



Dare To Dream

GUIDEBOOK



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Table of Contents

Daira 2024 Guidelines.....	1
Registration Process.....	2
Rules and Regulations.....	3
Ambassador Perks.....	4
Accommodation Details.....	5
Food Details.....	5
Technical Events.....	6
Blind Coding.....	7
Blockchain Hackathon Challenge.....	8
Bug Squasher.....	9
CodeSprint Challenge: Hacking Solutions for Impact.....	10
Creative Quest.....	11
Cybersecurity Hackathon (Capture the Flag).....	12
Keyboard Warrior.....	13
Reverse Engineering.....	14
Software Sprint.....	15
Speed Programming.....	16
Speed Wiring.....	17
Stem Quiz.....	18
Troubleshooting Contest.....	19
Web and App Development.....	20
Creative Events.....	21
Art Exhibition.....	22
Art in Motion (Dance Competition).....	23
Calligraphy.....	24
Cinematic Video Competition.....	25
Feuding Fankar (Theatre).....	26
Graffiti.....	27
Manzar Kashi 2.0.....	28
Music Fiesta.....	29
Origami Art.....	30
Painting.....	31
Persona (Make-up Competition).....	32
Red Light Green Light.....	33
Reels Battle.....	34
Scriptomania (Script Writing).....	35

Sketching.....	36
Stand-Up Comedy.....	37
UI/UX Competition.....	38
Literature Events.....	39
A Million Paisa Question.....	40
All Pakistan Bilingual Parliamentary Style Debates (British).....	41
Declamations.....	42
Inkspiration Wars.....	43
Sports Events.....	44
Arm Wrestling (Male).....	45
Atheletics 100 Meter Sprint (Female).....	46
Atheletics 100 Meter Sprint (Male).....	47
Badminton (Females) (Singles).....	48
Badminton (Male) (Doubles).....	49
Badminton (Male) (Singles).....	50
Basketball (Male).....	51
Chess.....	53
Cricket (Females).....	54
Cricket (Males).....	55
Futsal (Males).....	56
Ludo.....	57
Snooker.....	58
Table Tennis (Females) (Singles).....	59
Table Tennis (Male) (Singles).....	60
E-sports Events.....	61
BLUR.....	62
DOTA 2.....	63
EA FC 24.....	64
PUBG.....	65
TEKKEN 8.....	66
VALORANT.....	67
Business Events.....	69
Ad Mad Competition.....	70
Trade-a-Thorn.....	71
Disclaimer.....	72
Socials.....	73
Aik Khat Tery Naam.....	74
Auto Show.....	74

Book Signing.....	74
Celebrity Talk Show	74
Concert.....	74
Cultural Walk.....	75
Mushaira.....	75
Pet Show.....	75
Qawali.....	75
Social Nashta.....	75



Dairæ 2024 Guidelines



Registration Process

1. Visit our website www.daira.pk.
2. Register yourself under announced ambassadors or independently. (Independent participants will not represent any institution. However, they need to provide their student ID card at registration desk)
3. After registration you will receive an Email containing personalized QR Code. (It is recommended to take a screenshot of the QR Code)
4. Ambassadors and Independent participants can pay registration fee on desk in campus.
5. Once Payment is confirmed, participants can enter campus Premises. QR Code will be scanned to confirm Payment Status. Team DAIORA'24 will provide you with event bands.
6. Dare to Dream :)

Rules and Regulations

1. The registration fee has been mentioned in the guidebook explicitly for events that offer per individual or per team registration, make sure to read the guidebook thoroughly.
2. Minimum and maximum members in a Team are written under "Min Squad" and "Max Squad" label respectively.
3. In order to register, you must be currently a student of an educational or technical institute.
4. Bring your student ID card with you.
5. Participants should bring CNIC for their identification and event card (issued by Team DAIRA).
6. All participants are required to respect the prestige of FAST-NUCES CFD Campus, damage to university property or aggressive behavior within the university premises will be dealt with according to campus disciplinary policy.
7. Any sort of misbehavior, offensive attitude, fighting and/or usage of abusive language shall not be tolerated in the campus.
8. Smoking or vaping within the campus premises is not allowed.
9. All socials are included in registration for participants except for Mushaira. Passes for which can be bought separately on the registration desk.
10. The organizers reserve the authority to drop any event or adjust the prize money for an event depending on the number of registrations received.

Ambassador Perks

Tier	Platinum	Gold	Silver	Bronze
Perks	50+ Participants	30+ Participants	20+ Participants	10+ Participants
Cash Prize	PKR 5000/-	-	-	-
Daira'24 Shield	✓	✓	-	-
Daira'24 Polo Shirt	✓	✓	✓	-
Free Socials Pass	4 persons	3 persons	2 persons	1 person
Free registration (for one event)	3 persons	2 persons	-	-
Social Media Promotion	✓	✓	-	-

Note: The package is not applicable to private participants. Furthermore, FAST NUCES CFD reserves the right to update the ambassador perks at any given time. The updates will be conveyed in a timely manner to all ambassadors.

Accommodation Details

Accommodation for both male and female participants is available within campus premises, the cost of which is PKR 1000/- for two nights and does not include any meals.

Food Details

Food is available from

- Food Stalls
- University Dhaba
- University Cafeteria

Note: Pricing for food varies for each source, and the facility is prepaid.



Technical Events



Blind Coding

Dive into the world of Blind Coding, where participants tackle challenges without a visible screen. Your mind becomes your interface as you navigate through each problem, counting keystrokes and backspaces with precision. It's a thrilling test of coding intuition and mental agility, where your fingers dance to the rhythm of your thoughts. Whether you're a seasoned coder or a beginner, Blind Coding welcomes all brave souls to push their limits. Join us for an unforgettable journey into the realm of coding mastery. Are you ready to code without limits? Sign up now and let your coding prowess shine!

Rules

1. Participants must not reference any external materials, including books, notes, or online resources.
2. Collaboration between participants is strictly prohibited. Each participant must work individually without communication with others.
3. Only the C++ programming language is permitted for solving coding challenges.
4. Participants cannot view the screen where they type their code before submission.
5. Participants are responsible for saving their code files properly.
6. Participants must follow provided instructions for code formatting and submission procedures.
7. The organizers reserve the right to interpret and enforce these rules as they see fit. Decisions made by the organizers are final.
8. Any violation of the competition rules will result in immediate disqualification of the participant or team involved.

Min Squad	Max Squad	Event Head	Contact	Reg Fee	Reg Type	Winning*
1	1	Adeel Sarwar	0309-3939011	2,000	Individual	10,000

Blockchain Hackathon Challenge

The proposed challenge is a Capture The Flag (CTF) style task centered around a "Faulty Multi-Signature Wallet" smart contract deployed on the RSK blockchain, a Bitcoin-compatible smart contract platform. Participants will need to identify vulnerabilities, exploit them, and then improve the contract to prevent such exploits. The challenge will help participants understand and identify common smart contract vulnerabilities, apply critical thinking to exploit and then rectify vulnerabilities within a smart contract, and enhance skills in smart contract development with a focus on security and best practices.

Rules

- Participants will be provided with the necessary tools and resources to interact with the RSK blockchain.
- Participants will be provided with the source code of a multi-signature wallet smart contract.
- They will need to analyze the code to identify any security vulnerabilities that could be exploited to gain unauthorized access to the funds.
- After identifying and exploiting the vulnerabilities, participants will be tasked with modifying the contract to fix these issues.
- The improved contract should prevent the identified exploits and enhance overall security.
- To deepen their understanding, participants will describe a potential real-world scenario where the original contract's vulnerabilities could lead to financial loss, illustrating the importance of their improvements.

Min Squad	Max Squad	Event Head	Contact	Reg Fee	Reg Type	Winning*
1	3	Husnain Riaz	0305-7022124	2,000	Individual	15,000

Bug Squasher

Prepare to dive deep into the Bug Squashed competition, where code debugging prowess reigns supreme! In Round 1, teams race against the clock to solve bugged code snippets, aiming to press the buzzer first for a shot at 10 points. The top contenders move on to Round 2, facing a challenge-filled bowl of code mysteries. With time ticking away, only the sharpest minds and quickest fingers will emerge victorious. Are you ready to step up to the debugging challenge and prove your coding mettle? Join us for an adrenaline-fueled showdown and show off your bug-squashing skills!

Rules

1. Participants must solve bugged code snippets within the given time frame.
2. Points are awarded based on the correctness and timeliness of the solutions.
3. Participants must not receive help from any online tools or resources.
4. Fair play principles must be observed, refraining from cheating or misconduct.
5. The organizers reserve the right to interpret and enforce these rules as necessary.
6. Any violation of the competition rules will result in immediate disqualification of the participant or team involved.

Min Squad	Max Squad	Event Head	Contact	Reg Fee	Reg Type	Winning*
1	2	Rabia Roman	0305-7421823	2,000	Individual	15,000

CodeSprint Challenge: Hacking Solutions for Impact

Join us for a thrilling hackathon challenge where teams will be presented with a problem and tasked with crafting a technical solution within a specified timeframe. These solutions will take various forms, whether it's an application, a website, or utilizing any platform or stack imaginable. Get ready to challenge yourself with a golden opportunity to enhance your coding skills, pushing the boundaries of your technical abilities while collaborating with like-minded individuals.

Rules

1. Each team must consist of exactly three members.
2. All solutions presented during the Hackathon must be original work created by the participating teams.
3. Solutions will be evaluated based on criteria such as creativity, technical complexity, functionality, and practicality.

Min Squad	Max Squad	Event Head	Contact	Reg Fee	Reg Type	Winning*
2	3	Manal Saqib	0330-6565937	2,000	Individual	20,000

Creative Quest

Creative Quest is an exciting platform where aspiring entrepreneurs can showcase their imaginative ideas. This competition serves as a catalyst for individuals to bring their innovative concepts to life and receive recognition for their creativity and vision.

Rules

1. Each team will consist of 2-3 members.
2. Each team will get 5-7 minutes to pitch their idea.
3. Judges will evaluate the ideas and will give remarks at the end of round of each team.
4. The winner of the competition will be announced at the closing ceremony.
5. Participants should have access to the projector.

