



SRM
GROUP OF INSTITUTIONS
TIRUCHIRAPPALLI

Proudly PRESENTS

RASRANG

INTRA-COLLEGE CULTURAL FEST

50+

EVENTS

EXCITING

PRIZES

&

VOUCHERS

2025

APRIL
4TH & 5TH

RASRANG

RASRANG Rule Book

DAY 1

Transformation

Team Size: Each team will consist of one participant and a model.

Theme: Open theme

Time Limit: Participants will have 1 hour to complete their look.

Models: Participants must provide their own models.

Equipment: Participants must provide their own equipment and materials. Participants will be required to create both a hairstyle and makeup look within a set theme. Judging Criteria will be based on the originality, creativity, overall impression and impact of the look.

Prizes: One Winner & One Runner-up

IPL AUCTION

This event is a platform for emerging cricket talents to showcase their skills. It's a way for cricket fans to engage with the IPL in a fun and competitive format. This paves way for students to develop their strategic thinking skills

TERMS AND CONDITIONS

Number of participants in a team: 3 members.

Time Duration: 3 hours.

The competition consists of 3 Rounds

ROUND 1 – PRELIMS

ROUND 2 – INTERMEDIATE

ROUND 3 – FINALS

Details of each round will be announced on spot.

CONNECT & SHARE

1. Single Participant will be randomly grouped with an unknown participant.
2. One person will be the giver and other person will be the receiver.
3. 15 Minutes will be given to get information from the giver.
4. Receiver should try to collect maximum information about the giver.
5. The questions should be very decent and if giver is not ready to answer the question shall be skipped.
6. Finally the team which collected maximum information will be the winner.

Vlog Voyage (Vlog Making)

- 3 participants per team.
- Participants should create a vlog based on the given theme.
- Duration: One day (Day 1 of Rasrang 25).
- Ratio: 16:9 Landscape.
- Vlogs must be original and should not contain copyrighted material.
- The best vlogs will be judged based on creativity, storytelling, and video quality.
- Final submission should be on the next day (Day 2 of Rasrang 25).

Silver Screen Icons (Kollywood Cosplay)

- 1 participant per team.
- Participants must dress as their favorite Kollywood character.
- Performance time: 1-2 minutes (optional dialogue/short skit enactment allowed).
- Costumes must be decent and should not contain any harm, offensive symbols or text.
- Judgment will be based on resemblance, creativity, and confidence.

Photo Storytelling Contest

Participants submit a series of 3-5 images that tell a compelling story. Can be about social issues, personal experiences, or abstract themes. Judging criteria: Storytelling impact, sequencing, and creativity.

Chain of Tales:

An event where students can showcase their literary prowess. Round 1 will be an elimination round where contestants can exhibit their short form writing skills. For round 2, participants will gear up for a long form writing contest.

Event 1- élan: the couture stride (men's runway fashion).

Event description: This year's show promises to highlight innovative designs, craftsmanship, and cultural influences, reflecting the dynamic nature of men's fashion.

Proposed time line of events for 1 days: Timing –4hrs

Expected or maximum number: A total of 10 runaway members can participate

"Miniature Marvels" (Mini Canvas Painting)

Description: Participants create detailed paintings on mini canvases provided by the club.

Purpose: Test precision and creativity.

Expected Participants: 40

Duration: 1.5 hours

Classical group Dance

Classical Group Dance showcases India's rich cultural heritage through traditional dance forms such as Bharatanatyam, Kathak, Odissi, Kuchipudi, and Mohiniyattam.

Details:

- Teams of 6-10 members present a classical dance routine. • Participants wear traditional attire and follow authentic dance techniques.
- Use of classical music and storytelling elements through mudras and expressions.
- Judging criteria: Precision, grace, expressions, traditional adherence, and synchronization.
- Time limit: 4-6 minutes per performance.

Eco-Rivals: Innovate, Challenge, and Conquer

Expected number of teams: 20

Number of Students per team: 4

Round 1: Nature Feud

How the game is played:

2 teams (consisting of 4 players each) will compete against each other.

- One player from each team comes to the front.
- The host reads a question (e.g., "Name something people do when they wake up").
- The first player to hit the buzzer answers
- If the player's guess is the number one answer, they can choose to pass or play. If their guess is number 2 or higher (or isn't on the board), then the other person gets to guess. If the other person's guess is ranked higher, then THEY get to choose to pass or play.
- The team that has the control tries to reveal all of the correct answers to the question before receiving three strikes.
- Each person on the team gets a turn to give a guess. Host will use the answer key to determine if a guess is correct. If the guess is correct, the host reveals on the board. If the guess is incorrect, the host will click on one of the STRIKE buttons.
- After each guess, it becomes the next player's turn on that team until all answers are revealed OR three strikes are received.
- If the team reveals all of the questions, they win the round and get 100 points.
- If the team receives three strikes without clearing the board, control is passed to the other team.
- If the other team gains control, they have the opportunity to "steal" the points that the other team has revealed. They just have to come up with one answer that still remains on the board. (NOTE: they can quietly be discussing possible answers while the other team is playing)
- The host asks the team for their answer. If it is one of the answers, the host reveals and all point values that are showing are added up and added to the team's score.
- If the answer is not correct, all revealed points are awarded to the original team.
- Team with the most points after a few number of rounds/surveys (4 or 5 rounds), WINS.
- At the end of round one, the winner teams (amongst the competing teams) move to round 2.

