

RULES FOR FUN FROLIC EVENTS:

1. Beer pong:

- ✓ Single participant
- ✓ 6 plastic cups will be placed in triangular shape in 8ft long table
- ✓ 3 ping pong balls will be provided on spot
- ✓ The aim of the game is to hit the ball on the table (with only one drop) and should go into a cup
- ✓ While throwing, players must keep their elbows behind the edge of the table
- ✓ One cup should fill with only one ball
- ✓ Participants who fills the highest number of balls wins the game

2. Musical chair:

- ✓ Single participant
- ✓ 10-15 chairs will be placed in a circular manner
- ✓ Participants should walk around the chairs when the music starts
- ✓ Each individual should find a chair to sit in when the music stops
- ✓ Participants will be disqualified if they touch the chair while walking around
- ✓ After each round of musical chairs, a chair will be remove, keeping 1 less chair than the players in the circle
- ✓ The player that didn't find a chair to sit in, will be out of the game
- ✓ One who sticks to the last, wins the game

3. Cup pyramid:

- ✓ Single participant
- ✓ The player should build a pyramid shape with one cup at the top, two cups below it and so on, when the clock begins
- ✓ If the tower falls at any time during the game, you must start all over again
- ✓ The player who build a complete pyramid within a short time limit wins the game

4 Rubik's cube:

- ✓ Single participant
- ✓ The player is required to solve the cube by arranging the faces to have just one colour each as fast as possible

- ✓ The player will race against time, and have to solve the cube faster than the other players
- ✓ Players should be at their best states of concentration once the clock starts ticking
- ✓ They are required to solve the cube, each player on his/her own, without any outside help
- ✓ Players who solve the cube within a short time wins the game

5 Three leg race:

- ✓ 2 members per team
- ✓ Each player should stand next to his partner and put his arm around his partner's waist
- ✓ The partners' inside legs (i.e. the right leg of one partner and the left leg of another partner) should be tie together by a rope
- ✓ Players should walk or run as fast as they can to the finish line
- ✓ The team who cross the finish line first, wins the game

6 Tug of war:

- ✓ 5 members per team
- ✓ Once both teams are ready, the referee will blow the whistle
- ✓ The objective of each team is to pull the rope to their side
- ✓ At the start of the pull, the centre line of the rope should be immediately above line marked on the ground.
- ✓ The team who manage to pull the mark on the rope closest to their opponents over the centre line, wins the game

7 Dum lagake haisya:

- ✓ 2 members per team
- ✓ One member should carry the second member on his/her back to a point and drops down
- ✓ Within a time, as quickly as possible, the second member should again carry the first member to the original point
- ✓ The team which completes first wins

8 Treasure hunt:

- ✓ 5 members per team
- ✓ It consists of 4-5 clues, each one leading to the next clue

- ✓ The clues are to be found in a particular order. A team cannot skip a clue.
Skipping a clue leads to disqualification of the team
- ✓ Do not search for clues in off-limit areas
- ✓ If you found other team's clue by any chance never tamper it. A violation of this rule could cause disqualification of your team
- ✓ All the clues of the teams are different and located at different places but the final destination i.e. the treasure is same. The team which finds the treasure wins first.

9 Dart Throw:

- ✓ Single participant
- ✓ The objective of the game is to throw the dart to the board
- ✓ 3 darts are to be thrown

10 Spoon Race:

- ✓ 2 participants per team
- ✓ A spoon & a marble will be provided to each team
- ✓ Each person with a spoon and marble must carry the marble on the spoon to a spot; and the same marble should pass to the another player, without touching the marble with their hands, and should reach to the original spot
- ✓ If they fail to do so, then they will be disqualified
- ✓ The one who complete first wins the game

11Oreo bite:

- ✓ Single participant
- ✓ Cookies must be placed in the middle of your forehead and not touching your eyebrows
- ✓ You can tilt your head and move your face, but you cannot touch a cookie with your hands
- ✓ The cookie must remain in contact with your face, so that you can't try to toss it from your forehead and catch it in your mouth
- ✓ If a cookie falls before reaching your mouth, you must start over with a fresh cookie
- ✓ The cookie must actually go in your mouth, held securely by your lips and/or teeth, to count
- ✓ The player who completes the game within a short time will be the winner

12 Break the pot:

- ✓ Single participant
- ✓ A pot will be placed on the ground in the play area at a distance from the player
- ✓ The players will be blindfold and turn around 4-5 times
- ✓ 5 minutes will be given to each participant to complete the game
- ✓ Players will have to hold a stick with their hand to hit the pot
- ✓ The one who finds and hit the pot within the time limit wins the game

13 Balloon blasting:

- ✓ Single participant
- ✓ Participants should hold their balloon between their knees to a spot & to return back again to the original spot
- ✓ After reaching the original spot, players should blast the balloon with their hands
- ✓ If someone drops the balloon while holding between their knees, they must go back again to the starting line
- ✓ The player who complete first wins the game

14 Arm wrestling:

- ✓ Single participant
- ✓ Free hand must be in contact with the peg at all times, unless authorized by head referee
- ✓ Competing elbow must be placed on the elbow pad at all times
- ✓ Competing elbow must not extend beyond any side of the elbow pad, if the competitor is riding on their triceps or forearm
- ✓ Thumb knuckles must be showing on competing hands before start of match
- ✓ Back pressure to the extent that it pulls your opponents arm across the marked centre of the table will not be allowed. This infraction will be deemed as a warning.
- ✓ Competing wrists must be straight before start of match
- ✓ The object of arm wrestling is to beat your opponent by pinning their hand onto the table touchpad

15 Chess:

- ✓ Single participant

- ✓ The objective of the game is attack your opponent's king in such a way that he cannot avoid being captured
- ✓ If a checkmate occurs, the game will stop
- ✓ Maximum time- 10min