\*\*Event Name: Best Out of Waste\*\*

\*\*Description:\*\*

The Best Out of Waste event is a creative and eco-friendly cultural

celebration that encourages participants to transform discarded

materials into works of art. This event provides a platform for

imaginative individuals and teams to showcase their resourcefulness

and commitment to sustainability. Whether you're a seasoned

upcycler or someone who enjoys repurposing materials, the Best Out

of Waste event promises an environment for artistic expression while

emphasizing the importance of recycling and reducing waste.

\*\*Rules and Regulations:\*\*

1. \*\*Team Composition:\*\*

- Best Out of Waste is a team event, and each team can consist of

a maximum of 2 to 4 participants.

- Participants can form their own teams or register individually and

will be assigned to teams on the day of the event if they do not have

a pre-formed team.

2. \*\*Materials:\*\*

- All required supplies will be provided by the event organizers.

- Participants are not allowed to bring their own art supplies for the

competition

3. \*\*Theme:\*\*

- A theme or challenge will be provided to participants on the day

of the event. All creations must adhere to this theme or challenge.

4. \*\*Tools and Adhesives:\*\*

- Participants can bring their own tools, adhesives, and paint for

their projects.

- The event organizers will provide a basic set of common tools

and adhesives for participants to use if needed.

5. \*\*Time Limit:\*\*

- Each team will have a specified time limit to complete their best

out of waste project.

- Teams must manage their time efficiently to complete their

creations within the given timeframe.

6. \*\*Judging Criteria:\*\*

- Projects will be evaluated based on creativity, adherence to the

theme or challenge, effective use of waste materials, and overall

artistic impact.

- The decision of the judges will be final and binding.

7. \*\*Fair Play:\*\*

- Teams must demonstrate sportsmanship and respect for fellow

participants and event organizers.

- Projects should be created within the designated work areas and

boundaries.

8. \*\*Display and Exhibition:\*\*

- Completed projects will be displayed for all attendees and judges

to see.

- Participants are encouraged to explain their creations to the

audience, sharing their creative process and inspiration.

9. \*\*Prizes:\*\*

- Prizes will be awarded to the top-performing teams based on the

judging criteria.

10. \*\*Registration:\*\*

- Participants must register in advance to secure their spots in the

event.

- Registration details and deadlines will be communicated through

college communication channels.