Min Squad	Max Squad	Event Head	Contact	Reg Fee	Reg Type	Winning*
2	4	Ali Ahmad	0341-2067078	2,000	Per Team	20,000

Cybersecurity Hackathon (Capture the Flag)

The Hackathon will consist of teams competing in various cybersecurity challenges. Each team, comprising a minimum of two and a maximum of four members, will be provided with real-life simulated vulnerable systems as challenges. The objective is to find and exploit vulnerabilities within these systems to obtain flags and earn points.

Rules

1. The hackathon will follow a Jeopardy-style format.
2. Challenges will encompass both offensive and defensive aspects of security.
3. Teams must consist of 2 to 4 members, with no age or academic institution restrictions.
4. Any activity targeting other than designated targets is strictly forbidden.
5. Faculty mentors accompanying teams may not interact with their teams once the competition starts.
6. Team members cannot be swapped after registration.
7. Violation of the Faculty and Student Code of Conduct will result in disqualification.
8. Participants must bring their own laptops with chargers and are permitted to use their preferred toolsets.
9. Engaging in any form of DOS/DDOS attack on the CTF platform is prohibited.
10. Participants are required to remain in the event room once it begins.
11. Text messaging or seeking external assistance is not permitted.
12. Smartphones, smartwatches, and other internet-connected devices are prohibited during the event.
13. The organizers have the authority to alter the rules at any given moment or circumstance.

Min Squad	Max Squad	Event Head	Contact	Reg Fee	Reg Type	Winning*
2	4	Moghees Ahmad	0336-7403919	2,000	Individual	25,000

Keyboard Warrior

Prepare to embark on an adrenaline-fueled journey in Keyboard Warriors, the ultimate test of speed and precision! As contestants dive into this thrilling typing competition, they'll unleash their typing prowess, racing against the clock to accurately transcribe passages, code snippets, and more. With fingers flying across the keyboard, each participant vies for the coveted title of typing champion. Do you have what it takes to claim victory in this high-stakes showdown? Join us and showcase your lightning-fast typing skills in an epic battle of keystrokes!

Rules

- Participants must rely solely on their typing skills and may not use any external aids such as auto-correction, spell checkers, or text prediction software.
- Participants will be judged based on both accuracy and speed. Typos or errors will result in time penalties, so accuracy is key.
- Participants must use a standard QWERTY keyboard layout with membrane or scissor-switch keys. Alternative layouts such as Dvorak or Colemak, as well as mechanical keyboards, are not permitted.
- Participants must type the given text manually and are not allowed to copy and paste.
- Participants must adhere to fair play principles. Cheating, such as using external aids or receiving assistance from others, will result in immediate disqualification.
- The organizers reserve the right to interpret and enforce these rules as they see fit. Decisions made by the organizers are final.
- Any violation of the competition rules will result in immediate disqualification of the participant or team involved.

Min Squad	Max Squad	Event Head	Contact	Reg Fee	Reg Type	Winning*
1	1	Saad Athar	0304-0260963	2,000	Individual	10,000

Reverse Engineering

Welcome to the Reverse Engineering Challenge! In this thrilling event, students will have the opportunity to showcase their analytical skills and technical process by dismantling and reassembling various mechanical devices. Working in teams of two, participants will be provided with small mechanical toys, IR remotes, or similar gadgets, which they must disassemble within the allocated time frame. Each team will then identify key components, discern their usage/significance, and meticulously reassemble the device back to its original form.

Rules

1. Each team consists of two members.
2. Participants are not allowed to bring any tools or materials from outside the designated area.
3. Teams must handle the provided devices with care; any intentional damage will result in disqualification.
4. Each round will have a duration of 20 minutes.
5. Teams are required to disassemble the device, identify key components, and explain their function or significance.
6. After identification, teams must reassemble the device back to its original state. Teams must remain within their designated work area throughout the competition.
7. Any violations of the rules will result in point deductions or disqualification at the discretion of the judges.

Min Squad	Max Squad	Event Head	Contact	Reg Fee	Reg Type	Winning*
1	2	Maratib Ali	0333-0374616	2,000	Individual	10,000

Software Sprint

Software Sprint Quiz Competition offers an exhilarating opportunity to test your software skills across three challenging rounds. Whether you're a seasoned developer or just beginning your journey in software engineering, this competition promises to push your boundaries and enhance your understanding of critical software concepts. Teams of one to three members each will navigate through rounds covering vital aspects of software development, including design patterns, UML (Unified Modeling Language), software testing, requirements engineering, and design and analysis. Each round offers a unique challenge, allowing participants to showcase their expertise in various areas of software engineering. Throughout the competition, participants will demonstrate their proficiency in agile methodologies, fundamental software lifecycle management, and other essential concepts shaping modern software development practices. Whether you excel in coding, possess strong architectural skills, or specialize in requirement gathering and analysis, this competition provides a platform for all software enthusiasts to shine. So, assemble your team, sharpen your software skills, and prepare for an exciting journey into the world of software engineering. The Software Sprint Quiz Competition awaits, where your knowledge will be tested, and your abilities will be celebrated!

Rules

1. The quiz will consist of three rounds. The first round will consist of paper-based MCQs covering basic SDLC and UML questions.
2. The second round will be a buzzer round consisting of software testing and requirement analysis questions.
3. The third and final round will consist of a rapid-fire round with questions on design patterns, software development testing, UML notations, etc.
4. Cross-group discussions are not allowed.
5. Use of mobile devices or any other helping material is prohibited.

Min Squad	Max Squad	Event Head	Contact	Reg Fee	Reg Type	Winning*
1	3	Farhan	0304-2203411	2,000	Individual	10,000

Speed Programming

Prepare for an exhilarating coding sprint in our Speed Programming competition! Dive into a high-octane hackathon where teams race against the clock to conquer a barrage of challenging coding puzzles. With every second crucial, teams must showcase their prowess and agility to outpace rivals and ascend the leaderboard. Do you dare to test your coding mettle at lightning speed? Rally your team, hone your skills, and brace yourself for an epic showdown where only the swiftest fingers emerge victorious!

Rules

- Participants are not allowed to use their personal devices for coding during the competition. This ensures a level playing field for all participants.
- Participants are not permitted to use any external resources, including the internet, books, notes, or printed materials, to aid in solving coding challenges. This ensures that participants rely solely on their coding skills and knowledge.
- Participants are free to use any programming language of their choice to solve the coding challenges. This allows participants to leverage their strengths and preferences in programming.
- Participants must maintain fair play throughout the competition. Any form of cheating, plagiarism, or misconduct will result in immediate disqualification.
- The organizers reserve the right to interpret and enforce these rules as they see fit. Decisions made by the organizers are final.
- Any violation of the competition rules will result in immediate disqualification of the participant or team involved.

Min Squad	Max Squad	Event Head	Contact	Reg Fee	Reg Type	Winning*
2	3	Om Parkash	0311-6536833	2,000	Individual	25,000

Speed Wiring

This is an electrifying event that will test your skills, speed, and precision in the fascinating world of electrical wiring! The Speed Wiring Challenge invites enthusiasts and professionals alike to compete in a thrilling race against the clock, showcasing their expertise in electrical circuit design and implementation. Whether you're a seasoned electrician, an engineering student, or just someone with a passion for the electric arts, this event promises an intense, hands-on experience where agility meets accuracy.

Rules

1. Each team consists of two members.
2. Team members must work together to complete the wiring task.
3. The competition involves wiring a predefined electrical circuit within a specified timeframe.
4. Teams must follow the provided circuit diagram and wiring instructions accurately.
5. Completion of the wiring task involves connecting all components according to the circuit diagram and ensuring functionality.
6. The competition will have a designated start and end time.
7. Teams must adhere strictly to the allocated time for completing the task.
8. Late arrivals may result in disqualification from the competition.
9. Timing will begin as soon as the competition commences.
10. Teams will be scored based on the accuracy and completeness of their wiring, as well as the time taken to finish the task.
11. Any errors or discrepancies in the wiring may lead to deductions in points.
12. Teams completing the task within the allotted time will receive a standard score.
13. Bonus points may be awarded to teams finishing the task before the designated time limit.
14. Each team will be provided with the necessary tools and equipment required for the wiring task.
15. Teams are responsible for handling the tools and equipment with care and returning them after the competition.
16. Safety regulations must be strictly followed at all times during the competition.
17. In case of any disputes or concerns during the competition, the decision of the designated judges will be final.
18. Teams must refrain from engaging in any disruptive behavior or arguments with the judges or other participants.

Min Squad	Max Squad	Event Head	Contact	Reg Fee	Reg Type	Winning*
1	2	Burhan Naeem	0321-1421347	2,000	Individual	10,000

Stem Quiz

STEM Quiz focuses on a two-segment structure with multiple-choice questions (MCQs), we are aiming to challenge participants' knowledge across the broad fields of Science, Technology, Engineering, and Mathematics (STEM). Participants who qualify the first segment will be able to enter in the second segment.

Rules

1. This quiz will be conducted in teams of two members maximum.
2. All MCQs will be worth 1 point each.
3. Teams will collaborate to answer all questions on a single answer sheet.
4. There will be a designated time limit for the quiz.
5. Teams with the highest overall score who complete the quiz within the fastest time will win.
6. Calculators are not allowed unless explicitly stated for specific questions.
7. Only answer sheets provided by the management team will be accepted.
8. Teams should discuss and agree on their final answer for each MCQ before marking it on the designated answer sheet.

Min Squad	Max Squad	Event Head	Contact	Reg Fee	Reg Type	Winning*
1	2	Qadsa Noor	0332-9083359	2,000	Individual	10,000

Troubleshooting Contest

Competitors diagnose and fix faulty circuits or electrical systems under time pressure, demonstrating their troubleshooting skills.

