exceeding the time limit of the section will lead to a deduction of 10% of total points per 10 seconds.

# CROSSWINDZ

## SPITFIRE

(RAP BATTLE)

### RULES

- Backing Track or metronome beat is allowed.
- The lyrics of the Rap piece should be originally written.

### JUDGING CRITERIA

Creativity	20%
Overall Impact	10%
Lyrical brilliance	30%
Brilliance/Individual Skill	20%
Technical Rhythm Sense	20%

### PENALTY

1. Exceeding the time limit of the section will lead to a deduction of 10% points per minute.
2. Plagiarism and unoriginality of lyrics will result in deduction of 20% points.

# CROSSWINDZ

## BOX-BLITZ (BEAT BOXING)

### ABOUT

Calling all passionate BEATBOXERS ensemble! Step onto the grand stage of BOX-BLITZ, IIT BHU's premier competition

### RULES

1. Time limit: 5 minutes, including sound check, exceeding which a deduction in the score for that performance will take place as per the rules decided by the judges.
2. Participants are required to say "AMPS ON" while starting the performance, and "AMPS OFF" at the end of performance. The time count will be stopped after that.
3. The decision of the judges and the organizers will be final & abiding.

### JUDGING CRITERIA

Beat Selection (Arrangement)	15%
Quality & Tightness of sounds	30%
Dynamics & beat Accuracy	30%
Overall Impact	10%
Creativity/Originality	15%

### PENALTY

1. Exceeding the time limit will cause a deduction of 10 % of total marks per minute.
2. After 12 minutes sound will be stopped and participants will be asked to vacate the stage.

# CROSSWINDZ

## BATTLE OF BANDS (BATTLE COMPETITION)

### DURATION

25 minutes (including setup and sound check)

### DESCRIPTION

A dynamic musical journey that boldly transcends genres. As flagship event of Crosswindz, Battle of Bands is the celebration of diversity and creativity. From intricate melodies of classical fusion to electrifying intensity of metal, every performance pushes boundaries.

### RULES

- There is no constraint on the genre of songs. Suitable judges will be there to judge Eastern as well as Western Music. However, variety will be appreciated.
- At least three instruments are always required on stage. A maximum of 15 people are allowed on stage at a given time.
- In the case of Instrument Players, a physical instrument has to be used to generate sound on the stage. The usage of virtual instruments to create the sound is prohibited. DAW / Audio Interfaces are allowed during the performance if played using a physical instrument, but pre-recorded tracks are prohibited.
- DAW Looping is not permitted.
- For instruments, virtual amps/plugins are allowed to modify the sound.
- Please carry at least one lead cable per instrument and DI boxes will not be provided.
- Choose a name for your band and provide it to us before day 0 of kashiyatra.

# CROSSWINDZ

## BATTLE OF BANDS (BATTLE COMPETITION)

### PENALTY

1. Deduction of 5 marks per 30 seconds after the maximum permissible time for the team.
2. The sound will be stopped after the 27th minute.

### JUDGING CRITERIA

Song Selection (Coherence, Quality and Variety in Setlist)	15%
Creativity	10%
Synchronisation	30%
Technical Brilliance/Individual Skill	20%
Overall Impact	10%
Original Composition	10%

# ENQUIZTA

## ABOUT

A total of six intriguing quizzes will be organized during Kashiyatra, namely:

- India Quiz
- MELA(Music Entertainment Literature Arts) Quiz
- General Quiz
- Sports Quiz
- Sci-Biz-Tech Quiz
- Colours Quiz

## RULES

- Each team will have a maximum of 3 members.
- The event will take place in two rounds, prelims followed by the finals.
- Eight teams from the prelims will qualify for the finals.
- In the finals, the quizmaster will explain detailed rules before conducting every round.
- Use of any unfair means is strictly prohibited and will lead to immediate disqualification.
- The quiz master's decision is final and binding.

Another intriguing event will be held under Samwaad on HELM topics. We request all participants to take part in this quiz as well.

# MIRAGE

## DESIGN & ELEGANTE

(DESIGNER SHOW)

### ABOUT

'MIRAGE'-An illusion that binds every viewer with the ethereal beauty. MIRAGE gives you an opportunity to bring out the creative designer in you to change the fashion statement of India. Wear your designer hats, pick your magic brushes, design and present your collection of dresses at Kashiyatra, centered on incredible themes and get an opportunity to win hefty prizes.

### RULES

#### **Eligibility : 15-26 years students from registered colleges and fashion institutions**

- There is no limit on the number of designers in the team. They are supposed to represent their designs through models.
- A team should consist of a minimum of 8 models (apart from designers). The team members can be from the same or a different institution.
- Each team will have to choose a theme and costumes/dresses should be centered on the selected theme. There is no restriction on the theme\* and you can freely make use of any means to choose one. Here are some suggestions: Any Indian Mythology (Mahishmati, BajiraoMastani, Jodha Akbar), Recycling, Mismatch, Animals in Cage, Ethnic, ShahiLibaaz, Being Banarasi.
- The participating teams will have to get themselves registered for participation either online or through Campus Ambassador of your college.

# MIRAGE

## DESIGN & ELEGANTE

(DESIGNER SHOW)

- Participating teams will have to submit a written document which should contain a summary of the theme elaborating the relation of their dress collection to the chosen theme, formation and music for a walk, prior to the event in physical copy. They can attach design drafts and samples of fabric used in their routine.
- Participants are required to give the corresponding edited audio songs in .mp3 format, on GOOGLE DRIVE only two days prior to the competition. The form will be released later on. Other devices such as CDs, pendrives or mobile phones etc. will not be accepted.
- Each team will be allotted a time slot of maximum 8-15 minutes for the onstage performance. Exceeding the time will lead to penalization.
- Teams are suggested to inform the organizers of any props they are planning to use. Use of water, fire, pets or any hazardous materials is not allowed. Teams are instructed to consult with the organizers before using any such material.
- Failure in portraying the chosen theme will lead to negative points.
- The decision of the judges will be final & abiding.
- Obscenity of any kind is not allowed and will lead to immediate disqualification.

