



## **General Competitions**

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# Dumb Charades

## Game Overview

- **Dumb Charades** is a word-guessing game where players act out phrases, movie names, book titles, or personalities without speaking.
- Teams take turns acting and guessing, and the team with the most correct guesses wins.

## Team Formation

- Divide participants into teams of **3 to 5 players** each.
- Encourage diverse teams with a mix of ages, interests, and personalities.

## Round 1: Classic Charades

### Theme: Movie Madness

- Each team selects a **movie genre** (e.g., action, romance, sci-fi).
- Teams take turns acting out movie titles within their chosen genre.
- **Rules:**
  - No speaking or sound effects allowed.
  - Players can use props or simple gestures.
  - Teams have **1 minute** per turn.
- **Scoring:**
  - Correct guess: **1 point**.
  - Bonus points for creativity or hilarious acting.

## Round 2: Expressive Expressions

### Theme: Emotions and Expressions

- Teams act out **emotions** (e.g., joy, anger, surprise) or **expressions** (e.g., "caught in the rain," "lost in a maze").
- **Rules:**
  - No words or letters allowed.
  - Teams can use exaggerated facial expressions, body language, and mime.
  - **30 seconds** per turn.
- **Scoring:**
  - Correct guess: **2 points**.
  - Bonus points for dramatic flair.

## Round 3: Song Guessing

### Theme: Musical Melodies

- Teams act out **song titles** or **lyrics** from popular songs.
- **Rules:**
  - No singing or humming allowed.
  - Teams can use gestures, dance moves, or visual clues related to the song.
  - **45 seconds** per turn.
- **Scoring:**
  - Correct guess (song title or lyrics): **3 points**.
  - Bonus points for creativity in conveying the song's essence.

### **Grand Finale and Prizes**

- The team with the highest cumulative score wins.

Remember, the key to a successful Dumb Charades competition is to have fun, be expressive, and enjoy the laughter!

# CHESS COMPETITION

## Overview:

"Welcome to the world of chess, where a simple game of strategy unfolds on a checkered battlefield. Each piece has its own unique role, from the nimble knight to the formidable queen. The goal? To protect your king while outsmarting your opponent's moves. It's a game of patience, cunning, and foresight, where every move shapes the outcome. Join us as we dive into the enchanting world of chess, where victory awaits those who can master the art of planning ahead and thinking several steps ahead of the competition."

## Rounds:

**Qualifier Round:** In this round all the participants will participate to qualify for the semifinal round.

**Semi final Round:** In this round participants would be narrowed for the final round.

**Final Round :** This round will declare the winner.

## Team Formation:

It is a single player game.

## Rules:

- Each player starts with 16 pieces: 1 king, 1 queen, 2 rooks, 2 knights, 2 bishops, and 8 pawns.
- The objective is to checkmate your opponent's king, meaning the king is in a position to be captured.
- Pawns move forward but capture diagonally. They have a unique two-square initial move.
- Rooks move horizontally or vertically across the board, bishops diagonally, and queens both.
- Knights have an L-shaped move, jumping over other pieces. They are the only pieces that can "jump."
- The king moves one square in any direction. It cannot move into check.
- Castling is a special move involving the king and a rook under certain conditions.
- En passant allows a pawn to capture another pawn that has moved two squares forward from its starting position.
- Pawn promotion occurs when a pawn reaches the opposite end of the board, and it can be exchanged for any other piece, except a king.

- Stalemate is a draw where a player has no legal moves and isn't in check.
- If any illegal move is performed then the participant would receive first warning afterwards he would be eliminated.
- If the game draws, each participant would get 1 point.
- You could only use one hand for playing chess as well as managing the timer.
- Each player will get a 10 min and 2 sec increment.
- If any player's time comes to an end, the other opponent will be considered the winner.
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# REELS COMPETITION

## Overview:

We propose an engaging and dynamic Reels Competition that aims to showcase creativity and talent within short video content. The competition will provide a platform for participants to express themselves, entertain, and connect with a diverse audience.

## Rounds:

### Preliminary Round:

- Time Duration: Participants will have time till the day of competition.
- Limit: Participants must submit a reel in “freestyle theme”.
- Selection: Top 10 reels will be chosen to advance to round 2
- Deadline: Submissions will be closed at 8am on Procom Day 1.
- Objective: Set the tone with individual style and creativity.