Round 2: The Green Innovators Challenge

Pitch an eco-friendly invention.

- Teams brainstorm and create a unique invention that addresses an environmental issue (Topic will be given on spot).
- Participants must have their own gadgets.
- They present their idea with a short pitch or a short presentation (3 or 4 slides)
- Judges score based on creativity, feasibility, and environmental impact.
- Top teams with highest marks move to round 3.

Round 3: Rapid Fire round

- Remaining teams all compete together for the final round.
- The participants must respond immediately to each question. There are no pauses or breaks in between questions.
- If the answer is correct, the team will earn 1 point.
- If the answer is incorrect, no points are awarded.
- Participants cannot ask for clarifications or explanations. The question stands as is.
- In the end, the team with highest marks WINS the entire event, followed by runner up and 2nd runner up.

Mime:

Minimum 1 to 5 members per team

Minimum 5 minutes to 12 minutes.

Violent and adult contents are prohibited.

The committee's decision is the final decision.

Prizes:

1. 1st place, 2nd place and 3rd place(trophy and certificates)
2. Consolation prize(certificates)

Solo Singing & Instrumental Performance

- Participants can sing any song (classical, contemporary, or fusion) with or without a backing track.
- Instrumentalists can perform on any musical instrument, playing compositions or improvisations.

Balloon Relay: Blow, Pop & Find the Word

Description

· Balloon Relay is a fun and fast-paced team game where players must blow up a balloon, pop it, and then solve a four-letter word puzzle hidden inside. The first team to correctly find all the words wins!

How to Play

Divide participants into teams (each with an equal number of players).

Each team lines up in a relay formation.

At the start signal, the first player in each team must:

Blow up a balloon until it reaches a reasonable size.

Sit on it, step on it, or use another allowed method to pop it.

Inside the balloon, there is a small paper with a scrambled four-letter word.

The player must quickly unscramble the word and show it to a judge or write it on a board.

Once the word is confirmed correct, the next player in the team repeats the process.

The team that correctly finds all their words first wins!

Rules

Players must fully inflate the balloon before popping it.

No external tools can be used to pop the balloon.

If a player cannot unscramble the word, they may pass, but it will add a time penalty to their team.

The first team to finish popping all their balloons and correctly identifying all words wins.

Judges oversee the game to ensure fair play.

This activity not only promotes teamwork and effective communication but also adds an element of fun and excitement through the balloon-popping component.

Find the Tune

Event Description:

- Music lovers, get ready to test your song knowledge! In this exciting challenge, participants will listen to a midsection of a song and try to guess its opening line. From classic hits to modern chart-toppers, only the best listeners will triumph!

Rules & Guidelines:

1. Format:

- A snippet (10–15 seconds) from the middle of a song will be played.
- Participants must write down or verbally guess the exact first line of the song.

2. Participation:

- Can be played as an individual or team-based event.
- Each participant/team gets one attempt per song.

3. Scoring:

- Correct opening line (word-for-word): 10 points
- Partially correct but recognizable line: 5 points
- Incorrect/no answer: 0 points

4. Rounds:

- The event will consist of multiple rounds, gradually increasing in difficulty.
- The final round will have bonus points for harder songs.

5. Tie-breaker:

- If there's a tie, a sudden-death round will be played, where the first correct answer wins.
- Audience Interaction: Allow the audience to guess if no participant gets it right.

DOODLING

Description:

Unleash your creativity in our Doodling event, where imagination meets paper! Whether you're a seasoned artist or just love to doodle in your free time, this event is perfect for you. Express your thoughts, emotions, and stories through spontaneous sketches and artistic scribbles. Participants will be given a theme to create their doodles within a set time. Let your pen flow freely and bring your ideas to life in this fun-filled, stress-free art competition!

Theme will be announced on the spot

No. of Rounds: 1

Participants Limit: 80

Rules and Regulations

- Individual event, open only to students from SRM group of colleges (Medical, Arts, TRP, IST, etc.).
- A3 size sheet will be provided by organizers.
- Participants must bring their own stationery (pens, pencils, colours, markers, erasers, etc.).
- Time limit: 1 hour.
- Theme will be announced on the spot.
- Participants are allowed to use both black & white or colours (as per their creativity).
- No pre-drawn artworks allowed; only live drawing on the spot.
- Any use of vulgar, offensive, or inappropriate content will lead to disqualification.
- Decision of judges is final and binding.