Rules

1. Each team consists of two members.
2. Team members must work together to complete the wiring task.
3. The competition involves wiring a predefined electrical circuit within a specified timeframe.
4. Teams must follow the provided circuit diagram and wiring instructions accurately.
5. Completion of the wiring task involves connecting all components according to the circuit diagram and ensuring functionality.
6. The competition will have a designated start and end time.
7. Teams must adhere strictly to the allocated time for completing the task.
8. Late arrivals may result in disqualification from the competition.
9. Timing will begin as soon as the competition commences.
10. Teams will be scored based on the accuracy and completeness of their wiring, as well as the time taken to finish the task.
11. Any errors or discrepancies in the wiring may lead to deductions in points.
12. Teams completing the task within the allotted time will receive a standard score.
13. Bonus points may be awarded to teams finishing the task before the designated time limit.
14. Each team will be provided with the necessary tools and equipment required for the wiring task.
15. Teams are responsible for handling the tools and equipment with care and returning them after the competition.
16. Safety regulations must be strictly followed at all times during the competition.
17. In case of any disputes or concerns during the competition, the decision of the designated judges will be final.
18. Teams must refrain from engaging in any disruptive behavior or arguments with the judges or other participants.

Min Squad	Max Squad	Event Head	Contact	Reg Fee	Reg Type	Winning*
1	2	Nomi	0316-3919740	2,000	Individual	10,000

Web and App Development

Dive into the world of innovation with our App and Web Development competition! Participants choose their platform – native Android or web – and unleash their creativity within a themed challenge. With a defined set of requirements and access to resources, developers of all levels can showcase their skills and build cutting-edge projects. Are you ready to code your way to victory? Join us and let your creativity soar!

Rules

- Participants must adhere to the specified theme and incorporate predetermined features into their projects.
- For mobile app development, only native Android development tools (specifically, Android Studio) are allowed.
- For web development, participants must use JavaScript frameworks such as React, Angular, Next or Vue.js, alongside HTML and CSS.
- Participants are free to choose the database of their preference to integrate into their projects.
- Participants are responsible for bringing their own devices and resources necessary for development.
- Participants must adhere to fair play principles and refrain from any form of cheating or misconduct, including receiving assistance from online tools or resources.
- A panel of judges evaluates each project and selects winners based on predefined criteria.
- The organizers reserve the right to interpret and enforce these rules as necessary.
- Any violation of the competition rules will result in immediate disqualification of the participant or team involved.

Min Squad	Max Squad	Event Head	Contact	Reg Fee	Reg Type	Winning*
2	3	Saliha Shahid	0335-6517758	2,000	Individual	20,000



Creative Events



Art Exhibition

Join us at our art exhibition where you can showcase your creations to an appreciative audience. Whether you're an established artist or just starting out, this is your opportunity to display your work, connect with fellow artists, and even sell your pieces. Don't miss this chance to share your talent with the world.

Rules

1. Artists can bring as much artwork as they want to sell and exhibit.
2. The organizers will provide the exhibition area.
3. If two or more paintings are sold by the same artist, a 30% commission will be provided to the organizer.
4. Artists may bring their own easels if they wish to use them for displaying their artwork.
5. With these rules, artists have the freedom to decide whether they want to bring their own easels for displaying their artwork. The commission ensures that the organizers are compensated for their efforts, while artists have the opportunity to showcase and sell their artwork in the provided exhibition space.

Min Squad	Max Squad	Event Head	Contact	Reg Fee	Reg Type	Winning
1	1	Laiba Mazhar	0305-3138989	2,000	Individual	-

Note: If two or more paintings are sold by the same artist, a 30% commission will be provided to the organizer.

Art in Motion (Dance Competition)

Life is better when you dance as it is a conversation between body and soul. The delight we feel over recently discovered love, the assurance we have despite incredible distress or difficulty, the energetic fire of our childhood and the tranquility of our milder and more effortless years, so would you say you are prepared?

Rules

1. The music should be provided two day before the event. If any prop is required, the contestant has to arrange it themselves.
2. There will be one round. Using any props will earn additional points towards the final score.
3. Group performance should be at least, of 2 members and maximum 8 members. Performance should be minimum 4 and maximum 8 minutes.
4. A solo performance should be minimum 2 and maximum 5 minutes.
5. Prior to the performance, 5 minutes will be set aside for stage setup.
6. If a performance exceeds the time limit, the performance may result in the disqualification from the competition.
7. All actions/ dance steps/ song choice must be carried out in accordance with ethical and moral standards.
8. Failing to meet 7. Rule that will result in automatic disqualification.
9. Time constraints will be strictly followed.

Min Squad	Max Squad	Event Head	Contact	Reg Fee	Reg Type	Winning*
1	8	Ahmed Ali	0316-7378200	2,000	Individual	20,000

Calligraphy

Discover the timeless elegance of calligraphy at our special event! Dive into the art of beautiful writing as we explore the rich tradition of calligraphy from around the world. Whether you're a seasoned calligrapher or a complete beginner, this event offers an opportunity to delve into the intricate strokes and graceful flourishes of this ancient art form. Join us for a relaxing and immersive experience where you can learn new techniques, practice your skills, and unleash your creativity. Connect with fellow enthusiasts, share your passion for letters, and leave inspired by the artistry of calligraphy. Get ready to transform ink and paper into works of beauty and expression!

Rules

1. The calligraphy theme will be shared 10 minutes before the competition starts.
2. Pens, pencils, acrylic paints, erasers, and canvas will be provided, but participants can also bring their own materials.
3. The time duration for the competition is 3 hours.
4. With acrylic paints included, participants have the option to incorporate them into their calligraphy pieces along with pens and pencils. This allows for additional creative possibilities and experimentation with mixed media. As always, adaptability, creativity, and effective time management will be crucial for success in the competition.

Min Squad	Max Squad	Event Head	Contact	Reg Fee	Reg Type	Winning*
1	1	Muhammad Rohan	0341-6386653	2,000	Individual	5,000

Cinematic Video Competition

Get ready for an exhilarating cinematic experience with Fast Videography Society's Cinematic Video Competition, open to students from all corners of Pakistan! Whether you're a seasoned filmmaker or just starting out, this event is your chance to showcase your creativity and storytelling skills. Gather your team of three and prepare to dive into the theme "Daira 24". With a minimum video duration of just 30 seconds, you'll have the opportunity to craft a cinematic masterpiece that captivates audiences and demonstrates your unique perspective. Engage in exciting activities and connect with fellow student filmmakers as you collaborate and compete for prestigious prizes. Earn recognition within the FVS community and beyond as you make your mark on the cinematic landscape.

Rules

1. Cinematic videos should be a minimum of 30 seconds and a maximum of 2 minutes in duration.
2. The theme should be Daira'24

Min Squad	Max Squad	Event Head	Contact	Reg Fee	Reg Type	Winning*
1	2	M. Bilal Qureshi	0335-9366101	2,000	Individual	10,000

Feuding Fankar (Theatre)

Acting is a combination of preparation and intellect. Most crucially, acting is a form of pretend play. Each one of us has an actor inside of us. It's the most natural thing on the planet, and people do it every day DAIORA'24 stage is all yours to amaze us with your talent.

Rules

1. For this category, open theme will be followed.
2. Each theater should be minimum of 20 and maximum of 30 minutes.
3. The theater performed can be in English, Urdu or Punjabi.
4. The script of the theater should be submitted two days before the event.
5. The music should be provided two days before the event.
6. Participant teams are responsible for:
 - a. Their own props to be used in theater.
 - b. Their own makeup and costumes.
 - c. Their own set pieces. No part of any set maybe attached to any part of the stage, curtains, draperies, or other existing equipment of the host site.
7. No flame of any type can be used, including candles. Real weapons of any kind, such as a sword or knife, etc. Cannot be used.
8. Teams are required to show up on the mentioned time. Otherwise, they will be disqualified.
9. All participating teams would be provided 5 minutes prior to performance for stage settings. The choices of the appointed authorities are conclusive and will not be questioned.
10. The host of the event can change any standards and rules as per uncertain circumstances.

Min Squad	Max Squad	Event Head	Contact	Reg Fee	Reg Type	Winning*
10	20	Usama Rehman	0307-5377335	18,000	Per Team	75,000

Graffiti

With only spray paints available, participants will need to rely solely on this medium to create their artwork. Creativity, innovation, and skillful manipulation of spray paints will be crucial for producing compelling drawings within the given time frame. Best of luck to all participants in this unique spray paint drawing competition!

Rules

- Participants will be informed of the drawing theme 10 minutes before the competition starts.
- Only spray paints will be provided for creating artwork.
- The time duration for the competition is 3 hours.

Min Squad	Max Squad	Event Head	Contact	Reg Fee	Reg Type	Winning*
1	3	Kashaf Irfan	0301-9888281	2,000	Individual	15,000

Manzar Kashi 2.0

There are the five categories for our photography event. Each category will have a different judge and guest, and all photography sessions must be conducted within the campus boundaries. We also anticipate the presence of guest speakers, although their identities have not been confirmed yet. Furthermore, our alumni are expected to attend to witness the event and participate in determining the winners across the categories. The categories are given below

1. Nested Photography
2. Light Trails
3. Chromatic Enhancement
4. Brand Spotlight
5. Headshot

Rules

1. Late submissions will not be accepted
2. All categories to be performed in Campus

Min Squad	Max Squad	Event Head	Contact	Reg Fee	Reg Type	Winning*
1	2	Maaz Ansar	0318-2509084	2,000	Individual	20,000

Music Fiesta

Music Fiesta is the ultimate platform for budding musicians and vocalists to showcase their skills. From soulful serenades to heart-pounding beats, our stage is set to ignite with the diverse sounds of talented people.

Rules

1. A maximum of 4-5 minutes will be given for the performance.
2. Performer can do solo or duet performance.
3. Duet performance will be considered as one participation.
4. Vocalists can also perform on karaoke track if they don't have any instrumentalist or they can play any instrument e.g. Guitar, Piano
5. Participant will send his/her karaoke track one day before the event. Link will be shared to send your karaoke tracks.
6. Two beatboxers can perform together to give a single performance, otherwise Solo beatboxing can be performed.
7. Judgment for all kind of performances will be made on the basis of your vocal ability, skill, strength, talent in your field and overall performance.
8. Decision by jury will be final and binding.

