



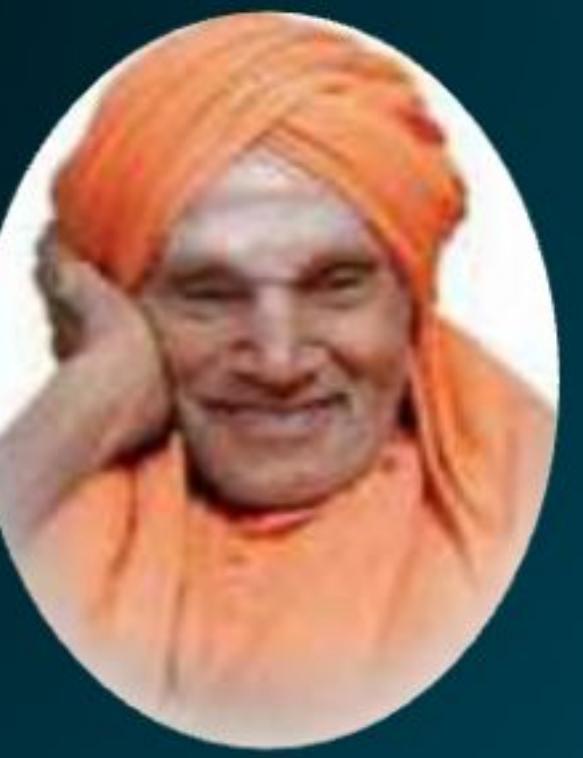
SIDDAGANGA INSTITUTE OF TECHNOLOGY
B H ROAD, TUMKUR-572103



HALCYON 2025

vividhta ka utsav sanskrithi ka ieshan

JUNE^{2ND}
&
3RD



PADMA BHUSHAN HIS HOLINESS
DR. SREE SREE SIVAKUMARA SWAMIJI
SREE SIDDAGANGA MATH



HIS HOLINESS
SREE SREE SIDDALINGA SWAMIJI
SREE SIDDAGANGA MATH



HIS HOLINESS
SREE SREE SIDDESHWARA SWAMIJI
SREE SIDDAGANGA MATH

"YESTERDAY'S RELEVANCE IS TODAY'S OBSOLESCENCE. TODAY'S
RELEVANCE IS TOMORROW'S OBSOLESCENCE. CONTINUOUS LEARNING
IS THE ONLY SOLUTION"

-HIS HOLINESS

ABOUT COLLEGE

SIDDAGANGA INSTITUTE OF TECHNOLOGY (SIT), AN AUTONOMOUS INSTITUTION AFFILIATED WITH VISVESVARAYA TECHNOLOGICAL UNIVERSITY (VTU), BELAGAVI, IS LOCATED IN THE SERENE AND PICTURESQUE TOWN OF TUMAKURU, CLOSE TO BENGALURU. ESTABLISHED IN 1963, SIT HAS CONSISTENTLY CONTRIBUTED TO THE NATION'S GROWTH BY PRODUCING SKILLED AND RESPONSIBLE PROFESSIONALS.

THE INSTITUTE OPERATES UNDER THE AEGIS OF THE SREE SIDDAGANGA EDUCATIONAL SOCIETY AND DRAWS INSPIRATION FROM THE IDEALS OF HIS HOLINESS PADMA BHUSHAN DR. SREE SREE SIVAKUMARA SWAMIJI.

RANKED AMONG THE TOP FIVE ENGINEERING INSTITUTIONS IN KARNATAKA, SIT OFFERS A WIDE RANGE OF ACADEMIC PROGRAMS, INCLUDING 15+ UNDERGRADUATE DISCIPLINES, 6+ POSTGRADUATE PROGRAMS, AND PH.D. RESEARCH OPPORTUNITIES IN OVER 15 AREAS. WITH A VIBRANT STUDENT BODY OF OVER 5,000 LEARNERS AND A DEDICATED TEAM OF FACULTY MEMBERS, SIT PROVIDES A DYNAMIC AND INCLUSIVE EDUCATIONAL ENVIRONMENT.

