



UNIVERSITY COLLEGE OF ENGINEERING  
BIT CAMPUS, ANNA UNIVERSITY, TIRUCHIRAPALLI

RESONX 2K25

EVENT 2

FUN FEST

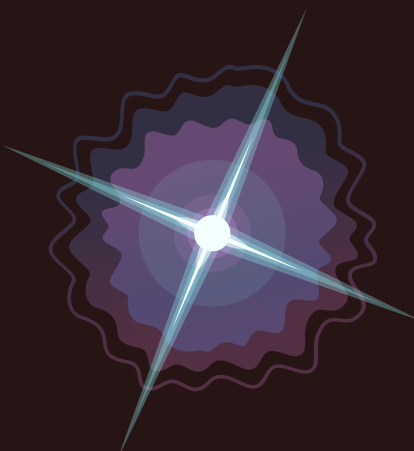

5 NOV

PARTICIPATION CERTIFICATE PROVIDED

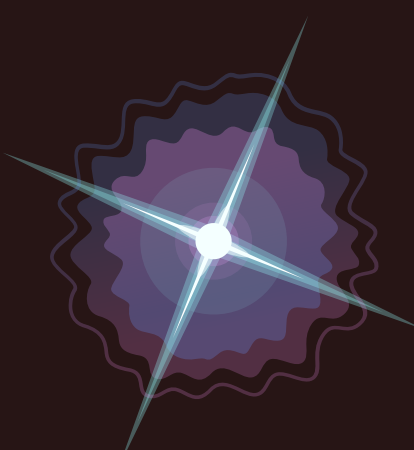


# FUNFEST

## ROUND 1: CUP REFLEX GAME

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- CUPS ARRANGED IN A LINE OR CIRCLE.
  - ONE REPRESENTATIVE PER TEAM PARTICIPATES.
  - ORGANIZER GIVES COMMANDS (E.G., “TOUCH YOUR HEAD,” “TOUCH YOUR TOES”).
  - ON “PICK UP THE CUP,” THE QUICKEST PARTICIPANT WINS THE ROUND FOR THEIR TEAM.
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## ROUND 2: MEMORY MATCH

- TEAMS OBSERVE A SET OF OBJECTS SHOWN IN A SPECIFIC ORDER.
  - OBJECTS ARE SHUFFLED AND COVERED.
  - TEAMS REARRANGE THEM IN THE ORIGINAL ORDER WITHIN THE TIME LIMIT.
  - POINTS BASED ON ACCURACY AND SPEED.
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