Min Squad	Max Squad	Event Head	Contact	Reg Fee	Reg Type	Winning*
1	2	Eesha Zeeshan	0321-6633661	2,000	Individual	20,000

Origami Art

Join us for an Origami Art Event to explore the beauty of paper folding! Origami is a versatile art form allowing you to capture ideas and experiment with compositions through folding. Supplies will be provided for participants to exhibit their origami skills. Whether you're a beginner or expert, join us to learn, create, and share the joy of origami!

Rules

1. Participants will engage in 3 rounds, each lasting 30 minutes.
2. The art design for each round will be shared immediately before the competition starts.
3. Participants will be provided with charts, crepe paper, as primary materials.
4. The event will offer a designated area for participants to work on their creations.
5. Additional materials may be brought by participants if desired.
6. Each round will challenge participants to quickly craft origami creations based on the given design specifications.
7. Creativity, skill, and adaptability will be key to success in each round.
8. Participants who complete their creations before the allotted time or finish first will qualify for the next round, adding an element of speed and efficiency to the competition.

Min Squad	Max Squad	Event Head	Contact	Reg Fee	Reg Type	Winning*
1	1	Ayesha Maqbool	0340-0172781	2,000	Individual	5,000

Painting

Experience the joy of painting at our upcoming event! Join us for an evening of artistic exploration and creative expression. Delve into the world of colors and brushes as our talented instructors guide you through the process. Whether you're a seasoned artist or just starting out, this event is perfect for anyone looking to unwind and unleash their creativity. Get ready to discover the artist within and create beautiful masterpieces. Reserve your spot now and embark on a journey of self-expression and inspiration!

Rules

1. The painting theme will be shared 10 minutes before the competition starts.
2. Canvas, acrylic paints, and brushes will be provided, but participants can also bring their own materials.
3. The time duration for the competition is 3 hours.
4. With these conditions, you'll need to be prepared to adapt to the theme quickly, utilize the provided materials efficiently, and manage your time effectively to complete your painting within the given timeframe. It's also beneficial to practice with acrylic paints beforehand if you're not already familiar with them, and consider bringing any additional tools or supplies that you find helpful for your painting style.

Min Squad	Max Squad	Event Head	Contact	Reg Fee	Reg Type	Winning*
1	1	Ayesha Maqbool	0340-0172781	2,000	Individual	5,000

Persona (Make-up Competition)

So, don't we want to have fun doing make-up on our BFF'S and giving them a makeover? Grab a friend, put on some makeup, and perform some method acting on stage.

Rules

1. For this category, Fantasy theme will be followed.
2. Makeup can be done on yourself or on a model. (Both should be registered. No gender restrictions).
3. Only Makeup artist and model are permitted on competition floor. (No outer assistants permitted).
4. Models must arrive with a clean face and no Makeup or false lashes. If models arrive with Makeup on, they will be required to remove the makeup prior to the start of the competition.
5. It is the responsibility of each competitor to secure and furnish his or her own tools, and any necessary supplies, at his or her own expense.
6. Basic makeup materials should be provided by us, while you must bring any other materials you wish to use for makeup.
7. Not more than 50% of the overall look can be body painting.
8. Makeup Artists will get up to 1 hour to complete their look.
9. Competitors not ready to begin the competition at the assigned start time are subject to disqualification.
10. Makeup Artists and models may not leave the competition area after the competition has started, but may be excused by the competition judges, after evaluation is completed. Note:
11. The choices of the appointed authorities are conclusive and will not be questioned.
12. The host of the event can change any standards and rules as per uncertain circumstances.

Min Squad	Max Squad	Event Head	Contact	Reg Fee	Reg Type	Winning*
1	2	Zainab Khurram	0302-3965150	2,000	Individual	10,000

Red Light Green Light

Red light/green light is an art touching your senses through colors and focus. Join us for the colorful activity and go with the green. Red light/green light is an art touching your senses through colors and focus. Join us for the colorful activity and go with the green!

Rules

1. Start with everyone along the starting line.
2. When participants hear 'Green Light' everyone will move towards the finish line.
3. When participants hear 'Red Light' everyone must immediately stop.
4. If participants are still moving when there is a call of 'Red Light', they are kicked out from game.
5. Start a new round again and again until unless only one player crosses the finish line.
6. Participants are required to cross the finish line to win.
7. Winner is one and only. Note:
8. The choices of the appointed authorities are conclusive and will not be questioned.
9. The host of the event can change any standards and rules as per uncertain circumstances

Min Squad	Max Squad	Event Head	Contact	Reg Fee	Reg Type	Winning*
1	1	Ahmed Mussadiq	0320-4308025	2,000	Individual	20,000

Reels Battle

Calling all Reel Creators! Ready to showcase your creativity and win exciting prizes? Compete in this thrilling event, create captivating reels by adding transitions, visuals, and fun ideas, and challenge your fellow creators. This is your chance to shine brighter than ever – don't miss out!

Rules

1. The reel should be a minimum of 30 sec and a maximum of 1 minute.
2. The theme should be Daira'24

Min Squad	Max Squad	Event Head	Contact	Reg Fee	Reg Type	Winning*
1	2	Usman Ifty	0336-9660650	2,000	Individual	10,000

Scriptomania (Script Writing)

Exploring your imagination and writing down the characters' movements, actions, expressions, and speech is a skill. Use your ink to capture the essence of words.

Rules

1. Participant can either opt English or Urdu language.
2. The theme/concept for the script, will be announced at the spot. Participants will have to write accordingly.
3. The content should be unique. In case of plagiarism, the participant will be disqualified.
4. The participants will be given 15 minutes to brainstorm the theme.
5. The participants will be given 60 minutes to write their script.
6. Time constraints will be strictly followed and considered for the evaluation.
7. In case of inappropriate or obnoxious vocabulary, participant will be disqualified.
8. If participants want to write the script by hand, writing materials (pen, papers) should be provided by us.
9. If participants want to write the script on laptops, they can bring their laptops to compose their scripts. However, if they involve using the internet, they should be disqualified.
10. The choices of the appointed authorities are conclusive and will not be questioned.
11. The host of the event can change any standards and rules as per uncertain circumstances

Min Squad	Max Squad	Event Head	Contact	Reg Fee	Reg Type	Winning*
1	1	Noor Fatima	0340-4822252	2,000	Individual	10,000

Sketching

Embark on a journey of creativity and expression at our Sketching event! Dive into the world of artistry as we gather to explore the beauty of sketching. Whether you're a seasoned artist or just picking up a pencil for the first time, this event welcomes all skill levels. Join us for a relaxing and inspiring session where you can unleash your imagination, experiment with different techniques, and bring your ideas to life on paper. Connect with fellow artists, share insights, and let the strokes of your pencil tell your story. Get ready to sketch your way to inspiration and discovery!

Rules

1. The sketching theme will be shared 10 minutes before the competition starts.
2. Pens, pencils, paints, erasers, and canvas will be provided, but participants can also bring their own materials.
3. The time duration for the competition is 3 hours.
4. With canvas provided instead of paper, participants can create their sketching pieces on a larger and more durable surface. This may require adjustments in technique compared to working on paper, so practicing sketching on canvas beforehand could be helpful for participants. Additionally, bringing any preferred tools or supplies for sketching on canvas is recommended.

Min Squad	Max Squad	Event Head	Contact	Reg Fee	Reg Type	Winning*
1	1	Saira Alvi	0318-8965567	2,000	Individual	5,000

Stand-Up Comedy

If your one-liners and witty comments often get a standing ovation, look no further because the stage at FAST NUCES CFD is yours exclusively.

Rules

1. In this category, there will be only one Round.
2. Participant can either opt English, Urdu or Punjabi language.
3. The performance should last between minimum 3 and maximum 8 minutes; after that, the performance may result in the disqualification from the competition.
4. Punch line should follow a moral and ethical limitation. Failure to do so will result in immediate disqualification.
5. The choices of the appointed authorities are conclusive and will not be questioned.
6. The host of the event can change any standards and rules as per uncertain circumstances

Min Squad	Max Squad	Event Head	Contact	Reg Fee	Reg Type	Winning*
1	2	Ayesha Nazir	0320-2645733	2,000	Individual	15,000

UI/UX Competition

Get ready for an exhilarating UX/UI competition where teams will battle it out in a high-stakes challenge. With a strict three-hour time limit, participants will face a task unveiled on the event day, testing their creativity and skills. Embracing the use of AI tools within FIGMA and plugins, teams will craft designs tailored for seamless handoff to developers post-competition. Judged on criteria such as creativity, usability, accessibility, and user experience, winning designs will strike the perfect balance between visual appeal and functional excellence. Remember, adherence to the rules is paramount, with immediate disqualification for any team found in violation. It's time to showcase your talent and innovation in this ultimate UX/UI showdown.

Rules

1. The competition duration is strictly 3 hours, with no allowance for submissions beyond the specified time limit.
2. The task, whether for website or app design, will be disclosed on the event day.
3. Utilization of AI tools within FIGMA is permitted and encouraged to augment the design process.
4. Participants are allowed to incorporate plugins to enhance their designs.
5. Usage of templates is prohibited.
6. Tasks will be carefully crafted to challenge teams, fostering the demonstration of creativity and skill.
7. Designs should be crafted for seamless handoff to developers post-competition.
8. Judging criteria encompass creativity, usability, accessibility, and overall user experience.
9. Winning designs will show a great mix of visual allure and usefulness.
10. Teams found violating any of the rules will be disqualified right away.

Min Squad	Max Squad	Event Head	Contact	Reg Fee	Reg Type	Winning*
1	2	Rehan Tariq	0333-3251313	2,000	Individual	10,000



Literature Events



A Million Paisa Question

We will be having interesting questions from the teams and the one who will be answering most of the questions will get the prize money

Rules

1. After a round of questions you will be eligible for next round.
2. On the final round there will be two teams and a buzzer round will be conducted between them

Min Squad	Max Squad	Event Head	Contact	Reg Fee	Reg Type	Winning*
1	1	Abdul Hannan	0302-3967929	2,000	Individual	10,000

All Pakistan Bilingual Parliamentary Style Debates (British)

All Pakistan Bilingual Parliamentary Style Debates will follow the British-style parliamentary debates, where four teams of two compete against each other, with two teams representing the government(Opening/ Closing) and the other two representing the opposition(Opening/ Closing) on a given motion. Participants must present compelling arguments, engage in rebuttals, and provide constructive feedback, all while adhering to strict time limits and parliamentary decorum.