SPREAD ACROSS 50 ACRES, THE CAMPUS IS A SEAMLESS BLEND OF NATURAL BEAUTY AND MODERN INFRASTRUCTURE. ITS LUSH GREENERY, WELL-PLANNED ARCHITECTURE, AND CUTTING-EDGE FACILITIES FOSTER AN IDEAL ATMOSPHERE FOR HOLISTIC DEVELOPMENT.

SIT IS A TRUE REPRESENTATION OF INDIA'S DIVERSITY, WELCOMING STUDENTS FROM ACROSS THE COUNTRY WHO LIVE AND LEARN TOGETHER IN HARMONY. THE INSTITUTE'S COMMITMENT TO ACADEMIC EXCELLENCE, INNOVATION, AND CULTURAL INCLUSIVENESS MAKES IT A DISTINGUISHED CENTER FOR HIGHER EDUCATION.

ABOUT HALCYON

HALCYON', THE SUMMER FEST OF SIDDAGANGA INSTITUTE OF TECHNOLOGY, IS THE LARGEST CULTURAL CELEBRATION HOSTED BY THE INSTITUTION. SPANNING FOR TWO VIBRANT DAYS, THIS ANNUAL FEST HAS BEEN A CHERISHED TRADITION SINCE ITS INCEPTION IN 1992. NOW IN ITS 33RD YEAR, HALCYON CONTINUES TO GROW IN SCALE AND ENTHUSIASM, DRAWING OVER 2,500 PARTICIPANTS EACH YEAR FROM VARIOUS COLLEGES ACROSS KARNATAKA.

KNOWN FOR ITS DIVERSE RANGE OF EVENTS AND ELECTRIFYING ATMOSPHERE, HALCYON CELEBRATES ART, CULTURE, AND CREATIVITY THROUGH A DYNAMIC LINEUP OF COMPETITIONS AND PERFORMANCES. THE 2025 EDITION – HALCYON '25 – PROMISES TO BE BIGGER, BETTER, AND MORE EXHILARATING THAN EVER BEFORE.

WITH OVER 30 EVENTS ACROSS SIX EXCITING GENRES, ALONG WITH A SERIES OF ENGAGING INFORMAL ACTIVITIES, THE FEST OFFERS SOMETHING FOR EVERYONE. PARTICIPANTS WILL SHOWCASE THEIR TALENTS IN AREAS RANGING FROM MUSIC AND DANCE TO FASHION, LITERATURE, DRAMA, AND ART. TO RECOGNIZE AND REWARD EXCELLENCE, A TOTAL PRIZE POOL OF ₹2,03,000 WILL BE DISTRIBUTED AMONG THE WINNERS.

INDEX

DANCE:	
Duet Dance,	
Classical and Folk dance,	
Western Solo Dance	06
MUSIC:	
Indo western vocal solo, Battle of Bands, Duet singing, Classical vocal solo	08
GAMING:	
Valorant, BGMI, Ludo King, free fire	11
FINE ARTS:	
Face Painting, Reels Making, Creative Photography, Sketching.	13
LITERARY:	
Jam, Creative Writing, Blindfold Texting, 20Q, Quiz, Spell Bee	16
THEATRE:	
Street Play, Skit, Mime	19
MEGA EVENT	
Indian Ethnic Show, Choreography	21
REGISTRATION FEE	23
REGISTRATION	24
INFORMAL EVENTS	25
PRIZE MONEY	26

DANCE



06

DUET DANCE

Duo can consist a pair of boys/girls or both,
combination is allowed.
Live band is not allowed.
Time limit : 4 + 1 minutes.

CLASSICAL AND FOLK DANCE

Live band or group song accompanied by
dancing is not allowed.
Respective dance form props are allowed.
Number of participants allowed is 1.
Time limit : 3 + 2 minutes.