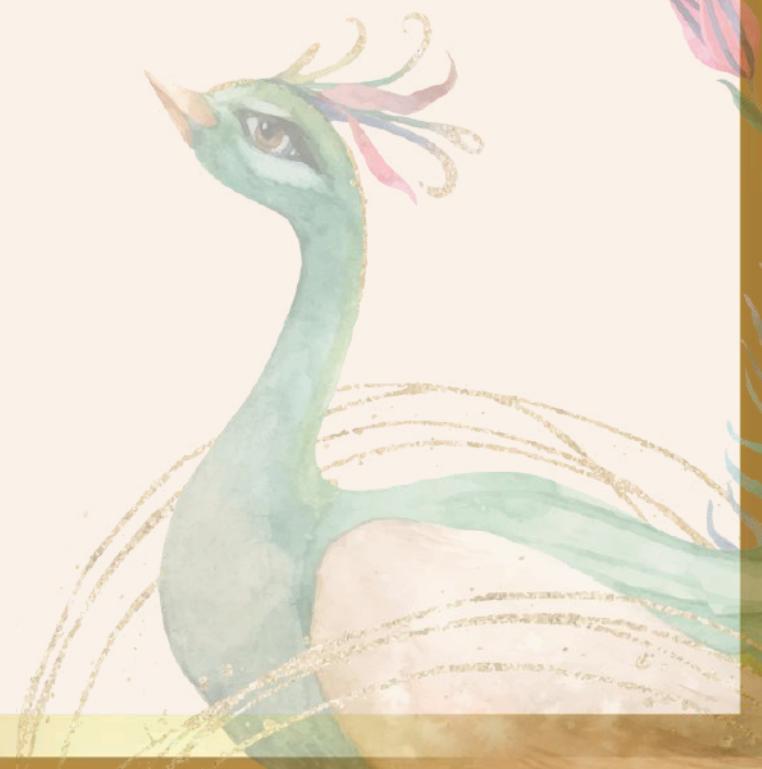
[NOTE: The drive link must contain one track. Named as: MIRAGE-your\_group\_name/college\_name-round.]

# MIRAGE

## DESIGN ELEGANTE (DESIGNER SHOW)

### JUDGING CRITERIA

Costumes	40%
Ramp Walk + Choreography	35%
Stage Presence And Overall Impact	15%
Theme Relevance	10%



# MIRAGE

MR. KY  
(SOLO- MALE)

## ABOUT

While going outdoors, everyone likes to put out the best of them with a secret dream of being Mr. India or Mr. Universe someday. So, it's time to sizzle things up. It's time for Mr. KY, a step leading you closer to your dream. A unique opportunity to be the defining personality. If you think you can stand out from the crowd and clinch this coveted title, then participate now and leave an everlasting impression on the mind of every attendant of KY!

## RULES

### Preliminary Round

- The participants are to wear their outfits elegantly and walk just like a King on the red carpet.
- Individuals are free to choose the style of their outfits.
- After the walk, participants have to give their introduction for about 1 minute.
- Judging criteria: Walk, Dress and Personality.
- The decision of the judges and organizers will be final & abiding.
- Obscenity of any kind is not allowed and will lead to immediate disqualification.

### Final Round

- The participants would be evaluated on their walk and pose. The walk would be choreographed by the Kashiyatra Team, be creative with your poses for 10 secs.
- There is a Questionnaire Round. The participants would need to impress the judges with out of the box answers to their questions.
- Participants will be judged on their ability to project their personality and project his views.
- The decision of the judges and organizers will be final & abiding.
- Obscenity of any kind is not allowed and will lead to immediate disqualification.

# MIRAGE

MR. KY  
(SOLO MALE)

## JUDGING CRITERIA

Walk	30%
Outfit	30%
Personality (Intro + Answers to the Questions)	20%
Stage Presence and Overall evaluation	20%

**Note:** Participants may have different outfits for Prelims and Finals .  
It would be a personal preference.

# MIRAGE

## MISS KY (SOLO- FEMALE)

### ABOUT

“The stage sets on fire, when the unseen, unforgettable, ultimate accessory and perception of fashion heralds the arrival of blistering and dynamic girls of this country which finally lead to their charismatic departure.” Kashiyatra brings to you all. An opportunity to turn your dreams into reality. Let the truth be told- each one of us, at some point in our lives, has spent hours in front of mirrors, wishing to be Miss India or Miss Universe. We bring you a competition that could be a step in fulfilling your dreams, Miss KY.

### RULES

#### Preliminary Round

- The participants are to wear their outfits elegantly and walk just like a Queen on the red carpet.
- Individuals are free to choose the style of their outfits.
- After the walk, participants have to give their introduction for about 1 minute.
- Judging criteria: Walk, Dress and Personality.
- The decision of the judges and organizers will be final & abiding.
- Obscenity of any kind is not allowed and will lead to immediate disqualification.

#### Final Round

- The participants would be evaluated on their walk and pose. The walk would be choreographed by the Kashiyatra Team, be creative with your poses for 10 secs.
- There is a Questionnaire Round. The participants would need to impress the judges with out of the box answers to their questions.
- Participants will be judged on their ability to project their personality and project her views.
- The decision of the judges and organizers will be final & abiding.
- Obscenity of any kind is not allowed and will lead to immediate disqualification.

# MIRAGE

## MISS KY

(SOLO FEMALE)

### JUDGING CRITERIA

Walk	30%
Outfit	30%
Personality (Intro + Answers to the Questions)	20%
Stage Presence and Overall evaluation	20%

**Note:** Participants may have different outfits for Prelims and Finals .  
It would be a personal preference.

# MIRAGE

## COSTUME DESIGN

### ABOUT

The stage transforms into a canvas where imagination meets reality. The Costume Design event is a celebration of creativity, craftsmanship, and the art of storytelling through fashion. Whether inspired by history, fantasy, or contemporary themes, participants will have the opportunity to showcase their innovative designs. Let your ideas take shape as you craft an ensemble that captivates the audience and impresses the judges. This is your chance to redefine fashion and leave a lasting impression!