Prizes & Certificates

Winners and runners will be awarded certificates and prizes. Participation certificates may be provided to all participants as per management decision.

Judging Criteria

- Creativity & Imagination – 40%
- Theme relevance – 30%
- Neatness and Artistry – 20%
- Overall Presentation – 10%

Digital Survival - The Hunt Begins

1. Event Overview "Digital Survival: The Hunt Begins" is an innovative online treasure hunt designed for the upcoming inter-college fest. Using the Goosechase platform, participants will navigate a virtual post-apocalyptic world, solving clues and completing survival challenges to uncover a hidden treasure. The event is designed to be thrilling, intellectually stimulating, and engaging, encouraging teamwork, logical thinking, and problem-solving.

2. Concept & Theme: The event is set in a post-apocalyptic world, where participants must embark on a survival journey to find the Artifact of Hope. They will traverse different virtual zones, including forests, deserts, and urban ruins, completing various challenges to progress further. Inspired by open-world survival games, the event combines adventure, strategy, and intelligence.

3. Event Format & Gameplay

- Platform Used: Goosechase (<https://www.goosechase.com/>)
- Mode: Online
- Duration: 2-3 hours
- Participation: Teams of 3-4 members or individual players
- Structure:
 - Participants will be given a customized interactive map divided into different zones.
 - Each zone contains missions, including puzzles, code-breaking tasks, escape room style challenges, and trivia quizzes.
 - Players will earn points for each completed task, with bonuses for speed and accuracy.
 - Some challenges will reward players with power-ups (hints, extra time, or bonus clues).
 - A real-time leaderboard will track progress and rankings.
 - The final challenge will determine the ultimate winner.

4. Rules & Regulations

- Eligibility: Open to all undergraduate and postgraduate students.
- Team Formation: Minimum of 1, maximum of 4 participants per team.
- Fair Play: Use of external help, internet searches, or discussion outside the team is strictly prohibited.
- Game Ethics: Any form of cheating or misconduct will lead to immediate disqualification.
- Time Limit: Each challenge has a time limit; failure to complete it results in no points.
- Final Showdown: Only teams with the required number of clues will proceed to the final treasure hunt challenge.

5. How to Play?

1. Register: Participants sign up via the provided Goosechase event link.
2. Join the Game: Teams enter the unique event code on Goosechase.
3. Navigate Zones: Players explore the digital world by selecting zones on the interactive map.
4. Complete Missions: Solve survival challenges, collect clues, and earn points.
5. Use Power-ups: Gain advantages by unlocking hints or skipping difficult challenges.
6. Track Progress: The leaderboard updates in real-time, showing team standings.
7. Final Challenge: The top teams race to solve the ultimate puzzle and claim victory.

6. Technological Requirements

- Devices: Laptop or smartphone with internet access.
- Platform: Goosechase mobile app or web-based interface.
- Additional Tools: Google Forms, Discord (for communication), and Kahoot (for quizzes).

7. Prizes & Recognition

- Winning Team: Trophy, certificates, and digital rewards.
- Runners-Up: Special certificates and exclusive event merchandise.
- Top Performers: Featured on the event's social media.

8. Promotion & Marketing

- Social Media Campaigns: Teasers, countdowns, and engagement posts.
- Email Invitations: Sent to colleges to encourage participation.
- Campus Representatives: Appointed to promote the event within their institutions.

9. Expected Outcomes

- Encourages critical thinking, problem-solving, and teamwork.
- Provides a unique, digital alternative to traditional fest events.
- Increases inter-college participation and engagement.
- Leaves participants with a fun and memorable experience.

10. Contact Information For any queries or further information:

- Event Organizer: Sam D
- Email: dsam5238@gmail.com
- Phone: 7449228156

Individual Registration: ₹100 – ₹200 per participant

Team Registration (3-4 members): ₹300 – ₹600 per team

Titan Tug-of-Wisdom

(A Wild Tug-of-War with Quiz Show Madness!)

Concept:

A team-based tug-of-war, but every time the whistle blows, Participants must answer random trivia or student-style questions before pulling again!

How to Play:

1. Teams of 5 Participants compete in a tug-of-war battle.
2. Every 10 seconds, the referee blows a whistle, and both teams must:
 - >Stop pulling instantly.
 - > Answer a crazy, unexpected question (e.g., "Sing a nursery rhyme in reverse," "What's 9×9 minus 10 plus 1?").
 - > If a team fails to answer in 5 seconds, the other team gets a 2-second advantage before tugging resumes.
3. The first team to pull their opponents across the line wins!

Rules & Regulations:

- No pulling during question rounds—anyone who pulls loses 1 point.
- Each correct answer earns a tugging advantage.
- Time limit: 2 rounds per match, with a final showdown for winners.

Team Registration (each participants): ₹50 – ₹100 per participants

Reverse Antakshari: The Backward Singing.

