Pictionary:

A lively and interactive game where participants draw clues related to specific words or phrases while teammates try to guess within a time limit. It's a test of both artistic ability and quick thinking, leading to a lot of fun and laughter.

The game's goal is to guess what the "picturist" is trying to communicate through the pictures they draw. You advance on the gameboard by guessing correctly, and the team who guesses the most correctly wins.

Team:2 One memeber will draw the other will guess. 2 minutes will be given. the team to guess the highest no. of word/phrases wins. the participant drawing cannot write words, letters, or numbers. the phrase has to be described only through drawings.

Pictionary Event Document for Cultural Fest

Event Name:

Flow of Event:

Registration:

- Teams must register in advance.
- On-the-spot registrations are allowed but subject to availability.

Introduction:

- Welcome and briefing about the rules.
- Explanation of the game format.

Drawing Rounds:

Each team will have a set time to draw a given word or phrase.

- Rounds progress, increasing in difficulty.

Judging:

- A panel of judges will score based on accuracy and creativity.
- Audience participation may influence bonus points.

Elimination Rounds:

- Teams will be eliminated gradually until the final round.

Final Round:

- The top teams will compete in a challenging final round.

2. Points System:

Correct Guess: 5 points

Bonus for creativity: Up to 3 points

Penalties for rule violations: Deduction of points

3. Selection Criteria:

Creativity in drawing

Team coordination

Sportsmanship

Adherence to rules

4. Winner's Ranking Criteria:

Cumulative points from all rounds

Bonus points for exceptional performance

Ties broken by judges' discretion

5. Other Associated Rules:

Duration:

- Each drawing round: 3 minutes
- Final Round: 5 minutes per team
- . Performance Duration:
- Maximum of 30 seconds for presenting each drawing.

Materials:

- Provided drawing materials only (no outside materials allowed).

Team Size:

- 2-4 members per team.

Preferred Slot:

Afternoon slot preferred.

7. Venue:

Other needs

- a. Equipment:
- Whiteboards, markers, erasers
- Projector for displaying words

b.	Host:
υ.	11031.

- An energetic and engaging host to keep the audience entertained.
- c. Timekeeper:
- A dedicated timekeeper to ensure fair play.
- d. Backstage Area:
- Designated space for teams to prepare and relax.