### RULES

1. Each team must consist of a minimum of 3 members and a maximum of 8 members.
2. Any raw material can be used in the costume design; materials can also be bought locally.
3. The theme for the event will be: **COSPLAY** for this year.
4. A team can submit a maximum of 3 entries and a minimum of 1 entry.
5. Each entry will be judged individually, even if a team submits multiple entries.
6. The designed costume must be presented on a model.
7. Participants must showcase their designs confidently, ensuring that the costume highlights the theme effectively.
8. The decision of the judges and organizers will be final and binding.
9. Obscenity of any kind is strictly prohibited and will lead to immediate disqualification.
10. Contestants are not allowed to throw anything off the performance area, nor use projectiles or use anything on the performance area that will leave a mess. This includes liquids, glitter, and confetti etc.

# MIRAGE

## COSTUME DESIGN

### JUDGING CRITERIA

Makeup and Hairstyling

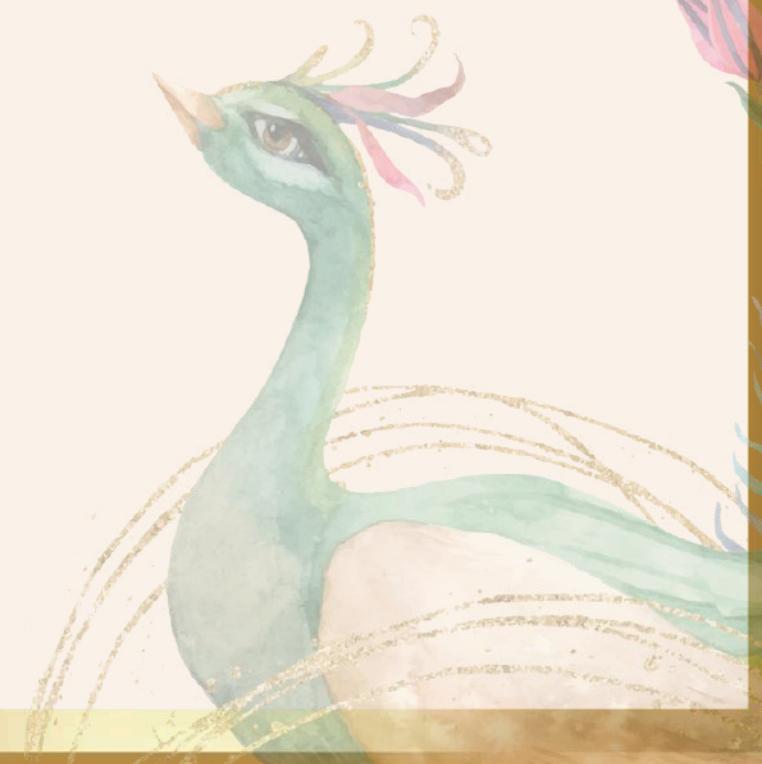
30%

Costume and  
Props(Originality)

50%

Materials Used

20%



# NATRAJ

## BLISS

(WESTERN GROUP DANCE)

### ABOUT

“Talent is not rare, but the opportunity to show case is.” Kashiyatra unfolds to you “Bliss - the Western Group Dance Competition” where synchronicity, energy and creativity unfold themselves and the stage echoes with the thud of your steps, diverse with every leg yet unified with every beat.

### RULES

#### Preliminary Round

Time limit: 3-5 minutes. Exceeding this will lead to penalization in marks. Team size:- Minimum of 5 and a maximum of 40 members are allowed in a team, with at least 3 and at most 30 members on stage at any point during the performance.

1. Performance should mainly comprise of Western Dance styles.
2. Participants can use props suited to their performance. Props which might cause inconvenience to the other teams or cause damage to the stage or the surroundings, will not be entertained under any circumstance (this applies to any fluid, flame, powders, colours, confetti, glass etc.).
3. The performance must be a part of their routine to be presented in the final round.
4. Participants are required to give the corresponding edited audio songs of both the rounds in .mp3 format, in PENDRIVES ONLY and must be submitted at the time of registration. Other devices such as CDs or mobile phones etc. will not be accepted.
5. The decision of the judges and the coordinators will be considered as final and binding and will not be changed under any circumstances.
6. The obscenity of any kind will lead to immediate disqualification.

# NATRAJ

## BLISS

(WESTERN GROUP DANCE)

### Final Round

Time limit: 5-15 minutes. (Including Stage setup and post performance cleanup) Exceeding this will lead to penalization in marks (10 Marks for every 30 secs exceeded and audio piece will be turned off after 18 mins).

1. Participants can use props suited to their performance.
2. Participants are required to give the corresponding edited audio songs in .mp3 format, in PENDRIVES ONLY along with the final round track and must be submitted at the time of registration.
3. No substitutions are allowed. Only the same team that was registered for the eliminations will be allowed to perform in the finals if it qualifies.
4. Any specific requirements regarding lights and smoke must be discussed with organizers well in advance.

[NOTE: The pen-drive must contain two tracks, one for preliminary round and the other for final. Named as: BLISS-your\_group\_name/college\_name-round (PRELIMS/FINAL), e.g.: BLISS-IITBHU-PRELIMS indicates IITBHU's track for PRELIMINARY round]

# NATRAJ

## BLISS

(WESTERN GROUP DANCE)

### JUDGING CRITERIA

Choreography and versatility	25%
Coordination	25%
Energy + Body language (expressions)	15%
Creativity and Originality (Creativity includes props usage, costume, variety etc.)	10%
Stage utilization + Transitions	15%
Overall Impact + X factor	10%

# NATRAJ

## CUT A RUG

(WESTERN SOLO DANCE)

### ABOUT

Natraj is the name of Shiva that symbolizes dance: the dynamic and static divine flow of energy. It lets you dive deep into the oceans, swim without hurdles and breathe freely. So, loosen up yourself and go solo on the stage as Kashiyatra unveils to you “Cut-A-Rug - the Western Solo Dance Competition”

### RULES

1. All Western dance forms are allowed.
2. There will be three rounds present in the competition.
3. In the first round, participants will perform for not more than 1 minute. The performance must be a part of the routine is that is to be presented in the second round.
4. In the second round, participants will have 4 minutes (maximum) to perform.
5. The final round will be a one-on-one face-off competition in which the finalists will perform on the spot to a music piece randomly selected which will be given to the participant 5 minutes before their performance.
6. Participants can use props suited to their performance. Use of any fluid, flame, powders, glass and colours is not allowed.
7. Participants are required to give the corresponding edited audio songs in .mp3 format, in PENDRIVES ONLY along and must be submitted at the time of registration. Other devices such as CDs or mobile phones etc. will not be accepted.
8. The decision of the judges and the coordinators will be considered as final and binding and will not be changed under any circumstance.