Challenge

(Opens to Teachers)

Concept:

A hilarious twist on the classic Antakshari, where participants must start singing the song from the last line instead of the first!

How to Play:

Teams of 4-5 teachers compete.

A song is given, but instead of singing from the start, they must:
Start from the last line of the song and sing backward toward the first line.

Example: Instead of "Tera ban jaunga..." → "Ban jaunga tera..."

If a team sings correctly, they pass, but if they mess up, the opposing team gets a chance. The last team standing wins the challenge!

Rules & Regulations:

If a team forgets a line or pauses for more than 5 seconds, they are out.

No humming or skipping lines—must sing the lyrics!

Teams cannot repeat songs already used.

Genz connection team (max 3-4).

- >3 levels of picture connection quiz final 2 team go to battle of fantastic 7 Q of picture connection.
- >Every team has unique Name team
- >Total connection time for every question will be 15 seconds
- >Every round will have different topics difficulty of questions will differ in every round
- >Free cost everyone can participate in Genz connection

Boom fusion battle track (Rc race fusion).

Every lap of race have set a timer of 2 minutes within the time duration lap you have reached the finish line
Those you reach first they are winners of the race have second battle of race in track and won the trophy
(Winner &runner)
Cost for each participant is 100 INR

Cooking with fire

Theme: South Indian dishes
Only 2 teams allowed from each college.
Only 2 members in a team.
Ingredients will not be provided by the organisers.
Participants should bring plates for plating work.
Participants should prepare 3 course.
If Participants requires cooker or tawa to prepare food they have to bring it, they should bring their own knife.
Processed foods are not allowed for event.
Cooking duration is 2 hours.

FIRE LESS COOKING

Only 2 teams allowed from each college.
Only 2 members in a team.
Ingredients will not be provided by the organisers.
Participants should bring plates for plating work.
Participants' should prepare 3 course.
They have to bring knife.
Processed and preservative foods like bread , biscuit ,jam, milkmaid , pallkova , etc} are not allowed for event .
Cooking duration is 2 hours.
Participants have to mention about dishes and ingredients they are going to use at the time registration.

Mehandi

The participants needs to bring theri own materials (Mehandi cones and other material)

Mehandi should be portrayed on two hands till elbow

One artist and other is subject

One hour will be given

Mind Mashup

Rules & Regulations

1. General Rules

- Ø Only Two participation per team
- Ø Participants can compete individually or in team
- Ø The quiz will be conducted in multiple rounds, with eliminations if applicable.
- Ø Use of mobile phones, smartwatches, or any external help is strictly prohibited.
- Ø The quizmaster's decision is final in all matters.

2. Quiz Format

The quiz consists of the following rounds

- Ø Round 1: Preliminary Round – General questions to shortlist participants.
- Ø Round 2: Main Quiz – More challenging questions across different categories.
- Ø Round 3: Rapid Fire – Quick-answer round with a strict time limit.

Co-ordinators

1. R.Gangadharan -99992 60556
2. V.Rishika -63812 11621

DAY 2

ADZAP

Theme will be announced on the spot

No. of Rounds:1

Participants Limit: 20(Teams) (4 to 6 members per team)

Description:

➤ “Adzap” is an event where participants enact ads on a given product within a limited time. It tests creativity, communication skills, and the ability to create engaging ads and primarily to improve marketing skills, which would come in handy when the students enter an industry. Students need to demonstrate immense creativity and out-of-the-box thinking skills by coming up with innovative ideas. The teams will be given the time to think of the best way to advertise or sell the topic or idea allotted to them. Every team had to present a 4 to 5-minute pitch to present on the stage. They will convince the judges that their product or idea is the best. They can use one-liners and taglines, poems and skits, etc, to present their respective products. The ads are judged based on factors such as originality, relevance to the product, innovative ideas, humour, team coordination, expression, and overall impact.

Rules and Regulations

- Teams typically consist of 3 to 5 members.
- Each team gets 4 to 5+1, max 6 members (Here +1 is the speaker of the team) minutes to perform.
- Topics or products for advertisement will be provided on the spot or from a given list.
- Each team gets 3 to 4 minutes to perform with an one minute enact period.
- The ad must be humorous, engaging, and creatively promote the given or imaginary product.
- Teams can use props and costumes (participants must bring their own).
- No assistance from outsiders during the performance is allowed.
- Use of vulgar or offensive content will result in immediate disqualification.
- Decision of judges will be final and binding.

