

JAM

Rules:

- The game consists of a chairman and at most 8 panellists/contestants.
- Each round goes on for one minute. A new topic is given to the panellists every round.
- The panellists' objective is to try and speak extempore on the given topic for the entire minute, without hesitation, repetition and deviation.
- Hesitation includes stammering, pauses, tripping over one's words etc.
- Repetition includes repeating any word (common words like 'is', 'the' are excluded) , repeating ideas, or repeating a storyline.
- Deviation includes deviating factually from the topic and deviating from correct English grammar.
- Every second earns the speaker half a point.
- The other panellists are free to challenge the speaker based on the above mentioned criteria. A successful challenge earns the panellist a point as well as the chance to speak on the topic.
- An extra point is awarded to the panellist who starts a round and the one who ends the round.
- 5 points awarded to panellists who speak for the entire minute without being challenged.
- The game also includes bonus points for wit and humour displayed by the contestants, awarded by the chairman.
- The winner is the panellist with the most number of points.

Note: The final round may contain some fun elements weaved into the game by slight tweaking of the rules.

Judging

- The winner is the panellist with the most number of points.

Total Cash Prizes

1st prize -4000

2nd prize-2000

Contact Details

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