# NATRAJ

## ECSTASY

(DUET DANCE)

### ABOUT

Come into an alliance with your partner and arm yourselves with all the grooves and moves, and prove it to us that you got what it takes to be a doublet for each other dancing against the world.

### RULES

#### Preliminary Round

Time limit: 2 minutes. Exceeding this will lead to penalization in marks.

1. All dance forms are allowed.
2. There is no gender restriction.
3. Participants can use props suited to their performance. Props which might cause inconvenience to the other teams or cause damage to the stage or the surroundings, will not be entertained under any circumstance (this applies to any fluid, flame, powders, colours, confetti, glass etc.).
4. Participants are required to give the corresponding edited audio songs of both the rounds in .mp3 format, in PENDRIVES ONLY and must be submitted at the time of registration.
5. The decision of the judges and the coordinators will be considered as final and binding and will not be changed under any circumstances.

#### Final Round

Time limit: 5 minutes. Exceeding this will lead to penalization in marks.

1. Use of water, fire and glass is prohibited.
2. Participants are required to give the corresponding edited audio songs of both the rounds in .mp3 format, in PENDRIVES ONLY and must be submitted at the time of registration.
3. Any specific requirements regarding lights and smoke must be discussed with organizers well in advance.

# NATRAJ

## ECSTASY

(DUET DANCE)

[NOTE: The pen-drive must contain two tracks, one for preliminary & other for final. Named: ECS-participant1,participant2-round (PRELIMS/FINAL), e.g.: ECS-John,Jane-FINAL indicates John & Jane's track for FINAL round]

### JUDGING CRITERIA

Choreography	30%
Coordination	25%
Creativity and Performance (Creativity includes props usage, costume, variety etc.)	10%
Energy	20%
Overall Impact	15%

# NATRAJ GLITZ

(SOLO FOLK AND CLASSICAL DANCE)

## ABOUT

Step into the spotlight and let your rhythm and grace speak for themselves. Embrace the challenge of this solo folk and classical dance competition and show us your unique flair and artistry!

## RULES

1. Only Folk and Classical Dance is allowed.
2. Participants can use props suited to their performance. Props which might cause inconvenience to the other participants or cause damage to the stage or the surroundings, will not be entertained under any circumstance (this applies to any fluid, flame, powders, colors, confetti, glass etc.).
3. In the Preliminary round, participants will perform for not more than 1 minute 30 seconds. The performance must be a part of the routine is that is to be presented in the final round.
4. In the Final round, participants have a time limit of 10 minutes (Maximum) .
5. Participants are required to give the corresponding edited audio songs of both the rounds in .mp3 format, in PENDRIVES ONLY and must be submitted at the time of registration. Other devices such as CDs or mobile phones etc. will not be accepted.
6. The decision of the judges and the coordinators will be considered as final and binding and will not be changed under any circumstances.
7. The obscenity of any kind will lead to immediate disqualification.
8. Fusion between classical and western dance styles is highly discouraged.

# NATRAJ

## GLITZ

(SOLO FOLK AND CLASSICAL DANCE)

[NOTE: The pen-drive must contain two tracks, one for the Preliminary and the other for the Finals. Named: GLT-participant-round (PRELIMS/FINAL), e.g.: GLT-John-FINAL indicates John's track for FINAL round]

### JUDGING CRITERIA

Choreography	25%
Energy + Body language (expressions)	25%
Creativity and Performance (Creativity includes props usage, costume, variety etc.)	20%
Stage utilization	15%
Overall Impact	15%

# NATRAJ

## CYPHER OF MOBS

(STREET BATTLE)

### ABOUT

Street dancing is the trendiest dance form today. It brings you out of the four walls into the urban streets and fills the settings with vibes that set every foot on the move! Kashiyatra brings best dancers from across the country to come together and compete. If you think you have the perfect skill set to set the streets on fire, then grab this chance fast for the winner's position is at stake!

### RULES

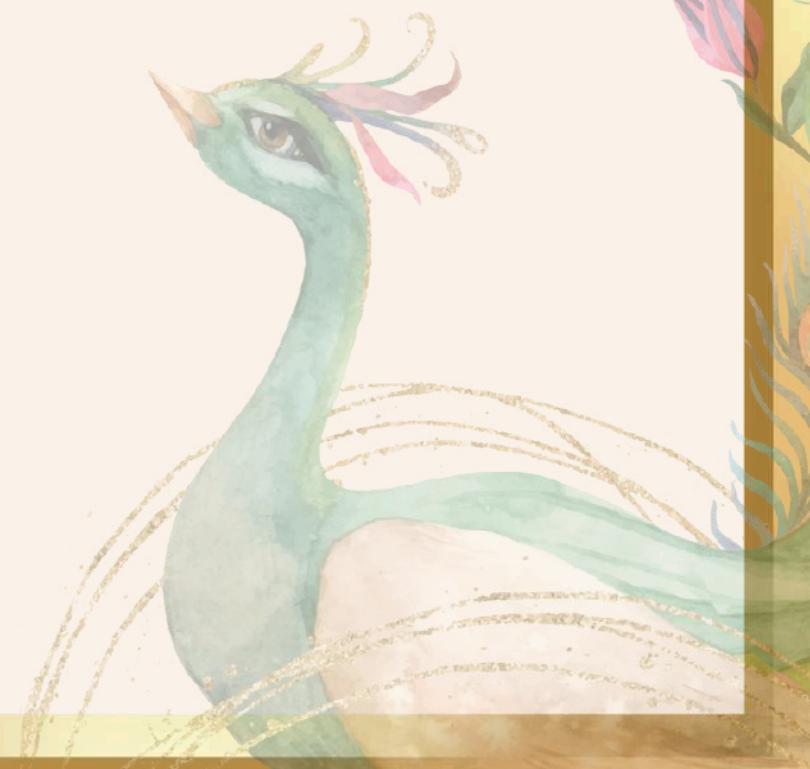
1. Minimum 5 and maximum 10 dancers per team.
2. The faceoff can have a solo dancer, duo or the entire team.
3. There will be only knock out rounds. The last two best teams remaining will faceoff for the winner position.
4. Teams should bring their portable music systems for practice.
5. The dance floor area must be in the same condition after the performances as before.
6. No props will be provided.
7. Individuality and originality of the dance are encouraged as well as interaction and contact with the spectators and the other dancers.
8. Dancers can perform any move, but must ensure safety.  
Coordinators can impose restrictions.
9. The following are the street styles allowed:

- Locking ,Popping
- Bboying/bgirling(breaking)
- Waacking
- Punking/Vogueing
- Afro
- House Dance
- Krumping
- Stepping/Gumboots
- Electro-styles
- Hip Hop Dance

# SAMWAAD

## ABOUT

"Witness the Oeuvres of Lord L'oquent" History has shown that those who influence all others with words always reign supreme. So often, these souls challenge each other to test the sharpness of their tongues and the genius of their minds. Such conflicts result in the most devastating of all battles, a battle of ideas, a clashing of principles. Ascend to the halls of Valhalla through your wit and oratory abilities. Challenge Cicero himself at the podium and prove once and for all that none stand above you in the grand old art of using words to sway minds.



# SAMWAAD

## SCRIPTURESQUE

(CREATIVE WRITING)

### ABOUT

Bring out your creativity and craft and combine them to express the wonders of nature along with the depth of human emotions. Weave your words into thrilling stories or mind boggling philosophies so as to present a new range of metaphors and imagery to cover the colorful romance of language and life.

Prose Structure	15%
Creativity and Content	30%
Vocabulary and Language	20%
Relevance to theme	25%
Overall impact	10%

# SAMWAAD

## SCRIPTURESQUE

(CREATIVE WRITING)

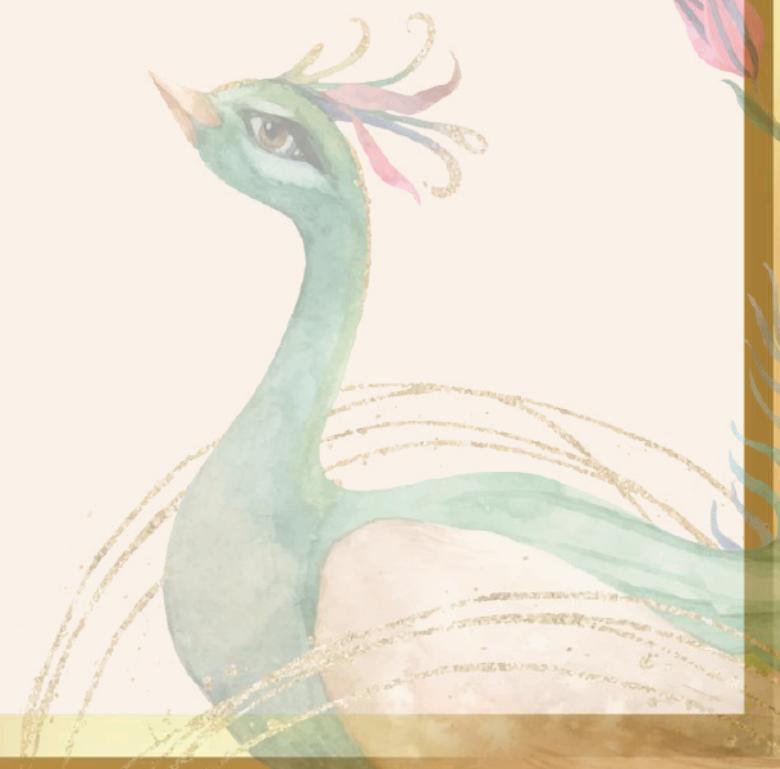
### ABOUT

#### Scripturesque

Bring out your creativity and craft and combine them to express the wonders of nature along with the depth of human emotions. Weave your words into thrilling stories or mind boggling poetry so as to present a new range of metaphors and imagery to cover the colorful romance of language and life.

क्या आप दिमाग़ ही दिमाग में घटनाओं, किरदारों की उधेड़बुन में रत रहते हैं? या आप कभी किसी दूसरी दुनिया की कल्पना करते हैं? प्रस्तुत है, आपकी इन सभी कल्पनाओं को आकार देने के लिए उपयुक्त मंच!

दिए गए विषय पर गद्य या पद्य लिखें।



# SAMWAAD

## SCRIPTURESQUE

(CREATIVE WRITING)

### RULES

1. There'll be four sub-events under this - English Poetry Writing, English Prose Writing, Hindi Poetry Writing, and Hindi Prose Writing.
2. Topics will be given on the spot and 1.5-hour writing time is provided.
3. Judging criteria includes Creativity, Structure, Vocabulary, and Relevance to the topic.
4. Word Limit: For poetry: 100-150 words , For prose: 800-1000 words.
5. All the sub-events will be judged separately.
6. Any plagiarism will result in disqualification.
7. The decision of the judges is final.

### JUDGING CRITERIA

#### For Prose

Creativity and Content	35%
Vocabulary and Language	20%
Relevance to theme	25%
Overall impact	20%

#### For Poem

Poem Structure & Complexity	25%
Creativity and Content	30%
Relevance to theme	25%
Overall impact	20%

# SAMWAAD

## WHAT'S THE WORD?

(WORD GAMES)

### ABOUT

Witness the Oeuvres of Lord L'oquent" History has shown that those who influence all others with words always reign supreme. So often, these souls challenge each other to test the genius of their minds. Such conflicts result in the most devastating of all battles, a battle of ideas, a clashing of principles. Ascend to the halls of Valhalla through your solving abilities. Challenge Cicero himself at the podium and prove once and for all that none stand above you in the grand old art of using words to sway minds.