Rules

1. Each debate team must consist of 2 members.
2. Participants must adhere to the allotted speaking time limit for the debate.
3. Respectful conduct and decorum are mandatory throughout the event; participants are to refrain from personal attacks or disrespectful behavior.
4. Teams must follow parliamentary-style debate procedures, including the use of specific formats for presenting arguments, rebuttals, and concluding statements.
5. Any violations of the event rules or misconduct may result in penalties.
6. Judges' decisions are final and binding, with no opportunity for appeal.
7. Any additional rules or guidelines specific to the event may be communicated to participants prior to the commencement of the debates.

Min Squad	Max Squad	Event Head	Contact	Reg Fee	Reg Type	Winning*
2	2	Ibrahim Ali	0345-7878222	3,000	Per Team	20,000

Declamations

Declamation is an artistic form of public speaking. It is a dramatic oration designed to express through articulation, emphasis and gesture the full sense of the text being conveyed. Declaimers will speak under the following categories:

- English Serious
- English Humorous
- Urdu Serious
- Urdu Humorous.

Rules

1. Each institution is to be represented by a team comprising of two speakers, one for Urdu and one for English. One speaker is to speak on a serious topic and the other on a humorous one.
2. Individual participation is allowed.
3. This is an open competition, participants of any age group may participate.
4. A speaker may agree or disagree with the topic.
5. The contest will consist of only one round.
6. Each Speaker will speak for a minimum of four and maximum of six minutes.
7. Marks will be deducted for failing to observe the mentioned time limit.
8. A speaker making offensive or derogatory remarks about any important personage or passing controversial religious, political, or sectarian remarks shall be immediately disqualified. Using words/sentences with any indecent connotation, will lead to instant disqualification of the speaker. In such an event the speaker may be asked to step down from the podium during the speech.
9. The speakers will be judged on the originality of their content, their proficiency in the respective language and the response of the audience.
10. Paper reading is NOT allowed. Those who will do so will be disqualified.
11. The team that gains the maximum aggregate points will win the running trophy.
12. The three best speakers from English and Urdu will also be awarded prizes.
13. A consolation prize may also be awarded.
14. Speakers from FAST-NUCES, CFD Campus participating in the contest will not be competing for the prizes.
15. The decision of the judges will be final.
16. Teams are allowed to bring supporters/chaperons/teachers. All of them will have to register and pay the registration fee.

Min Squad	Max Squad	Event Head	Contact	Reg Fee	Reg Type	Winning*
1	2	Urwa Sajid	0311-6638219	2,000	Individual	20,000

Inkspiration Wars

This event will feature a series of exhilarating contests and challenges designed to ignite the participant's imagination and showcase their writing talents.

Rules

1. There will be no restriction on the age group. Students of all age group can participate.
2. We will be having 4 rounds and in the last round winner will be announced by the judges.
3. All contestants will compete individually in multiple categories in an elimination style match up.
4. Every round will bring story writing on a different category ranging from fiction, to character swap, plot rewriting, time travel, location lottery.
5. With every round, the least ranked contestants will be eliminated by judges and the top finalist will be declared the winner.

Min Squad	Max Squad	Event Head	Contact	Reg Fee	Reg Type	Winning*
1	1	Hussnain Sajid	0313-1513588	2,000	Individual	10,000



Sports Events



Arm Wrestling (Male)

Arm wrestling is a physical sport involving two competitors sitting opposite each other, with their elbows on the same table and their hands clasped together in the "arm wrestling" position. The objective is for one competitor to out-press the other's arm onto the tabletop, while the other tries to resist. Arm wrestling requires a combination of strength, technique, and strategy, and matches are often won or lost in a matter of seconds.

Rules

1. Each match is officiated by two referees, one on each side so the officials can see the competitors and their grip from both sides.
2. There is no time limit to a match, but a referee may call a halt to the match if one or both competitors are in his opinion not in a fit state to carry on.
3. The competitors should approach the table, make themselves comfortable, and then grip their opponent's hand. The grip should be palm to palm with the thumb knuckle visible. The competitor's other hands should grip their respective hand peg.
4. Competitors can choose to start a match in the referee's grip or in a strip but both competitors must agree to this.
5. Once the referees are happy with the grip from both competitors, the contest will begin. Each competitor should attempt to pin their opponent's arm onto the touchpad.
6. Pressure should be in a sideways capacity to force their opponent's hand to the touchpad. Back pressure to drag the opponent off toward the center of the table is not allowed.
7. The match is won when one competitor pins their opponent's hand onto the touchpad. At this point, if the head referee is happy that it is a valid pin, they will shout 'Stop!' and indicate the winner by immediately raising their arm.

Min Squad	Max Squad	Event Head	Contact	Reg Fee	Reg Type	Winning*
1	1	M. Usman Saleem	0318-3669974	2,000	Individual	15,000

Athletics 100 Meter Sprint (Female)

In Athletics 100 Meter Sprint, participants showcase their raw speed and athleticism in a thrilling 100-meter dash. Set against the backdrop of adrenaline-pumping competition, this race promises to be a spectacle of explosive energy and fierce determination. Athletes will converge on the track, each aiming to cross the finish line in the shortest time possible.

Rules

- Participants must adhere strictly to the starting protocol. Any false start, indicated by a premature movement before the starting signal, will result in immediate disqualification.
- Once the race begins, participants must remain in their designated lanes throughout the entirety of the sprint. Any attempt to change tracks or impede the progress of other competitors will lead to disqualification.
- Athletes are expected to compete with integrity and respect for their fellow competitors. Any form of unsportsmanlike conduct, including pushing, blocking, or obstructing others, will not be tolerated and may result in penalties or disqualification.
- Participants must complete the entire 100-meter distance to qualify for their race time. Failure to do so, whether due to injury, disqualification, or voluntary withdrawal, will render the participant ineligible for placement or recognition.
- The decisions of race officials, including judges and referees, are final and binding. Any disputes or inquiries regarding race procedures, results, or rule violations should be directed to the designated event officials for resolution.

Min Squad	Max Squad	Event Head	Contact	Reg Fee	Reg Type	Winning*
1	1	Sabahat Jahangir	0332-7580758	2,000	Individual	15,000

Atheletics 100 Meter Sprint (Male)

In Athletics 100 Meter Sprint, participants showcase their raw speed and athleticism in a thrilling 100-meter dash. Set against the backdrop of adrenaline-pumping competition, this race promises to be a spectacle of explosive energy and fierce determination. Athletes will converge on the track, each aiming to cross the finish line in the shortest time possible.

Rules

- Participants must adhere strictly to the starting protocol. Any false start, indicated by a premature movement before the starting signal, will result in immediate disqualification.
- Once the race begins, participants must remain in their designated lanes throughout the entirety of the sprint. Any attempt to change tracks or impede the progress of other competitors will lead to disqualification.
- Athletes are expected to compete with integrity and respect for their fellow competitors. Any form of unsportsmanlike conduct, including pushing, blocking, or obstructing others, will not be tolerated and may result in penalties or disqualification.
- Participants must complete the entire 100-meter distance to qualify for their race time. Failure to do so, whether due to injury, disqualification, or voluntary withdrawal, will render the participant ineligible for placement or recognition.
- The decisions of race officials, including judges and referees, are final and binding. Any disputes or inquiries regarding race procedures, results, or rule violations should be directed to the designated event officials for resolution.

Min Squad	Max Squad	Event Head	Contact	Reg Fee	Reg Type	Winning*
1	1	Waseem Zubair	0318-6400259	2,000	Individual	15,000

Badminton (Females) (Singles)

Players score points by striking a shuttlecock with their racket so that it passes over the net and lands in their opponents' half of the court. A rally ends once the shuttlecock has struck the ground, and the shuttlecock may only be struck once by each side before it passes over the net.

Rules

1. A match consists of the best of 3 games of 21 points.
2. Every time there is a serve – there is a point scored.
3. The side winning a rally adds a point to its score.
4. At 20 all, the side which gains a 2-point lead first, wins that game.
5. At 29 all, the side scoring the 30th point, wins that game.
6. The side winning a game serves first in the next game.
7. When the leading score reaches 11 points, players have a 60 second interval.
8. A 2 minute interval between each game is allowed.
9. In the third game, players change ends when the leading score reaches 11 points.
10. A side has only one 'service'.
11. The service passes consecutively to the players as shown in the diagram.
12. At the beginning of the game and when the score is even, the server serves from the right service court. When it is odd, the server serves from the left court.
13. If the serving side wins a rally, the serving side scores a point and the same server serves again from the alternate service court.
14. If the receiving side wins a rally, the receiving side scores a point. The receiving side becomes the new serving side.
15. The players do not change their respective service courts until they win a point when their side is serving.
16. If players commit an error in the service court, the error is corrected when the mistake is discovered.
17. In a doubles match between A & B against C & D. A & B won the toss and decided to serve. A to serve to C. A shall be the initial server while C shall be the initial receiver.

Min Squad	Max Squad	Event Head	Contact	Reg Fee	Reg Type	Winning*
1	1	Hajra Haseeb	0335-7507442	2,000	Individual	10,000

Badminton (Male) (Doubles)

Players score points by striking a shuttlecock with their racket so that it passes over the net and lands in their opponents' half of the court. A rally ends once the shuttlecock has struck the ground, and the shuttlecock may only be struck once by each side before it passes over the net.

Rules

1. A side has only one 'service'.
2. The service passes consecutively to the players as shown in the diagram.
3. At the beginning of the game and when the score is even, the server serves from the right service court. When it is odd, the server serves from the left court.
4. If the serving side wins a rally, the serving side scores a point and the same server serves again from the alternate service court.
5. If the receiving side wins a rally, the receiving side scores a point. The receiving side becomes the new serving side.
6. The players do not change their respective service courts until they win a point when their side is serving.
7. If players commit an error in the service court, the error is corrected when the mistake is discovered.
8. In a doubles match between A & B against C & D. A & B won the toss and decided to serve. A to serve to C. A shall be the initial server while C shall be the initial receiver.