Judging Criteria

- Creativity & Originality – 30%
- Humour & Entertainment – 25%
- Relevance to product/topic – 25%
- Team coordination & Presentation – 20%

Block and Tackle Competition:

- Topic will be given on spot & 2 min will be given for preparation time
- Performance time: 3 minutes
- Participants have to start talking supportively about the given topic. When the judges says block the participants have to talk against the topic and when they says tackle the participants should talk supportively about the topic.
- Judging will be based on the clarity of speech, fluency, confidence, relevancy and creativity.
- Prizes: One Winner & One Runner-up

CORPORATE WALK

The Corporate Walk event provides students with professional exposure by helping them understand corporate dressing, workplace etiquette, and various career roles while enhancing confidence, public speaking, and personal branding. It also fosters networking, teamwork, and creativity by bringing together students from different colleges in a fun yet educational setting. Additionally, the event strengthens the management department's reputation by promoting practical learning and industry-relevant skills in an engaging and dynamic way.

Terms and Conditions:

Each team can have 6 to 7 members on stage.

Each team will have 4mins to put on stage.

Background music to be in an mp3 format in pendrive and need to be submitted to the event co-ordinators before 23-03-2025(Sunday).

It is compulsory that all participants must possess valid college ID card and be presented at the time.

The vulgarity of any kind is prohibited.

Green room facilities will be provided.

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

Teams should strictly adhere to theme.

Accessories and usage of props related to the theme will be appreciated.

No team restrictions- Unlimited teams from each college can be encouraged.

Rounds for corporate walk:

ROUND 1: The executive walk and Power Dressing

Participants will showcase their confidence, posture, and corporate fashion sense by walking the ramp in professional business attire. Judges will assess their corporate presence and personality.

ROUND 2 : The Boardroom challenge (Situational Role-Play)

Participants will step into the shoes of a corporate leader (CEO, CFO, HR head, etc.) and handle a real-world business scenario given on the spot.

Rules:

1. Participants pick a random corporate scenario (e.g., handling a crisis, firing an employee, making a tough business decision).
2. They get 30 seconds to think and 1 minute to respond as a leader addressing the issue.
3. Judges may ask a follow-up question to test decision-making skills.

Themes:

Corporate Power Dressing
Aviation Elegance
Fashion Forward
Icons of the Industry
Breaking Stereotypes
Corporate Fashion Evolution

FrameWaves (Reels Creation)

- 3 participants per team.
- Topic will be provided on the spot.
- Duration: 30-60 seconds.
- Ratio: 9:16 Portrait.
- Any offensive, inappropriate, or copyrighted content will lead to disqualification. - Editing is allowed but should be done within the given time frame. - Plagiarism or pre-recorded videos will not be accepted.

Step Showdown (Dance Battle - Duel)

- Solo participants.
- Participants will compete in a face-off format.
- Music will be provided on the spot.
- Each battle round will last for 2-3 minutes.
- Judgment will be based on energy, style, creativity, and execution.

Black & White Photography Challenge

Description:

Step into the world of contrasts, shadows, and textures where colors fade, but emotions shine brighter than ever. Monochrome Moments is a photography event that challenges participants to capture the depth of storytelling through black-and-white imagery. Without the distraction of color, the focus shifts to raw emotions, dramatic lighting, and striking textures that bring a story to life.

- Participants submit images that highlight contrast, shadows, and textures in black and white.
- Focuses on the emotional impact and storytelling without color.

Cinema Chasers

A Malayalam Movie Dumb Charades

Event Description::

Dumb Charades is a fun, popular party game where players act out a word or phrase without speaking, and the other players try to guess what it is. The person acting (the "actor") cannot make any sounds, and only gestures, facial expressions, and body movements are allowed to convey the word or phrase. To accurately guess the word or phrase being acted out by your teammate, using only visual cues and gestures, within a limited time frame, while competing against the other team to score the most points.

Event Structure:

Each team consists of 2-4 members.

Game Mechanics:

Here are the game mechanics of Dumb Charades in points:

1. Players and Teams:

- o Divide the players into teams.
- o Each team takes turns performing and guessing.

2. Clue Selection:

- o The team performing (actor) chooses or is given a word or phrase

3. Acting:

- o The actor must act out the word or phrase without speaking, making sounds, or using any props.

- o The actor can use gestures, facial expressions, and body movements.

4. Guessing:

- o The teammates of the actor try to guess the word or phrase based on the actions within a time limit (usually 1-2 minutes).

- o The guessing team can shout out as many guesses as they want within the time limit.

5. Scoring:

- o If the guessing team correctly identifies the word or phrase within the time limit, they earn points (usually 1 point).

- o If they don't guess correctly, no points are awarded.

6. Rounds:

- o Teams alternate between acting and guessing in different rounds.

- o Each round has a set time limit for both acting and guessing.

7. Winning:

- o The team with the most points at the end of the game wins.

8. Optional Variations:

- o Players can add time limits for acting or create specific themes (like movies from a certain year, TV shows, etc.).

- o In some versions, there might be a penalty if the actor uses a word or sound by mistake.