### RULES

1. Contestants compete in teams of 2 members.
2. A questionnaire containing various word puzzles and riddles will be presented.
3. Teams have 1 hour to solve all the questions.

# SAMWAAD

## हिंद, हिंदी, हिंदुस्तान - AN INDIAN HELM QUIZ

(History, Etymology, Literature, Mythology)

- 1) इस प्रतियोगिता में भारतीय पौराणिक कथाएं, कला, संस्कृति, इतिहास, साहित्य एवं हिंदी/उर्दू भाषा व व्याकरण के इर्द-गिर्द एक क्विज़ होगा। तमाम प्रश्न देवनागरी लिपि में लिखे होंगे।
- 2) अधिकतम 3 लोगों की टीम बनकर पंजीकरण किया जा सकता है। किसी भी महाविद्यालय से जितनी भी टीमें हिस्सा लेना चाहें, उनका स्वागत है।
- 3) यह प्रतियोगिता दो चरणों में आयोजित की जाएगी। पहले चरण में से 8 टीमें दूसरे चरण में प्रवेश करेंगी।
- 4) पहला चरण लिखित होगा जिसमें प्रश्न आपको एक निर्धारित समय के लिए दिखाए जाएंगे और एक कागज़ पर लिखकर आपको जमा करना होगा। प्रत्येक प्रश्न एक प्वाइंट का होगा और कुछ (\*) प्रश्न होंगे जो टाई-ब्रेकर का काम करेंगे।
- 5) दूसरा चरण दस टीमों के बीच में बाउंस-पाउंस प्रणाली के अनुसार आयोजित किया जाएगा। (जिस प्रणाली में enquizta के सभी क्विज़ के अंतिम चरण होंगे)
- 6) किसी भी अनैतिक साधन का प्रयोग करने पर प्रतिभागियों को तत्काल अयोग्य घोषित कर दिया जाएगा।
- 7) क्विज़-मास्टर का निर्णय अंतिम एवं सर्वमान्य होगा।

(इसके अतिरिक्त अन्य क्विज़ "Enquizta" की प्रतियोगिताओं में शामिल हैं, आप उनमें भी भाग ले सकते हैं)

# SAMWAAD

## THE LEGEND OF SIR SPEAK-A-SOT

(ENGLISH ELOCUTION-cum-POETRY-SLAM)

### RULES

1. The English Poetry Slam and the English Elocution will be judged as distinct events. Participants can take part in either one or both of these events.
2. The participants will be required to compose an original poem for the Poetry Slam and an original speech for the Elocution.
3. The participants have the freedom to choose a theme of their choice for both events.
4. The maximum time for recitation in both events is 5 minutes (You're welcome to start off with a prelude).
5. Participants will be judged on the basis of their content and delivery.
6. Any plagiarism will result in immediate disqualification.
7. Decisions taken by the judges are final and binding.

### JUDGING CRITERIA

Performing Style and Diction	30%
Creativity and Content	20%
Vocabulary and Language	15%
Originality	15%
Overall impact	20%

# SAMWAAD

## मधुरिमा

(HINDI POETRY SLAM)

### RULES

मधुरिमा- कविता वाचन प्रतियोगिता दो चरणों में होगी।

प्रथम चरण में प्रतिभागी अपनी कविता लिखित रूप में thelitclub.iitbhu@gmail.com पर भेजेंगे। इनमें से चयनित रचनाकारों को द्वितीय चरण हेतु मंच पर कविता वाचन के लिए आमंत्रित किया जाएगा।

कविता वाचन का अधिकतम समय- 5 मिनट

सभी प्रतिभागी अधिकतम एक ही कविता भेज सकते हैं।

कविता किसी भी विषय पर हो सकती है, किंतु उसका स्वरचित होना अनिवार्य है।

किसी भी प्रकार की अश्लीलता, घृणात्मकता अथवा अभद्रता का परिणाम प्रतियोगिता से निष्कासन होगा।

अंतिम परिणाम दूसरे चरण के आधार पर घोषित किए जाएँगे।

निर्णयक का निर्णय अंतिम और बाध्यकारी होगा।

### JUDGING CRITERIA

Performing Style and Diction	30%
Creativity and Content	20%
Vocabulary and Language	15%
Originality	15%
Overall impact	20%

# SAMWAAD

## BATTLEFRONT (ENGLISH DEBATE)

### RULES

1. The debate competition will be conducted in two stages.
2. The first stage will be in the "Turncoat" format, where participants will speak in favor of the proposition for 2 minutes and then against it for 2 minutes.
3. Propositions will be randomly selected by the organizing committee.
4. Judges may instruct participants to switch sides midway.
5. Based on the first stage, 8 participants will be selected for the next stage, which will be a one-on-one debate.
6. Pairing of participants will be done based on the points scored in the first stage.
7. The decision of the judges will be final and binding.

### JUDGING CRITERIA (For Turncoat):

Quality of arguments	40%
Adherence to motion	40%
Flow of speech	10%
Overall impact	10%

# SAMWAAD

## JUST A MINUTE!

### RULES

Taking a cue from the famous BBC Radio 4 show Just A Minute!, be prepared for a fast, fun, chaotic time as you try to stop others from speaking and try to be the last man speaking past the one minute mark!

1) All participants compete in an individual capacity 2) Rules of a JAM are as follows:

- You will be given a prompt to speak about.
- When the JAM GOD (or judge) asks you to start talking (using the 'Go' word), start talking. Immediately.
- Try not to speak too quickly but don't speak too slowly. Never say 'er,' 'erm,' 'um,' or 'ahhhh.' That's called hesitation.
- You can only repeat the words in the prompt. A vast vocabulary (or a mind like a thesaurus) is needed to succeed in this game. Repetition is an error that others can call out.
- Short words don't count as repetitions. You won't lose points for repeating words like 'I,' 'you,' 'a,' or 'the'.
- Watch out for acronyms! Because letters do count. USSR, BBC, or CCTV are common pitfalls for newcomers.
- Don't change the topic - that's deviation.
- Never admit fault. There's a chance your competitors won't notice your mistake, so don't buzz yourself and give them the ammunition!
- The JAM GOD can add and remove challenges in the game. In case of any dispute, the decision of the JAM GOD shall be final and shall not be questioned. In case of any dispute, the decision of the JAM GOD shall be final and shall not be questioned.