WESTERN SOLO DANCE

Time limit : 3 + 2 minutes

Live band or group song accompanied by dancing is not allowed.

GENERAL RULES

All events allow a maximum of 5 participants or teams per college. Audio for dance should be made available to the concerned co-ordinator 3 hours prior to the event in a ready to play condition. Poor audio quality is not the responsibility of the organizers.

Any costumes, gestures and actions should not be obscene. The decision of the judges is final and binding on all the participants. If the registrations are less than three, then there will be no cash prize.





DUET SINGING

2 members per team.

A maximum of 5 teams per college are allowed.

No gender restrictions on the team constitution.

Karaoke and a maximum of 2 accompanists are allowed.

Judgment will be based solely on vocals.

Time limit: 4 (minimum) + 1 minutes

CLASSICAL VOCAL SOLO

Maximum of 5 participants per college.

One classical piece to be chosen.

Participant has to mention raga and taala.

No recorded music allowed.

No accompanists are allowed.

Shruthi boxes are allowed. Time limit: 10 (minimum) + 1 minutes.

INDO-WESTERN VOCAL SOLO

Maximum of 5 participants per college.
Maximum of two accompanists are allowed.
Recorded music or karaoke is allowed.
Time limit : is 4(minimum) +1 minutes.

BATTLE OF BANDS

Maximum of two bands per college.
Maximum of 10 participants per team.
Only drums with double bass pedal will be provided.
Time limit 20 minutes which includes both sound check
and performance. Karaoke, programmed music and
special effects are not allowed.





GENERAL RULES

Maximum of 5 participants or teams per college per event (unless stated otherwise).

Violation of any rule will lead to immediate disqualification.

Judges' decisions are final and binding on all participants.

Participants must bring their own instruments and equipment unless specified.

Karaoke and accompanists are allowed only where mentioned.

Time limits must be strictly followed for each event.

Special effects, programmed music, and recorded tracks are restricted based on event rules.

Event-specific requirements (like raga, taala, or mic setups) must be informed in advance.

VALORANT

Each team consists of five players.
Participants must hold at least silver rank in the game.
Players must bring their own laptops,
keyboard and mouse. Ethernet cable will be provided
by organizers. Tournament format and
game settings will be decided on spot.

BATTLEGROUNDS MOBILE INDIA (BGM1)

A team of 4 is allowed. The map selected for the competition is ERANGLE. All players in a team must have held a ranking of level 15 in the game and above platinum V tier, at the time of registration. Players may participate in the event only on a mobile phone or any other handheld devices. Players are not allowed to use peripheral devices of any kind.





LUDO KING

Only 1 participant per team, all must carry valid engineering college ID cards (no cross-college teams).

Confirm entries with coordinators 30 minutes before the event. Game played on mobile phones provided by organizers; rest of rules follow in-game mechanics. First 2 players to move 2 tokens to finish point advance to next round. Obscene language, team discrepancies, or any rule violation leads to disqualification: coordinators' decision is final and rules may change.

FREE FIRE

Only current college students can register individually or in teams before the deadline, confirmation will be sent. Matches follow official Free Fire rules, cheating, glitches, or misconduct leads to disqualification. Tournament format, match mode, and schedule will be shared; players must join lobbies on time. Scoring based on placements and kills; top teams win prizes, and all matches may be streamed. Organizers may change rules anytime: decisions by judges are final, and fair play is mandatory.

FACE PAINTING

Topic will be given on spot. Paints and brushes will be provided (maximum 6 colors).
Provisions -Waste cloth/paper, water, plastic cups.
Time limit : 1 hour.

SKETCHING

Individual event. Mono colour throughout the sketching. The topic will be given on spot. Only chart paper and stationaries will be provided. No other item will be provided. Participants will not be allowed to leave the hall during the event.
Time Limit: 45 minutes.





CREATIVE PHOTOGRAPHY

Individual event.

Submissions are taken throughout India.

Downloading images from the internet is not allowed, plagiarism and metadata will be checked before considering.