Potpourri:

Teams of 2-4 will be allowed to participate in this event comprising 3 events. Round 1 will be a quick general trivia quiz. Round 2 will be a pictionary round and the final round will be a bidding quiz. Each round will be an eliminatory round.

samskara: the timeless walk - élán: the couture stride (women's runway fashion)

Event description: The Women's Runway Fashion Show promises to be a captivating event that bridges the gap between ancient traditions and contemporary fashion. By celebrating India's rich textile heritage and innovative design approaches, this event aims to inspire a new appreciation for the beauty and significance of women's fashion throughout history.

Proposed time line of events for 1 days: Timing –4hrs

Expected or maximum number: A total of 10 runaway members can participate

"Canvas Clash"

(Live Drawing Competition)

- o Description: Participants will create artwork based on a theme provided on the spot.
- o Purpose: Test creativity and time management.
- o Expected Participants: 50
- o Duration: 2 hours

Western Group Dance

Western Group Dance is a high-energy performance style that incorporates contemporary, hip-hop, jazz, and freestyle elements. It focuses on synchronization, creativity, and stage presence.

Details:

- Teams of 6-10 members perform a choreographed routine.
- Dance styles may include hip-hop, jazz, contemporary, breakdance, or fusion styles.
- Judging criteria: Coordination, choreography, energy, expressions, and innovation.
- Time limit: 3-5 minutes per performance.

Film frenzy-short film competition:

Minimum 1 minute to maximum 25 minutes.

Films with violence and adult contents will be disqualified.

The committee's decision is the final decision.

All the films will be projected on the event day.

Prizes:

- 1.Best short film- 1st place, 2nd place, 3rd place(prize money, (trophy and certificate)
- 2.Best Director (trophy and certificate)
- 3.Best cinematography(trophy and certificate)
- 4.Best Music direction (trophy and certificate)
- 5.Best editor(trophy and certificate)
- 6.Best Actor/Actress(trophy and certificate)
- 7.Consolation Prize(certificate)

Mr.Narrator- Story narration

Individual event.

Movie names will be given on spot, and the participants should alter the story within the given time and narrate it to the judges.

Winners will be decided on their creativity, gestures and story telling skills.

Chorus Singing

- Time limit - 8 minutes, Deadline - 2nd April
- The Preliminary Registration is based on First Come First Serve method. Only the first 10 Band's registration would be considered. And the best 5 will be selected for the FINALS
- Each Band should have a minimum of 4 or maximum of 7 members
- Both eastern and western genres are allowed
- Performance videos can't be considered as prelims submission

Candy Catch (Lucky Draw)

· **Description:** Candy Catch is an interactive and exhilarating game where participants blow up balloons and pop them to reveal hidden prizes. Each balloon contains a surprise, ranging from candies to special rewards, ensuring an engaging experience for all participants.

Rules & Guidelines:

1. Participation:

- Open to all attendees who have registered for the event.
- Each participant is entitled to one balloon per entry.

2. Balloon Selection:

- Participants select a deflated balloon from the provided assortment.
- Each balloon contains a slip of paper indicating a prize or message.

3. Inflating the Balloon:

- Participants must inflate their chosen balloon using their breath or a provided pump.
- Balloons should be inflated to a standard size; overinflation may lead to premature popping.

4. Popping the Balloon:

- Once inflated, participants pop their balloon using a provided pin or similar tool.
- The slip inside reveals the prize won or a fun message.

7. Fair Play:

- Each participant is allowed one balloon per entry to ensure fairness.
- Tampering with balloons or attempting to peek inside before inflating is strictly prohibited and may result in disqualification.

8. Safety Measures:

- Participants should handle popping tools carefully to avoid injury.
- Dispose of balloon remnants properly to maintain a clean environment.

This balloon blow and pop variation of Candy Catch adds an element of anticipation and excitement, ensuring participants have a memorable experience.

90'S Games

In the 1990s, children in Tamil Nadu enjoyed a variety of traditional indoor games that were not only entertaining but also helped develop physical and cognitive skills. Here are some of the popular indoor games from that era:

Participants can participate in 2 games.

1.Pallanguzhi

A traditional mancala game played on a wooden board with 14 pits, using shells or seeds. Players distribute the pieces across the board, aiming to capture the most to win.

2.Aadu Puli Aatam (Goat and Tiger Game)

A strategic two-player game where one controls three tigers and the other fifteen goats. The tigers aim to capture the goats, while the goats aim to block the tigers' movements.

3.Paramapadham (Snakes and Ladders)

An ancient board game where players navigate a numbered grid, climbing ladders and avoiding snakes, symbolizing life's ups and downs.

4.Dhaya Kattam

A traditional dice game played on a cross-shaped board, where players race their coins to the center, similar to Ludo.

5.Nondi (Hopscotch)

A hopping game where players throw a marker into numbered spaces drawn on the ground and hop through them on one foot, retrieving the marker without losing balance. These games not only provided entertainment but also fostered strategic thinking, coordination, and social interaction among children. Reviving these traditional games can offer valuable cultural insights and enjoyable experiences for future generations.