3) The preliminary rounds will have only a dry round, whereas the finals will have story and disconnect rounds too.

4) Judging is based on JAM norms for each round, with points for pointing out errors, speaking, as well as being the last person to be speaking. Further points are awarded for finding disconnects in the disconnect round.

5) There are three rules of JAM: JAM God is god, JAM God is god, and JAM God is god!

# SAMWAAD

## JUST A MINUTE!

### JUDGING CRITERIA

The score of a participant will be calculated as follows:

- +1 for every second the participant has spoken (If someone speaks for 14 seconds they get +14 points).
- +3 for every correct objection (If the participant points out someone's mistake and the JAM God accepts it, the participant is awarded +3 points and the turn to speak).
- -2 for every incorrect objection (If the participant points out someone's mistake and the JAM God does not accept it, the participant is awarded -2 points).

# SAMWAAD

## तर्कसंगत

(HINDI DEBATE)

### RULES

#### तर्कसंगत

- वाद-विवाद प्रतियोगिता दो चरणों में आयोजित की जाएगी।
- पहला चरण "टर्नकोट" प्रारूप में होगा, जहां प्रतिभागी पहले प्रस्ताव के पक्ष में 2 मिनट तक बोलेंगे और फिर प्रस्ताव के खिलाफ 2 मिनट तक बोलेंगे।
- प्रस्तावों का चयन आयोजन समिति द्वारा रैंडम तरह से किया जाएगा।
- न्यायाधीश प्रतिभागी को बीच में पक्ष बदलने का निर्देश दे सकते हैं।
- पहले चरण के आधार पर 8 प्रतिभागी अगले चरण के लिए चयनित किए जाएंगे, जिसमें वन वर्सेस वन डिबेट होगी।
- प्रतिभागियों की पेयरिंग पहले चरण में प्राप्त अंकों के हिसाब से की जाएगी।
- न्यायाधीश का निर्णय अंतिम और बाध्यकारी होगा।

### JUDGING CRITERIA

(For Turncoat):

Quality of arguments	40%
Adherence to motion	40%
Flow of speech	10%
Overall impact	10%

# SAMWAAD

## किस्सागोई

(HINDI STORY TELLING)

### RULES

#### किस्सागोई

किस्सागोई- कहानी वाचन प्रतियोगिता दो चरणों में होगी।

प्रथम चरण में प्रतिभागी अपनी कहानी लिखित रूप में thelitclub.iitbhu@gmail.com पर भेजेंगे। इनमें से चयनित रचनाकारों को द्वितीय चरण हेतु मंच पर कहानी वाचन के लिए आमंत्रित किया जाएगा।

कहानी वाचन का अधिकतम समय- 8 मिनट

सभी प्रतिभागी अधिकतम एक ही कहानी भेज सकते हैं।

कहानी किसी भी विषय पर हो सकती है, किंतु उसका स्वरचित होना अनिवार्य है।

किसी भी प्रकार की अश्लीलता, घृणात्मकता अथवा अभद्रता का परिणाम प्रतियोगिता से निष्कासन होगा।

अंतिम परिणाम दूसरे चरण के आधार पर घोषित किए जाएँगे।

निर्णयक का निर्णय अंतिम और बाध्यकारी होगा।

### JUDGING CRITERIA

Performing Style and Diction	30%
Creativity and Content	20%
Vocabulary and Language	15%
Originality	15%
Overall impact	20%

# SAMWAAD

IMPROV COMEDY

## RULES

- Participants have to perform a spontaneous act in front of a live audience.
- Any plagiarism will lead to immediate disqualification on the judges discretion.
- Any form of pre-recorded music is not allowed during performance.
- The event will have 2 rounds. Few teams will go to the finals.
- Props are allowed but carry no weightage. Participants can use it to enhance their performance.
- Visual aids (slides/videos/pictures) are not to be used.
- The performance must be delivered in only English or Hindi; vernacular words may be used as a part of a joke but may or may not be graded solely based on the Judge's discretion.
- Obscenity and penalties (if needed) is left to judges' discretion..

## JUDGING CRITERIA:

Judge-specific metrics (free to be allocated by the judge)

20%

Humour content

20%

Spontaneity

25%

Confidence

15%

Relevance to theme or character

20%

# SAMWAAD

## आशुभाषण

### RULES

एक तस्वीर! कई पहलू, पर आपने क्या देखा उसमें? एक तस्वीर की "कहानी", हमें सुनाएं अपनी ज़ुबानी..

आपको एक रचनात्मक एवं बौद्धिक चित्र दिया जाएगा।

आपके पास चित्र पर विचार करने हेतु एक मिनट का समय होगा एवं उसके तुरंत बाद आपको दो मिनट का वक्तव्य प्रस्तुत करना होगा।

आपका वक्तव्य हिंदी भाषा में होना चाहिए।

किसी भी प्रकार से मर्यादा भंग करने का नतीजा प्रतियोगिता से तत्काल वर्जित होना होगा।

आपके वक्तव्य से किसी भी समुदाय, गुट या धर्म की भावनाओं को ठेस नहीं पहुँचनी चाहिए।

निर्णयिक का निर्णय अंतिम और बाध्यकारी होगा।

### JUDGING CRITERIA:

Performing Style and Diction	20%
Creativity and Content	35%
Vocabulary and Language	15%
Spontaneity	10%
Overall impact	20%

# SAMWAAD

## A JESTER'S COURT

Participants have to prepare a witty set for Stand-Up Comedy that is to be performed in front of the live audience.