Participants can produce only one photograph (metadata should be valid) at the time of submission.

The topic will be announced on the website 48 hours prior to the event. Students from other colleges will be mailed a video conference link in which they will have to briefly explain their photograph, students present at the fest will exhibit their photograph offline. Submission link will be provided on the website.

REELS MAKING

All reels must be shoted within college premises. Any reel shoted outside the campus will be disqualified.

The theme for the reel will be revealed one the day before the event.

Reels should be between 30-60 secs in length.

Maximum of 2-3 members per team. Solo entries are also allowed.

Content must be original. Plagiarism or copying from existing content will lead to disqualification.

COLLAGE

2 teams per team. The topic will be given on the spot.

Chart paper and glue will be provided.

No other item will be provided. Scissors and burning of paper is prohibited. Participants will not be allowed to leave the hall during the event.

Time Limit: 1 hour 15 minutes.





JAM

He/She would be objected for the following reasons :
Usage of slang, direct speech, and abbreviations.
Plagiarism or Redundancy.
Deviation from the topic/time-wasting tactics.
Unnecessary stress or obsession with words,
incoherence, or dramatization.
Standard formats are not to be used.

CREATIVE WRITING

Word limit: 1000 words.
The topic will be given on spot.
Time limit: 75 minutes.

BLINDFOLD TEXTING

A text of 160 characters will be read out to the blindfolded participants who have to type it on their phones.

The participant with the most accurate text wins.

T9/predictive text and autocorrect are not allowed.

No restrictions on the phone used.

20Q

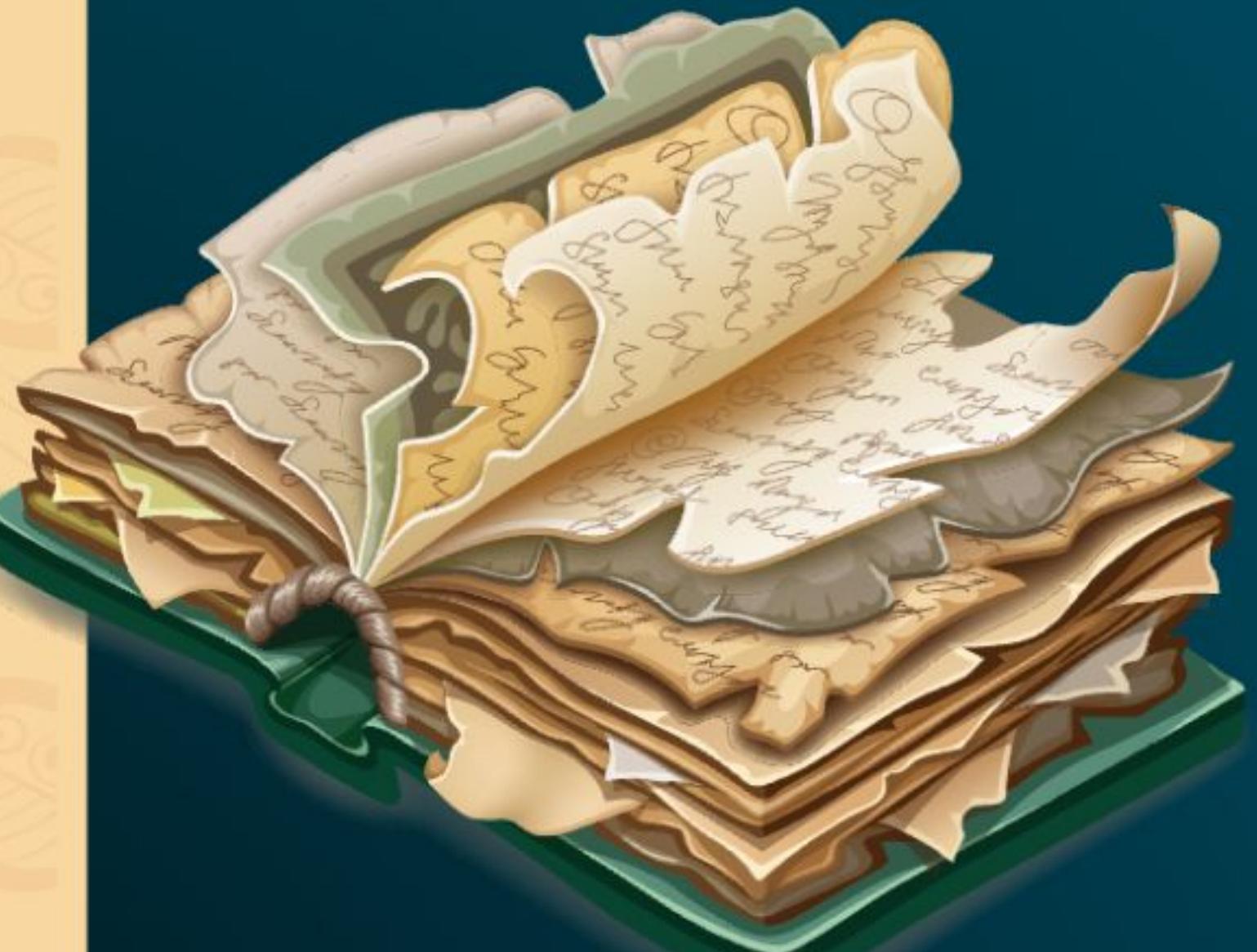
Only 2 members per team.