### Theme Round:

- Theme: Procom
- Time Duration: Submissions accepted until 3pm on the competition day.
- Limit: One reel per participant
- Selection: Top 5 reels will be chosen to advance to the final round.
- Objective: Participants must adhere to the specific theme given to them

### Cinematic Reel Round:

- Time Duration: Submissions accepted until 10am on Procom Day 2
- Limit: One reel per participant
- Selection: Top 3 will be selected
- Objective: Elevate storytelling and visual creativity in a cinematic format

## Team Formation:

It is a single player competition.

## Rules:

- All reels must be original content, and participants should avoid copyrighted material.
- Reels should not exceed 60 seconds in duration.
- Participants must follow platform-specific guidelines for video format and submission.
- Any form of unfair practices will result in disqualification.
- Entries will be judged based on creativity and adherence to the theme.

- Submission will be done on google drive.

## **Scavenger Hunt**



## Overview:

The Scavenger Hunt Adventure is an immersive and dynamic quest that transcends traditional scavenger hunts. This game is more than just a search for items; it's a journey filled with diverse challenges, flexible themes, and a strong emphasis on fostering teamwork. Participants will delve into a world of riddles, puzzles, and exploration, navigating scenic locations while utilizing their cognitive abilities to unlock the clue.

## Rounds:

- The competition consist of a single round.
- Participants will have to find five clues hidden throughout the designated area.
- The participant who successfully unravels all the mysteries and finds all the clues in the shortest time will emerge as the winner of this scavenger hunt.

## Team formation:

Minimum of 3 and maximum of 5 members are allowed in each team.

## Rules:

- All the members of a team are required to stay together at all times
- The competition will start at the designated time. All the participants are required to reach the venue on time so that instructions and the area of play can be communicated to them.
- Internet access and mobile usage are strictly prohibited throughout the game.
- All members of the team are required to stay together at all times.
- Teams must work independently. Collaborating with other groups in any sort of way will lead to **disqualification**.
- Disturbance or misconduct with any invigilator or fellow competitors will result in **disqualification** of the respective team.
- Cheating, sabotaging, or stealing from other players is **strictly prohibited**.
- Decision of the judges will be final.
- The organizers of the event hold the right to discontinue the hunt or disqualify any member/team at any point.

# Photography Competition

## Overview:

We propose a competition where teams use their creativity and skills to cover a specific theme or topic assigned to them. Each team will be provided a theme or a topic that would be assigned to them by the evaluation team and they will have a specified time to cover the topic.

## Rounds:

### Preliminary Round:

- Time Duration: Participants will have time till the day of competition.
- Limit: Participants must submit their photographs in “freestyle theme”.
- Selection: Top 10 participants will be chosen to advance to final round 2
- Deadline: Submissions will be closed at 8am on Procom Day 1.
- Objective: Set the tone with individual style and creativity.

### Final Round:

- Theme: Procom
- Time Duration: Submissions accepted until 3pm on the competition day.
- Limit: 5 photographs per participant
- Selection: Top 2 participants will be chosen as winner and runner up.
- Objective: Participants must adhere to the specific theme given to them

## Team Formation:

It is a single player competition.

## Rules:

- Teams must stay within the range of the themes or topics provided to them.
- The pictures must be captured within the Fast University premises.
- The pictures must be taken on the day of competition. No past shots should be used.
- Teams must report on the designated time, no extra time will be given.
- Teams must submit their work and report on the assigned time as late submissions or arrival will result in direct disqualification.
- Teams are required to maintain decorum and must follow the rules and regulations of Procom and Fast University.
- **IF ANY TEAM DOESNOT FOLLOW ANY OF THE ABOVE RULES, THAT WOULD RESULT IN DIRECT ELIMINATION AND NO EXCEPTIONS WILL BE MADE.**

## Marking and Results:

- Each round results will be announced at the end of each round. Judging would be done on the basis of a specified marking scheme based on points that would be shared with the participants so that they would know how they are going to be judged. Top five teams will qualify for the next rounds and the final round would be judged on same basis.