Min Squad	Max Squad	Event Head	Contact	Reg Fee	Reg Type	Winning*
2	2	M. Abdullah Hussain	0304-0272482	2,000	Individual	30,000

Badminton (Male) (Singles)

Players score points by striking a shuttlecock with their racket so that it passes over the net and lands in their opponents' half of the court. A rally ends once the shuttlecock has struck the ground, and the shuttlecock may only be struck once by each side before it passes over the net.

Rules

1. A match consists of the best of 3 games of 21 points.
2. Every time there is a serve – there is a point scored.
3. The side winning a rally adds a point to its score.
4. At 20 all, the side which gains a 2-point lead first, wins that game.
5. At 29 all, the side scoring the 30th point, wins that game.
6. The side winning a game serves first in the next game.
7. When the leading score reaches 11 points, players have a 60 second interval.
8. A 2 minute interval between each game is allowed.
9. In the third game, players change ends when the leading score reaches 11 points.
10. At the beginning of the game (0-0) and when the server's score is even, the server serves from the right service court. When the server's score is odd, the server serves from the left service court.
11. If the server wins a rally, the server scores a point and then serves again from the alternate service court.
12. If the receiver wins a rally, the receiver scores a point and becomes the new server. They serve from the appropriate service court – left if their score is odd, and right if it is even.

Min Squad	Max Squad	Event Head	Contact	Reg Fee	Reg Type	Winning*
1	1	M. Abdullah Hussain	0304-0272482	2,000	Individual	15,000

Basketball (Male)

Basketball is a game played between two teams of five players each on a rectangular court. Each team tries to score by tossing the ball through the opponent's hoop (basket).

Rules

1. Each team consists of a maximum of 7 players, 5 playing and 2 substitutes.
2. A team is granted 2 timeouts, each with a duration of 1 minute.
3. The match duration will be 20 minutes (running time) with two 10-minute halves, except the final match, which will be of 25 minutes.
4. If team A gets the possession of the ball after the start of the match, then team B will have the possession of the ball in the second half.
5. Technical fouls can be called on players who are in violation of basic ethics as judged by the referee (Taunting, screaming, foul language, obscenity, obscene gestures, and even arguing can be considered a technical foul).
6. After 2 defensive fouls from a team, the opposing team member, on whom the foul is committed on, will be granted a free throw for any successive defensive foul.
7. A player will be ejected from the court after 3 personal fouls. The foul counter of that player will reset after a half.
8. Any intentional/unethical foul will result in a technical call, and the ref may prohibit him from playing.
9. A substitution from a team can only be made if the ball is in the calling team's possession.
10. If a player screens the opponent player, he can't move before and during contact. Nor are they allowed to extend their limbs from their initial screening position.
11. A defending player cannot put out their knees, arms, or any part of their body in the way of the opponent to stop them once they have passed.
12. Lane cutting is not allowed. When a player has started their layup, the defensive player cannot cut their path or align themselves in their path unless they are already standing there. Conversely, if the defending player has already assumed position and the offensive player pushes/runs into them, then an offensive foul (Charging) would be called on the offensive player.
13. Basic basketball rules shall be followed, such as no pivot shifting, double dribble, self-pass, travelling, carrying the ball, backcourt violation etc.
14. Player cannot steal the ball by hitting their opponent's hands.
15. Flagrant foul - Violent contact with an opponent. This includes hitting, kicking, and punching. This type of foul results in 2 free throws, the offense retains possession of the ball after the free throws and the violator will be given a warning and ejected from the game if offense is repeated.
16. A player/coach can be committed to a technical foul as explained earlier if 'manners' are not followed. Foul language, obscenity, obscene gestures, and even arguing can be considered as a technical foul.
17. Finally, the referee's call will be final and cannot be challenged.

Min Squad	Max Squad	Event Head	Contact	Reg Fee	Reg Type	Winning*
5	7	Zubair Ahmed	0322-9951011	10,000	Per Team	40,000

Chess

Chess is a game played between two opponents on opposite sides of a board containing 64 squares of alternating colors. Each player has 16 pieces: 1 king, 1 queen, 2 rooks, 2 bishops, 2 knights, and 8 pawns. The goal of the game is to checkmate the other king.

Rules

1. Should reach at the match location 10 min before the Match.
2. If the player is unable to reach the desirable location on time so the opponent would automatically be considered won.
3. The Timer for each side of the player would be given 5min.
4. The Player reaching over the time would be considered as lost and the opponent who has time left would be considered as the winner.
5. If the player found cheating during the game the invigilator can disqualify the player at the spot with given proof.
6. The player with the white pieces gets the first move.
7. If both players have done three repetitive moves than the match will be considered as a draw.

Min Squad	Max Squad	Event Head	Contact	Reg Fee	Reg Type	Winning*
1	1	Ahmad Moeez	0332-6465080	2,000	Individual	15,000

Cricket (Females)

Cricket is played between two teams of 9 players each. The field is oval with a rectangular area in the middle, known as the pitch, that is of 22 yards. A bowler delivers six balls at one wicket (thus completing an "over"), and then a different player from his side bowls six balls to the opposite wicket. The batting side defends its wicket.

Rules

1. Each team will have 7 players plus 2 extras (Maximum 9 players).
2. MRI tennis balls will be provided.
3. No person shall play for more than one team in the tournament.
4. A bowler cannot bowl more than 2 overs in the match.
5. In case of no balls, an extra run will be credited to the runs scored off the ball. The ball will not be counted. In case of Wide ball, an extra run will be credited. The ball will not be counted.
6. Overthrows and wides will have runs
7. A team failing to observe any of the foregoing rules may be disqualified. The organizers also reserve the right to disqualify any team for failing to appear promptly to play. The decision of the organizers will be final in case.
8. The game will consist of Six 6-ball overs each side.
9. Tournament Coordinators will communicate only with the team captain; team captain should explain the rules to their team. Team captains are expected to coordinate and control of their team members.
10. Every team should be on time on ground in other cases there will be penalty on run time.
11. In case of any issue during match, management decision will be final, and teams have to follow them.

Min Squad	Max Squad	Event Head	Contact	Reg Fee	Reg Type	Winning*
7	9	Bisma Saleem	0304-0108901	10,000	Per Team	25,000

Cricket (Males)

Cricket is played between two teams of 9 players each. The field is oval with a rectangular area in the middle, known as the pitch, that is of 22 yards. A bowler delivers six balls at one wicket (thus completing an "over"), and then a different player from his side bowls six balls to the opposite wicket. The batting side defends its wicket.

Rules

1. Each team will have 7 players plus 2 extras (Maximum 9 players).
2. MRI tennis balls will be provided.
3. No person shall play for more than one team in the tournament.
4. A bowler cannot bowl more than 2 overs in the match.
5. In case of no balls, an extra run will be credited to the runs scored off the ball. The ball will not be counted. In case of Wide ball, an extra run will be credited. The ball will not be counted.
6. Overthrows and wides will have runs
7. A team failing to observe any of the foregoing rules may be disqualified. The organizers also reserve the right to disqualify any team for failing to appear promptly to play. The decision of the organizers will be final in case.
8. The game will consist of Six 6-ball overs each side.
9. Tournament Coordinators will communicate only with the team captain; team captain should explain the rules to their team. Team captains are expected to coordinate and control of their team members.
10. Every team should be on time on ground in other cases there will be penalty on run time.
11. In case of any issue during match, management decision will be final, and teams have to follow them.

Min Squad	Max Squad	Event Head	Contact	Reg Fee	Reg Type	Winning*
7	9	Hamza Khan	0326-6067722	10,000	Per Team	60,000

Futsal (Males)

Futsal is an exciting, fast-paced small-sided soccer game that is played across the world and is officially recognized by both FIFA and UEFA. Futsal is the blend of passion and entertainment where the players showcase their extraordinary skills and abilities while keeping the hype of the game on another level.

Rules

1. It will be a 5-aside futsal tournament with a squad of Maximum 7 players.
2. Each team will report 10 minutes before the match (with complete lineup)
3. Knockout format will be followed. Any team that loses the match will be out of the tournament.
4. Two halves, each of 15 minutes will be played.
5. A 2-minute break will be given at half time.
6. Rolling substitutes can be made at any time during play provided a player does not go on before his team-mate comes off.
7. The players will kick the ball into play instead of throwing in.
8. Referee's decision Will be considered as final decision.
9. On foul and abusive language, referee is bound to show a yellow card.
10. Two yellow cards will lead to a red card.
11. A Discontentment towards referee can lead to a yellow card.
12. In case of any controversial decision, the committee's decision will be final
13. In case of a red card, the player is bound to leave the pitch and will not be eligible to play for 2 minutes. Team will continue the play with 4 players.
14. Only captains shall discuss any foul with the referee.
15. In case of match ending as a draw, 2 halves of extra time will be given.
16. In case of a draw in extra time, the match will be decided on penalties.

Min Squad	Max Squad	Event Head	Contact	Reg Fee	Reg Type	Winning*
5	7	Ahsan Madni	0324-7273900	10,000	Per Team	60,000

Ludo

Ludo is a strategy board game for two teams consisting of 2 players in each team in which players race their four tokens from start to finish according to the roll of two dices.

Rules

1. If a player rolls a 6, they get another turn.
2. A player must use the full value of the die roll, if possible, but cannot move a piece backwards.
3. If a player cannot move any of their pieces, their turn is skipped.
4. If a player rolls a 6 to move a piece out of the home area, they get another roll.
5. If a player rolls a 6 and they have no pieces in the home area, they must move a piece already in play.
6. If a player rolls a 6 but cannot move any pieces out of the home area, their turn is skipped.
7. Players can strategize to block opponents' pieces by placing their own pieces strategically.
8. If a player rolls the dice and moves a piece onto a square occupied by an opponent's piece, they knock the opponent's piece back to its home area and get another roll.
9. Players must move a piece if a legal move is possible.
10. If a player rolls the die off the board, turn will be forfeited.
11. Players cannot touch or move pieces belonging to other players.
12. If a player touches a piece, they must move it if a legal move is available.
13. If a player accidentally moves a piece incorrectly, they cannot take back the move.