6.Pachakudhirai (Abiyam Maniyabiyam)

Pachakudhirai, also known as Abiyam Maniyabiyam, was a popular outdoor game played by children in Tamil Nadu during the 90s. It was a fun and energetic game that required teamwork, physical endurance, and balance.

Reality Shift: The Dual World Challenge

(A Fusion of Virtual and Real-World Gameplay)

Concept:

Participants navigate two parallel worlds simultaneously—one real and one virtual (via AR on their phones). They must solve puzzles, avoid traps, and complete challenges in both realities to win.

How to Play:

1. Team Formation: Each team has two players—one in the real world and one in the virtual world.
2. Game Arena: A physical obstacle course is set up, but each real-world player cannot see the obstacles—only their AR partner can.
3. Guidance & Challenge:
 - o The AR player sees hidden objects, virtual bridges, and danger zones through their phone screen and must guide the real player safely through voice commands.
 - o The real player moves physically, but they must also solve real-world puzzles at checkpoints to unlock new paths for the AR player.
4. Winning Condition: The first team to safely navigate both worlds and reach the final checkpoint wins.

Rules & Regulations:

- No physical contact between teammates—only voice guidance allowed.
- If the real-world player steps on a hidden trap, the team loses 5 points.
- If the AR player misses a virtual object, they must restart from the last checkpoint.
- Time limit: 15 minutes per team.
-

Team Registration (2 members): ₹200 – ₹300 per team

Chaos Symphony: The Silent Orchestra

(A Game of Sound, Strategy & Madness)

Concept:

A group of players must work together to play a song on different instruments they cannot hear! Only one conductor hears the actual sound and must guide them using weird gestures and visual signals.

How to Play:

1. Roles: Each team consists of 5 musicians and 1 conductor.

2. Setup: Players wear noise-canceling headphones and hold musical instruments (keyboard, drums, flute, xylophone, etc.).

3. Challenge:

- o Only the conductor hears the actual song through an earpiece.
- o The conductor can only use body movements and facial expressions to guide musicians on what to play (e.g., pointing up means “higher pitch,” shaking head means “wrong note”).
- o Musicians must try to play the correct tune based on the silent signals of the conductor.

4. Winning Condition: The team that plays the closest version to the original song (judged by a panel) wins.

Rules & Regulations:

- No talking or removing headphones during gameplay.
- If a musician plays continuously for more than 5 seconds without guidance, the team loses 1 point.
- The conductor can only use body movements—no writing or pointing at instruments directly.
- Time limit: 3 minutes per performance.

Team Registration (6 members): ₹500 – ₹600 per team

Blindfolded Antakshari – The Silent Singers

- No writing or spelling out words—only gestures and lip-syncing.
- If a team fails, the turn goes to the next team.
- Bonus points for funny or dramatic acting!

Reverse Connection – The Backward Clue Game

- No repeating questions.
- Bonus points for unexpected and hilarious questions!
- If a team fails to respond in time, they are out!

Spectrum Splash

- Per team two participants(one is artist & other is model)
- Time scheduled event for each team have a time of 30 mins
- After the timer off they have to show face art for audience and judge
- Requirements of the art should bring by the participants

MOCKTAIL MAKING

Open to all students, each team consists of one person only.

One person can make one mocktail only.

Only non-alcoholic ingredients allowed; pre-mixed bases may be restricted.

Participants has 20 minutes to prepare their mocktail.

Judged on taste, creativity, and presentation (including garnish and glassware).

Maintain cleanliness; no consumption of mocktails before presentation.

Participants has to bring their own ingredients.

Art from waste

1. Duration of the event is 45 mins.

2. Only 2 participants per team.

3. Participants should bring their own waste material like { plastic , cardboard, ect} for use.

4. The art should not be made from food waste like skin of any fruit, vegetable.

5. They should not be any prepared material.

They should bring the material and do it onstage

Vegetable Carving

The competition is an individual event.

The participants should bring all the necessary materials, including vegetables for the competition. Borrowing of materials is restricted.

The participants should come well prepared.

Total time is one hour (In addition to this 10 minutes will be given for cleaning and winding up.)

No scraping or carving vegetables is allowed before the start of the event. Carving will be done only during the time assigned. All categories of vegetables and fruits can be used. Connections with toothpicks, skewers, etc. should not be seen.

Participants should bring their own carving tools and a cutting board.

Use of leaves, real flowers, or any other decorative element on the model is prohibited.

Decision of the judges will be final and binding.

CODECONCERTO

"CodeConcerto" is a combination of two words: "Code" and "Concerto."

- Code refers to programming or writing code in a programming language.
- Concerto is a musical composition typically composed for a solo instrument (like a piano or violin) accompanied by an orchestra, usually in three movements.

The term "CodeConcerto" conveys the idea of writing or presenting code in a way that's as harmonious and structured as a concerto. It suggests blending the logic of programming with the artistry and flow of music, where the code is like the soloist, and the cinematic or musical elements serve as an accompaniment. It's a catchy, creative term for coding with a musical, cinematic touch.