### RULES

1. The stage is all yours for FIVE minutes.
2. Any plagiarism will lead to immediate disqualification.
3. Any form of pre-recorded music is not allowed during the performance.
4. Props are allowed but carry no point. Participants can use it to enhance the performance.
5. Visual aids (slides/videos/pictures) are not to be used.
6. Any form of mono acting will lead to deduction of marks.
7. The performance can be in Hindi or English or both.
8. Obscenity is left to judges' discretion.

### JUDGING CRITERIA:

Humorous content (Premises, punchlines etc.)

30%

Content delivery (Oratorship)

30%

Stage Presence + Audience engagement

20%

Overall impact

20%

# TOOLIKA

## FUSION FRAMES

(Group Art Battle Competition)

### OVERVIEW

**Team Size:** 3 Members (Age Limit: 18–26 years)

**Theme:** Open Theme – teams are free to choose their own concept and interpretation.

### RULES

**Time limit:** 4 hours

1. Each team will create three separate 30×30 cm square artworks that visually connect side-by-side to form one unified Fusion Frame composition.
2. Each member must use a different art medium (pencils, charcoal, watercolor, acrylic, etc.).
3. Teams may bring their own supplies; sheets, pencils, charcoal, and watercolor materials will be provided.
4. A 2–5 line concept description must be written on the back of the combined artwork.

### JUDGING CRITERIA:

Originality & Creativity	25%
Composition & Visual Harmony	25%
Technique & Skill	20%
Written Concept / Description	10%
Overall Impact & Presentation	20%

# TOOLIKA

## SPOIL THE TEES!

(T-Shirt Painting)

### ABOUT

"Daag achche hote hai" Get those spotless white T-Shirts and spoil them. Yeah, you heard it right, put colour on them, soil them, and spoil them. Use paints. Use brushes. Use your hands. It doesn't matter. Just funk them up. Add life to those dull whites. Coz life is too short for boring T-Shirts!

### RULES

**Time limit:** 3 hours

1. A team of maximum three members.
2. The theme will be given on the spot.
3. Fabric colour, T-shirts, brushes, etc. will be provided.
4. No additional materials are allowed.
5. The decision of the judges will be final & abiding.

### JUDGING CRITERIA:

Creativity	40%
Theme Relevance	30%
Visuality	30%

# TOOLIKA

## Skin Canvas

(Face & Body Art Challenge)

### ABOUT

Step into the world where skin becomes your canvas and imagination knows no bounds!

Bring your creativity to life through vibrant face or body art – from stunning tattoos to expressive face designs. With an open theme, you're free to explore any idea, emotion, or concept that inspires you. Let your art speak beyond paper and make your canvas come alive!

### RULES

**Time limit:** 2 hours

1. A team of maximum two members.
2. Participants are free to bring their own materials and tools.
3. A4 sheet, poster colours, tissue paper, brushes and relevant materials will be provided. No external materials are allowed.
4. Participants may choose to create face painting, tattoo design, or a combination of both.
5. The decisions of the judges will be final and abiding.

### JUDGING CRITERIA:

Creativity	35%
Skills & Detailing	30%
Uniqueness	20%
Overall Presentation	15%

# TOOLIKA

## VASTRA SHILP

(Paper Costume Designing)

### ABOUT

"Fashion is art, and you are the canvas"- Velvet Paper. So, wake up the Coco Chanel inside you and let your creativity do the talking. Weave out art and style with the fabrics of your imagination and yeah – "paper"

### RULES

**Time limit:** 3 hours

1. A team of maximum four members.
2. The theme will be given on the spot.
3. All the relevant materials (coloured sheets, Fevicol, etc.) will be provided
4. No other material is allowed.
5. The decision of the judges will be final & abiding.
6. Utility implies whether or not the dress will be destroyed(or rendered useless) while/after taking it off.

### JUDGING CRITERIA:

Appearance & Neatness	25%
Uniqueness	30%
Theme Relevance	30%
Innovation and Utility	15%

# TOOLIKA

## SOAP CARVING

(Soap Art)

### ABOUT

I saw the angel in the marble and carved until I set him free." - Michelangelo. Though carving stone is tough, what's easy is carving soap. Moreover, that's why we give you the "soap". Just carve your creativity out on these mundane pieces of soap and transform them into pieces of art.

### RULES

**Time limit:** 2 hours

1. A team of maximum two members.
2. The theme will be given on the spot.
3. All the relevant materials (Cutters, Soap, Toothpicks, etc.) will be provided
3. No other material is allowed.
4. The decision of the judges will be final & abiding.

### JUDGING CRITERIA:

Creativity	25%
Carving Skills	25%
Theme Representation	30%
Design Complexity	20%

# TOOLIKA

## LIVE SKETCHING

### ABOUT

Individual event where participants need to sketch a scene in front of them. The scene will be a wide area to accommodate all the participants from different Institutes simultaneously and to add variations to their submissions.

### RULES

**Time limit:** 2 hours

1. Medium: Graphite pencils (will be provided)
2. Drawing Sheet: - Off-White A3 sheet.
3. All the relevant materials will be provided on the spot.
4. Use of scale is not allowed in live sketching .
5. A thick cardboard will be provided, that can serve as a base while drawing.
6. No external help (e.g. internet/photograph on phone or camera) is allowed during the event.
7. The decision of the judges will be final and abiding.

### JUDGING CRITERIA:

Proportion and Perspective

35%

Composition and Components

35%

Shading

30%

# TOOLIKA

## RANGRITI (RANGOLI MAKING)

### ABOUT

"creativity is intelligence having fun." — Albert Einstein. In this competition, let your imagination flourish as colors meet tradition. Create vibrant rangolis that narrate a story, capture a theme, or dazzle the onlookers. While time may push you, only your creativity will set the boundaries!

### RULES

**Time limit:** 3 hours

- Participants must compete in teams of 1-3 members.
- The theme for the competition will be disclosed on the spot.
- Rangoli powders will be provided. Participants are not allowed to bring their own materials.
- Only dry rangoli powders are to be used (no adhesives or liquids).
- Teams must work within the allotted area for their rangoli.
- The decision of the judges will be final and binding.

### JUDGING CRITERIA:

Proportion and Perspective

35%

Composition and Components

35%

Shading

30%