Min Squad	Max Squad	Event Head	Contact	Reg Fee	Reg Type	Winning*
2	2	Ahmad Ali	0305-6440042	2,000	Individual	20,000

Snooker

The Snooker beckons cue sport enthusiasts to display their precision, strategy, and finesse on the green baize. Held in the esteemed tradition of snooker competitions, this offers participants a chance to demonstrate their mastery of the cue stick in a series of captivating matches. Players will engage in tactical battles, showcasing their ability to pot balls, maneuver the cue ball with accuracy, and outsmart their opponents with strategic play. With every shot carrying the weight of anticipation, this tournament promises to be a riveting display of skill and sportsmanship, captivating both players and spectators alike.

Rules

- Participants are expected to adhere to the rules of snooker and maintain the highest standards of sportsmanship throughout the tournament. Any deliberate fouls, unsporting behavior, or attempts to gain unfair advantage will result in penalties or disqualification.
- All shots must be played in accordance with the rules of snooker. Failure to execute a legal shot, such as hitting the cue ball first or failing to hit a ball of the designated group, will result in a foul and penalty points awarded to the opponent.
- Participants must handle the snooker cues, balls, and table with care and respect. Any deliberate damage to the equipment will result in immediate disqualification from the tournament and may incur additional penalties.
- Matches must be completed within the allocated time frame. Failure to finish a match within the stipulated time may result in penalties or forfeiture of the match, depending on the discretion of the tournament organizers.
- Participants are expected to adhere to the tournament schedule and arrive promptly for their matches. Any delays or failure to appear for scheduled matches without prior notification may result in disqualification.

Min Squad	Max Squad	Event Head	Contact	Reg Fee	Reg Type	Winning*
1	1	Asad Sabir	0320-4612946	2,000	Individual	20,000

Table Tennis (Females) (Singles)

Table tennis also known as Ping Pong in native areas is a game played inside by two or four people. The players stand at each end of a table which has a low net across the middle and hit a small light ball over the net, using small bats. The player loses the point if he/she fails to bring the ball in the other's court.

Rules

1. Games will follow Best of 3
2. Quarter Finals and Semi-finals will be best of 5
3. Finals will be Best of 7
4. ITTF rules will be followed
5. Volleys are not allowed
6. Must start from an open palm.
7. Toss ball vertically at least 6 inches.
8. Diagonal serve, starting from right half.
9. Win points when opponent fails to return within rules.
10. Games played to 11 points, win by 2.
11. Players alternate serving every two points.
12. Return ball after one bounce.
13. Clear net and land on opponent's side.
14. Ball hitting net during serve, replay the point.
15. Ball must bounce on each side at least once in a rally.
16. Opponent awarded a point for incorrect serving order.
17. Switch sides after every two points and at the end of each game.

Min Squad	Max Squad	Event Head	Contact	Reg Fee	Reg Type	Winning*
1	1	Rania Shoaib	0306-1836741	2,000	Individual	10,000

Table Tennis (Male) (Singles)

Table tennis also known as Ping Pong in native areas is a game played inside by two or four people. The players stand at each end of a table which has a low net across the middle and hit a small light ball over the net, using small bats. The player loses the point if he/she fails to bring the ball in the other's court.

Rules

1. The game format will be best of 3
2. Quarter Finals and Semi-finals will be best of 5
3. Finals will be Best of 7
4. ITTF rules will be followed
5. Volleys are not allowed
6. Serve must start from an open palm.
7. Toss ball vertically at least 6 inches.
8. Diagonal serve, starting from right half.
9. Win points when opponent fails to return within rules.
10. Games played to 11 points, win by 2.
11. Players alternate serving every two points.
12. Return ball after one bounce.
13. Clear net and land on opponent's side.
14. Ball hitting net during serve, replay the point.
15. Ball must bounce on each side at least once in a rally.
16. Opponent awarded a point for incorrect serving order.
17. Switch sides after every two points and at the end of each game.

Min Squad	Max Squad	Event Head	Contact	Reg Fee	Reg Type	Winning*
1	1	Abdullah Tariq	0300-4564278	2,000	Individual	15,000



E-sports Events



BLUR

BLUR is an arcade style game that features a racing style incorporating real world cars and locales with handling and vehicular combat.

Rules

1. The tournament will follow a round-robin format.
2. Each match will consist of up to 10 players competing in a race.
3. The winner of each race will advance in the winner's bracket, while the losers will move to the loser's bracket.
4. Races will be held on a variety of tracks to test participants' skills across different environments.
5. Races will be set to any difficulty level with 3 laps per race.
6. All power-ups will be enabled during races to enhance gameplay dynamics.
7. Final round races will consist of 5 laps.
8. The tournament will span over three days
9. A detailed schedule with race times, tracks, and participant pairings will be provided one week before the tournament begins.
10. Points will be awarded based on finishing position in each race
11. In the event of a tie, the participant with the fastest overall race time will be ranked higher.
12. Participants are expected to exhibit good sportsmanship and respect towards fellow competitors.
13. Unsportsmanlike conduct, cheating, or disruptive behavior will result in immediate disqualification from the tournament.
14. Participants must bring their own controllers to the designated race venue.
15. The university will provide monitors, screens, and network connectivity for the tournament.
16. Tournament directors and race marshals will oversee the smooth execution of races, address any disputes, and ensure compliance with rules.
17. Volunteers from the university's gaming club will assist with equipment setup, registration, and other logistical tasks.
18. The Tournament directors can change the rule at any time.

Min Squad	Max Squad	Event Head	Contact	Reg Fee	Reg Type	Winning*
1	1	Hamza Akhtar	0343-8661778	2,000	Individual	10,000

DOTA 2

DotA 2 is a multiplayer online battle arena (MOBA) game where two teams of five players each compete to destroy each other's ancient structure. Players select unique heroes with distinct abilities and engage in strategic battles across varied landscapes, mastering teamwork, tactics, and skillful execution to claim victory.

Rules

1. Unawareness of a specific rule will not be considered an acceptable reason for breaking the rule. Ignorance is not an excuse.
2. Each team must have an appointed team captain/team representative.
3. The lobby will be created by the organizers. The password will be provided by the lobby creator to both teams.
4. 10 mins max time allowed to join lobby. 7 mins max in game pause from each side. To avoid delays in the program of the event, delays caused by players (showing up late, leaving the tournament area without a stated reason, last-minute smoke or toilet break) will lead to sanctions for the entire team. Not joining in the time limit will result in walkover.
5. Tournament mode – 5 vs 5 - Single Eliminations BO1, Finals BO3
6. Game mode – Captain's Mode
7. Server Location – Dubai
8. Gameplay Rules – Version (Tournament)
9. Side or pick will be decided via TOSS COIN at in-game lobby
10. Victory Condition
11. The first team to destroy the other Ancient wins the game.
12. A team wins if their opponent types “good game” or “GG”.
13. Disputes must be raised during the game and not after the game. The team with concern must call the attention of their respective marshal to address the issue.
14. Disputes raised after the game will not be entertained.
15. All results must be reported to the respective marshal/organizer right after the match.
16. The management can change any rule at the moment and decision of the management will be final

Min Squad	Max Squad	Event Head	Contact	Reg Fee	Reg Type	Winning*
5	5	Muhammad Hassan	0320-1778637	2,000	Individual	25,000

EA FC 24

EA FC 24 is a football simulation video game for football enthusiasts. FC 24 focuses on realistic gameplay mechanics and attention to detail. The game aims to capture the essence of real-world soccer, with accurate player movements, team formations, and realistic physics.

Rules

1. Game Camera would be Default.
2. Game speed will be NORMAL.
3. Trainer will be off.
4. Game Half Length will be 5 minutes till Semifinal's.
5. Finals Game Half Length will be 6 minutes.
6. No Legacy Defending.
7. Controllers will be provided by FAST E-GAMING Society, unless the participant wants to use their own controller.
8. In case of compatibility or any other issues with the participants Controller, FAST E-GAMING SOCIETY will not entertain any rematch.
9. Walk over time of 8 minutes will be followed, after which walk over will be rewarded, unless there is a case of emergency.
10. No pausing game before a chance that may lead to goal. If it happens then the attacking will get the advantage of one goal.
11. Participant should behave in orderly fashion with the management team, any sort of abuse hurled towards the management team will lead to disqualification or a penalty.
12. Anyone in breach of these rules will be disqualified without any second chance.
13. If electricity goes out during the match, match will be restarted with the score of previous match which will be added into the new match.
14. Note: Please note that the organizers reserve the right to change the rules at any time, and players will be notified of any changes in advance."

Min Squad	Max Squad	Event Head	Contact	Reg Fee	Reg Type	Winning*
1	1	Rafey Saleem	0333-7463316	2,000	Individual	30,000

PUBG

PUBG is an online multiplayer battle royal game, widely popular among the young generation. PUBG MOBILE offers a thrilling and intense battle royale experience for mobile gamers, with impressive graphics and immersive gameplay. It continues to be one of the most popular and successful mobile games in the world.

Rules

1. If team points are equal then ranks points will be the decisive factor.
2. Every player must record their gameplay(in case of any issue) if u fail to provide evidence, then your query will not be entertained.
3. All the ESPORTS rules will be followed .

Min Squad	Max Squad	Event Head	Contact	Reg Fee	Reg Type	Winning*
4	5	Moiz Tariq	0341-6191510	8,000	Per Team	40,000

TEKKEN 8

Tekken 8 is a fighting story-driven cinematic battle game. Tekken 7 is a highly polished and competitive fighting game that offers a deep and rewarding gameplay experience for both casual and hardcore gamers alike. It is considered one of the best fighting games of the modern era.