Prelims: The team members will be separated into two different rooms. A list of 20 items and a blank sheet will be given.

Participants will have to write '3' one-word clues for each item on the list. Sheets will then be exchanged with their respective teammates. Proper nouns are not allowed. The time allotted is 20 minutes. 10 minutes are then allotted to guess '3' answers based on the given clues.

Finals: Standard 20Q rules.

LITERARY





QUIZ

2 members per team. The number of rounds will be decided by the quizmaster. One written preliminary test, from which top teams will be selected for the finals.

SPELL BEE

Open Event.
1st round: Written elimination round
2nd round: Verbal round
The meanings of various words will be given on demand.

GENERAL RULES

Decisions of the respective event masters are final and binding for all events. If the registrations are less than three, then event will be cancelled and will be informed a day before.

STREET PLAY

Minimum 8 and maximum 15 participants per team.

Props and musical instruments are allowed.

The play should be for a social cause.

Time limit: 12 (minimum) +3 minutes.

SKIT

Minimum 6 and maximum 15 participants including narrator(if any). Props and costumes are allowed.

The performance should not be a part of any movie or TV show. Time limit: 10 (minimum) +2 minutes





MIME

Maximum 7 participants per team. 1 accompanist is allowed.
No props should be used.
Only background music without vocals is allowed.
Time Limit: 4 (minimum) +2 minutes.

GENERAL RULES

Vulgarity and obscenity in/of any form is not allowed.
Participants are requested to refrain from using controversial remarks. Repetition of the same scripts in different events will be disqualified. Decisions of the respective event judges are final and binding for all events.
If the registrations are less than three, then there will be no cash prize.

INDIAN ETHNIC SHOW

Maximum 3 teams per college. Team can include boys and girls. Minimum 5 participants and maximum 20 participants. Background music will be allowed. Teams have to submit photos and videos of their performance as per the date announced on the official Instagram page. Participants are requested to behave decently on stage. Indecent acts of physical contact or vulgarity on stage will lead to disqualification. Dress code of participants should strictly portray Indian ethnicity and should not involve any kind of vulgarity. Traditional culture of different states has to be presented. Decision of the judges is final and binding.

Time limit is 8 (minimum) + 2 minutes.

Registration Fee : 1200/Team
Theme : Incredible India
Prize Amount : 30,000/-



CHOREOGRAPHY

Maximum 3 teams per college.
Pre-recorded music is allowed.

Points are awarded for costumes, interpretation,
entry-exit, facial expression and co-ordination.