Details

Detailed breakdown of the term "CodeConcerto":

1. Code:

- o In the context of "CodeConcerto," this represents programming or software development. Writing code is typically a logical, technical process involving a structured syntax and algorithms to create software. It's about precision, functionality, and order.

2. Concerto:

- o A concerto is a classical music composition designed for a solo instrument or a small group of instruments accompanied by an orchestra. It typically follows a structure of three movements: a lively first movement, a slower second movement, and an energetic third movement.
- o In a concerto, the soloist is the primary focus of attention, while the orchestra provides background harmonies and support, creating a beautiful dialogue between the two.

How "CodeConcerto" Works as a Term:

- Blending Art and Logic: The term "CodeConcerto" juxtaposes the technical and creative sides of coding. It suggests a fusion of the structured, logical aspect of programming (code) with the emotional and artistic expression of music (concerto).
- Harmony and Flow: Like a concerto, where different sections of the orchestra work together to create a smooth, flowing piece of music, CodeConcerto implies that the code itself flows seamlessly, with different programming components working in harmony to create something greater.

- A Performative Element: A concerto is often a public performance. Similarly, CodeConcerto can suggest that coding is not just a personal task but also a performance that could be shared or experienced by others, much like how music is shared in a concert.
 - Solo vs. Ensemble: The term can also draw parallels to how coding might involve a solo developer working independently (the soloist) or working in a team (the orchestra) to produce a final, polished product.
- Interpretations and Uses:
- Cinematic Coding: The term can be applied to a creative coding environment where the process of coding is accompanied by cinematic music or soundscapes, making it feel more like a performance rather than just a technical task.
 - Music-Inspired Code: It could refer to a programming style where the developer uses musical themes or structures in their code, creating a rhythm and flow similar to that of a musical performance.
 - Code as Art: Just as a concerto showcases musical talent and creativity, CodeConcerto can symbolize coding as an art form – something that is not only functional but also beautiful and expressive.

CARNIVAL EXTRAVAGANZA'25

General Instructions:

- § All participants must bring their respective college ID cards.
- § Proper decorum must be maintained and college rules are to be adhered.
- § The judge and facilitators decision will be final.
- § For any queries, contact the event coordinators.

Event Overview:

Carnival Extravaganza is an engaging action-packed event designed for students and faculties with fun filled mini games. The event includes an epic mini-game arena where skill, luck and laughter collide. It includes both team based and solo games like ‘Dice & Dart’, ‘Archery’, ‘Hula Hoop’ etc, ensuring participation from all skill levels while fostering camaraderie and quick thinking. Whether you’re a daring competitor, a thrill-seeker or just here for enjoying the vibrant atmosphere, this year’s carnival promises endless fun and ultimate celebration.

Event Format:

1. Dart board:

This game is a fun combo of luck and skill where players roll 2 dies to determine their dart-throwing target aiming for specific sections based on dice roll. Points are earned based on dart board hits.

2. Archery:

Whether you’re a seasoned archer or a first- time shooter, this game is all about precision and fun. Players shoot arrows at the bull’s eye target, earning points based on accuracy. Special bonus rounds and challenges will keep the game fierce!

3. Hand Stand:

Keeping balance and strength as the basis, participants will compete to see who can hold a handstand the longest defying gravity. The duration will be 2 minutes.

4. Buzz-Off:

Players must carefully guide a metal loop along winding wire without touching it. One wrong move and you’ll hear the dreaded buzz! The goal is to reach the end of the course as quickly as possible without triggering the alarm which is an ultimate test for precision and patience.

5. Cup Attack:

A fast-paced game where, players will have to set number of balls to knock down the pyramid of cups from a distance. The fewer throws, the higher your score!

6. Hula Hoop:

A fun and competitive activity where players toss hula hoops onto targets to score points but with a twist where the targets are fellow players! Different target distances and obstacles will be created to spice up the game.

7. Ring-Up:

An exciting toss game, where players throw rings onto objects to score points with variations like obstacle challenges and timed rounds for added fun.

EVENT DETAILS:

Venue: Lobby Portico

Timings: 9am to 12pm

RULES & REGULATIONS:

- **Eligibility:** Open to all undergraduates, postgraduates and faculties.
- Team formation: Solo and group (Minimum of 1, maximum of 4 per team)
- Game ethics and Fair play: Respect all players, play by rules, avoid cheating and misrepresenting actions during gameplay and encourage good sportsmanship.
- Avoid using tricks and hacks that disrupt the game's integrity.
- Promote inclusion to ensure fair chance of play

REGISTRATION:

Participants must sign up via the provided website and obtain E-ticket in order to take part.

CONTACT INFORMATION: For any queries or further information:

§ Event Organizer: Aswin.RS

§ Phone: 8675370009

--The End--