

THE MOST IMPORTANT AIM OF THE PURSUIT IS TO HAVE FUN

## **THE RAG PICKER'S PURSUIT**

It must be safe to say that you, in your life, never imagined becoming a rag-picker. This time, however, these seemingly worthless rags will lead you to the grandeur and to the glorious path of victory. Since before time began a treasure of unfathomable value was concealed where our campus stands. However only recently pieces of parchment leading to the treasure have been discovered. Unfortunately it all looks gibberish to our ignorant eyes. Only a true ragpicker can unlock the hidden-meaning by gathering the enigma fragments ,putting them together and breaking the code! So get your brains sharpened, visions cleared and shoes laced because it's the Rag Picker's Pursuit!

## **PARTICIPATION**

Participants must form teams of 3 or 4 members. A WhatsApp group may be formed to coordinate between the teams and organisers.

## **EVENT AREA**

The pursuit will be restricted to the boundaries of the campus only.

## **EVENT STRUCTURE**

### **Qualifier:**

- A quiz-up of 5 questions will be posted.
- Each team should only submit one response.
- The number of qualifying teams will be at the discretion of the organisers.

### **Round 1:**

- All teams will gather at a specific point("Base point").
- Each team will be given a base clue (a poem/prose). This clue on correct interpretation will point to a specific location in the campus.

### **Round 2:**

- At the concerned location will be concealed a unique list of 5-8 miscellaneous items to be recovered or photos to be uploaded. Each item's name will be a puzzle/ a mix of words/ anagram/riddle.
- The teams have to gather the items as quickly as possible and report to the base point.

### **ROUND 3:**

- At the base point the teams will be given the final clue which will lead them to the treasure.

## **WINNING**

- For each clue solved or item collected points will be rewarded.
- The first team to the treasure wins. Failing which, team with maximum point wins.
- The runner ups will hence be decided.

## **POINTS TO NOTE**

- The teams can adopt any legal means and can use all the resources at hand to solve the riddles.

- Any discrepancy will be resolved by the organisers only.
- A team under no circumstances should tamper with the clues of others.
- A clue or riddle can at times have multiple interpretations but only one of them may guide you to the answer.
- At the end of the time limit the pursuit will be concluded.

## **EVENT COORDINATORS**

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