Maximum number of participants is 18 and minimum is 6.

Teams have to submit a video of their performance
as per the date announced on the website.

Decision of the judges is final and binding.

Time limit : 6 (minimum) + 2 minutes.

Registration Fee : 1200/Team
Prize Amount : 30,000/-



REGISTRATION FEE

MUSIC

Classical Vocal Solo	200/-
Indo Western vocal solo	200/-
Battle of Bands	800/-
Duet Singing	300/-

THEATRE

Skit	800/-
Street Play	800/-
MIME	500/-
Indian Ethnic Show	1200/-

LITERARY

Creative Writing	100/-
JAM	100/-
Quiz	200/-
20Q	200/-
Blind Fold Texting	100/-
Spell Bee	100/-

GAMING

Valorant	500/-
BGMI	400/-
Ludo King	100/-
Free Fire	400/-

FINE ARTS

Reels Making	200/-
Face Painting	200/-
Creative Photography	100/-
Sketching	100/-
Collage	100/-

DANCE

Classical and Folk	200/-
Western Solo	200/-
Duet Dance	300/-
Choreography	1200/-

BEGISTRATION

Last day for registration is 02/06/2025.

Accommodation is on the first come first serve basis.

Accommodation only for those who come from 30kms or more, on a paid basis.

Cross college teams are not allowed.

Valid college ID cards to be produced at the registration desk while obtaining participants badges.

Register and pay online through scanning the QR code.

REGISTRATION

Tarun N - 99729 09371

Ankitha G - 93539 91404



Registration

Url : www.halcyonsit.in

INFORMAL EVENTS

Gully cricket, Lagori, Musical Chair

GENERAL RULES AND REGULATIONS

Entry into the competition will be allowed only with a valid college id-card.

Karaoke and recorded music is allowed in selected music events only.

Verdict of the judges and halcyon team will be final and binding in all events.

Use of abusive languages or the comments made so as to upset any caste, creed, sex, or religion is subjected to disqualification.

Consumption of alcohol, non-veg food and smoking is strictly prohibited in the college campus and any violence will be subjected to immediate disqualification of entire contingent and may attract penal action.

Entry into musical night is only for registered participants.

Judge decision is final for every event.

If the registrations are less than three, then event will be cancelled and will be informed a day before.

TOTAL PRIZE OVER 2.03 LAKHS

26

MUSIC

Battle of Bands	15000/-
Duet Singing	6000/-
Classical Vocal Solo	5000/-
Indo Western vocal solo	5000/-

THEATRE

Indian Ethnic Show	30000/-
Skit	15000/-
Street Play	16000/-
Mime	10000/-

LITERARY

20Q	5000/-
Quiz	5000/-
JAM	3000/-
Blind Fold Texting	3000/-
Spell Bee	3000/-
Creative Writing	3000/-

GAMING

BGMI	5000/-
Valorant	5000/-
Ludo King	3000/-
Free fire	5000/-

FINE ARTS

Reels Making	3000/-
Face Painting	3000/-
Creative Photography	3000/-
Sketching	3000/-
Collage	3000/-

DANCE

Choreography	30000/-
Duet Dance	6000/-
Western Solo	5000/-
Classical Solo	5000/-

CONTACTS

Fine Arts

Gagan M D - 9019353479

Neha Suresh -6360792899

Dance

Thippeswamy M S-89711 74549

Charanya A-91412 72788

Literary

Amulya T S -84315 51253

Ganesh babu - 99450 87363

Gaming

Sanu dili - 84310 56744

Music

Disha S R-9148891463

Hithesh R-80732 62462

Theatre

Tushar M Sugur- 99724 01255

Aadhyा S -70198 23440

EXECUTIVE COMMITTEE

CEO : DR. SHIVAKUMARAIAH
PRINCIPAL : DR. S V DINESH
CULTURAL CO-ORDINATOR : DR. SAGART S

REGISTRATION

TARUN N- 99729 09371
ANKITHA G - 93539 91404

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