Rules

1. No Character-lock
2. Double-elimination
3. Vs mode only
4. Time limit for each round: 60 seconds
5. A Random map would be chosen.
6. If both players agree on one map they may play on that particular map.
7. The winning player will not be allowed to change his character and/or map.
8. Turbo and macros are not allowed.
9. Players may use their own controllers.
10. If both players want to play, for example, from P1 side, it will be decided by a coin toss.
11. Pausing the game will result in a round disqualification.
12. Group Stage: player who wins two of the three Sets wins the match. (Best of three). Two points will be awarded for each match win.
13. Knock out stage: The player, who wins two out of Three rounds, wins the match. (Best out of Three).
14. Grand Final: The player, who wins 5 rounds, wins the match. (Best out of 7).
15. Setting up buttons is done the following way: Players enter the game then set their buttons.
16. When both are ready, players enter Versus Mode through Main Menu and start the game.
17. Bring your own PS4 Controller with Sync PS4 Cables.
18. Programmable controllers or /Turbo functions are Banned.
19. PS4 Gaming Pads can be used.
20. Any use of unfair methods will result in direct disqualification from the Tournament.
21. The management team has the right to make minor changes in rules if any unforeseen circumstances occur.

Min Squad	Max Squad	Event Head	Contact	Reg Fee	Reg Type	Winning*
1	1	M. Haris	0344-9444702	2,000	Individual	40,000

VALORANT

Valorant is a team based tactical first-person shooter game. Valorant is a fast- paced and exciting multiplayer shooter game that requires teamwork and strategy to succeed. It has quickly become one of the most popular competitive games in the world.

Rules

1. Each team must have five players and may register one additional substitute.
2. All players must register their account names and Riot ID with the tournament organizer.
3. All teams must have a unique name.
4. Teams may substitute players between matches, but each team may only use a maximum of six players throughout the tournament.
5. The tournament will be played in a 2-stage format.
6. The first stage will be Group Stage with three matches for each team.
7. Win will result in a +1 Point.
8. Top 2 teams with most number of points will qualify for Final Stage.
9. The Final Stage will be played in a BO3 or BO5 (team captains will decide).
10. The map selection will be decided through a pick and ban system.
11. All matches will be played on the EU Bahrain/Dubai server.
12. Group Stage
13. Each team will play a BO1 against the other three teams.
14. The top two teams with most points will advance to the Final Stage.
15. Tiebreakers will be decided based on round difference, and total round wins.
16. The second stage will consist of BO3 or BO5 (tentative to team captains).
17. The default competitive game settings will be used.
18. The game mode will be Custom Game (Standard).
19. Players must use their own accounts, and account sharing is not allowed.
20. Cheating, hacking, or exploiting bugs is strictly prohibited.
21. Any team found breaking these rules will be immediately disqualified.
22. Map Pool and Map Ban Guide for BO1 (Group Stage): The map pool for the tournament will consist of the following maps: Ascent, Icebox, Split, Breeze, Bind, Sunset and Lotus.
23. In the group stage and upper bracket (BO1), each team will take turns banning one map until only one map remains to be played.
24. Let's break it down step by step, alternating between Team A and Team B:
25. Toss to Decide Who Bans First: Coin toss determines the winner.
26. Banning Maps: Team A (Winner of the Toss): Bans Map 1, Bans Map 2
27. Team B (Loser of the Toss): Bans Map 3
28. Map Selection: Team A (Winner of the Toss): Chooses the map from the remaining pool (Maps 4, 5, 6, 7).
29. Side Selection: Team B (Loser of the Toss): Chooses the side (attack or defense) for the chosen map.
30. Team A bans two maps, Team B bans one, and then Team A selects the map. The side selection goes to Team B.
31. All communication during the tournament must be conducted through the FEGS official Discord server (<https://discord.gg/wRh62cUAhH>).

32. Teams must join the server and remain active in the relevant channels during the tournament.
33. All teams must use dedicated Discord voice channels for in game communications.
34. If a player experiences technical difficulties, the team captain can ask for a technical pause.
35. If a player cannot reconnect, the team must continue to play with four players.
36. The match schedule will be available at <https://challonge.com/fastintra>
37. All matches must start on time.
38. Each team must be present in the lobby ten minutes before the scheduled start time. If a team fails to show up, the opposing team must wait for a maximum of ten minutes before claiming a forfeit win.
39. Teams that fail to show up for a match will forfeit the match.
40. If a dispute arises, the team captain must contact the tournament management through Discord as soon as possible.
41. All disputes will be resolved by the Valorant head, whose decision will be final.
42. Prize will only be awarded to the winning team.
43. All participants must conduct themselves in a respectful and sportsmanlike manner.
44. Any form of harassment, discrimination, or abuse will not be tolerated (friendly banter is allowed).
45. Any player or team found to be in violation of this code of conduct will be immediately disqualified.

Min Squad	Max Squad	Event Head	Contact	Reg Fee	Reg Type	Winning*
5	6	Hassan Haseen	0348-7473099	10,000	Per Team	35,000



Business Events



Ad Mad Competition

In this competition, participants have to choose a brand and make a proper 360 marketing campaign and judges have to evaluate that.

Rules

1. Each team can consist of a maximum of 2 members.
2. Solo entries are also allowed.
3. Participants can choose any existing brand or product for their advertisement campaign.
4. Original fictional brands or products can also be used.
5. Each team will have a set time limit for their ad(30 Sec).
6. Teams must create a 360-degree marketing campaign for the chosen brand/product
7. No offensive, inappropriate, or controversial content should be included.
8. Respect for other teams and audience members must be maintained.
9. Teams must register in advance to participate.
10. Deadline for registration will be communicated by the organizers

Min Squad	Max Squad	Event Head	Contact	Reg Fee	Reg Type	Winning*
1	2	Maheen Iqbal	0325-0273793	2,000	Individual	15,000

Trade-a-Thon

The Trade-a-Thon event challenges participants to demonstrate their analytical and fundamental skills in navigating the international real-time market. Participants engage in trading activities across various markets, including Forex, Gold, and Cryptocurrency, aiming to generate profits by the end of the day. Each participant or team receives demo accounts with virtual money to execute trades. The event is structured with a specific timeframe and a set of rules governing trading activities.

Individuals interested in trading or possessing novice knowledge are welcome to participate as this event is the best way for a starting point and to connect to a community.

Rules

1. Participants must register individually or in a team of maximum 2 members.
2. Participants must use the designated trading platform provided by the organizers.
3. Participants are allowed to perform technical and fundamental analysis to make trading decisions.
4. Only publicly available information is permitted for analysis.
5. Each participant or team will receive a virtual trading account with a fixed amount of virtual currency.
6. Participants can trade in Forex, Gold, and Cryptocurrency markets only.
7. The event is time-bound, and participants must adhere to the specified trading duration.
8. Trading sessions will be conducted within predefined time slots.
9. Participants are prohibited from engaging in any form of collusion, cheating, or unethical trading practices.

Min Squad	Max Squad	Event Head	Contact	Reg Fee	Reg Type	Winning*
1	2	Arsalan Hassan	0321-7346242	2,000	Individual	15,000

Disclaimer

In the event that a minimum requirement of registrations is met, the prize money will adhere to the figures initially announced in the guidebook, social media, and anywhere other than this. However, should the registration numbers fall short of this threshold, the organizing committee reserves the right to adjust the prize money. In such cases, the prize money will be set at half the total income generated from registrations, as stipulated by Daira 2024 team regulations. The decision of Daira 2024 management would be final.

Thank You.



Socials

For any assistance with socials,
you may contact

Husnain Ali
0306-1661551



Aik Khat Tery Naam

"Aik Khat Tere Naam" is a heartfelt and poignant exploration of love and longing, capturing the essence of emotions penned down in a single letter. This Daira 2024 entry delves into the intricacies of human connections, weaving a narrative that resonates with the depths of the soul.

Auto Show

Experience the pinnacle of automotive innovation at the Daira 2024 Auto Show, where cutting-edge modifications redefine the boundaries of style and performance. Witness a showcase of bespoke vehicles tailored to the desires of enthusiasts, blending technology and design in breathtaking harmony.

Book Signing

A book signing event offers readers a unique opportunity to connect with their favorite authors, as they inscribe copies of their books. It's a moment of shared enthusiasm and appreciation, where fans can engage in meaningful conversations, gain insights into the author's inspiration, and create lasting memories centered on the power of literature.

Celebrity Talk Show

Join us as we delve into the lives of your favorite stars, exploring their journeys, passions, and latest projects. Expect engaging interviews, laughter, and insight as we bring you closer to the world of entertainment like never before.

Concert

Daira 2024 promises an electrifying concert experience featuring a fusion of diverse musical genres, pulsating rhythms, and captivating performances by renowned artists. Get ready to be transported on a musical journey like never before, where every beat resonates with the spirit of unity and celebration. The artists will be announced soon. Stay tuned!

Cultural Walk

Immerse yourself in the rich tapestry of Daira 2024 with a captivating Cultural Walk. Wander through vibrant displays of art, music, and tradition, as local artisans and performers showcase the diverse heritage of the region. Let each step be a journey through history and celebration, embracing the soul of Daira.

Mushaira

Daira 2024 presents an enchanting Mushaira, where poets weave intricate verses, casting spells with their words. Delve into a world of poetic enchantment as poets from diverse backgrounds come together to celebrate the beauty of Urdu literature and the richness of its poetic tradition.

Note: Please note that the registration for Mushaira will be entertained on the day of event, and will be paid for separately.

Pet Show

Dive into the world of adorable companions at Daira 2024's Pet Show! From fluffy felines to playful pups, witness a showcase of love and companionship as pets of all shapes and sizes steal the spotlight with their unique talents and irresistible charm.

Qawali

Experience the soul-stirring melodies of Qawali at Daira 2024, where traditional rhythms blend seamlessly with powerful vocals, creating an atmosphere of spiritual euphoria. Let the captivating beats and heartfelt lyrics transport you to a realm of transcendent beauty and profound connection.

Social Nashta

Staying true to our culture and tradition, Daira'24 is proffering its participants a full-fledged Nashta. An excellent opportunity for networking and sharing your event experiences.



CONTACT INFORMATION

Information Line

0325-1509921 (Whatsapp Only)



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