

JAM:

Just-A-Minute (or JAM) is an all-round-fun event that is all about the control of the mind over the mouth. Can you make it through sixty seconds of non-stop talking without hesitation, repetition, or deviation? Or will the sheer pressure make you crumble and have your competitors pounce on you in an instant?

The contestant with the most interesting introduction of himself/herself gets to begin with the game!

Rules:

1. To object, slam the table and say "JAM". The JAM master/Judge decides when you are allowed to put forth your objection.
2. You can be objected for:
 - a. You object out of turn
 - b. You stutter, stammer, and generally indulge in "time-wasting tactics". These include efforts to buy time like interspersing your talk with "uhh", "aah" etc...
 - c. Early start and late start
 - d. Speaking too fast or too slow
 - e. Grammatical errors
 - f. Undue stress on words, undue emphasis in the sentences
 - g. Repetition of a previously used idea
3. The total time is sixty seconds, inclusive of all the time that all the speakers in a given round are allowed to speak
4. Points are given in the following manner:
 - a. Positive points for every second that you speak
 - b. Positive points for every correct objection
 - c. Negative points for every incorrect objection
 - d. Bonus points for being the last speaker
5. The winner is the person with the maximum number of points at the end of the round.

Spell Bee:

1. The pronouncer announces the word to be spelled. He speaks slowly and clearly, without distorting the normal pronunciation of the word. He uses the word in a sentence and says the word again
2. The speller listens carefully to the pronouncer and asks for the word to be repeated if necessary.
3. When the speller is sure she understands the word, she pronounces it, spells it and then says the word again. She must say it loudly enough for the judge to hear it.

4. The judge(s) determines whether or not the word was spelled correctly.
5. If the correct spelling was given, the speller remains in the game.
6. If the spelling was incorrect, that speller is eliminated from the game. The judge gives the correct spelling of that word. Then the pronouncer reads a new word to the next student.
7. When there are only two spellers left, if one player misspells a word, the other player must spell that word correctly, plus one more word to be declared the winner of the spelling bee.

Scrabble:

Two to four players play in any game of Scrabble. The object of Scrabble is to score more points than one's opponent. A player collects points by placing words on the game board. Each letter has a different point value, so the strategy becomes to play words with high scoring letter combinations.

Rules:

Tile value:

Here are the point values for each letter in Scrabble.

0 Points - Blank tile.

1 Point - A, E, I, L, N, O, R, S, T and U.

2 Points - D and G.

3 Points - B, C, M and P.

4 Points - F, H, V, W and Y.

5 Points - K.

8 Points - J and X.

10 Points - Q and Z.

Extra Point Values

Some squares on the Scrabble board represent multipliers. If a tile is placed on this square, then the tile's value is multiplied by a factor of either 2x or 3x. Certain tiles multiply the point value of an entire word and not simply the tile on that space.

Double Letter Scores - Light blue cells are found isolated on the board. When a tile is placed on this space, that tile's point value is multiplied by two.

Triple Letter Score - This is a dark blue cell on the Scrabble board. The tile placed on this square has its points multiplied by three.

Double Word Score - Light red cells are found running diagonally towards the four corners of the board. When a player plays a word on one of these squares, the point value of the entire word is multiplied by two.

Triple Word Score - This is a dark red square on the Scrabble board. These are found on the four sides of the board equidistant from the four corners of the board. When a word is played using this square, then the points for the word are multiplied by three.

One Single Use - Note that extra point squares are only usable once. If one player plays a word using these cells, then the next time that space is used to make a word, the point value is not multiplied.

The Fifty Point Bonus

When a player is able to place all seven tiles from the tile rack on the board at the same time, that player receives a 50-point bonus. In end game scenarios, when the players hold less than the standard seven tiles, a player does not get the 50-point bonus for using all the tiles on the rack.

Creative writing:

Rules

1. You will be given a traditional story, with a short synopsis.
2. You will have to rewrite this story from a specified character's point of view / a described narrator's point of view.
3. The story should comprise of all the events as in the traditional story. You can have additional occurrences in your story as well.
4. Additional occurrences should not disturb the events of the traditional story. Any confinement to loopholes will result in negative points.
5. The story should be submitted with a suitable title name. Additional points for creativity in the title.
6. The story should be minimum 3 paragraphs long.
7. Introduction and conclusion carry a different set of points, make sure you pen them down clearly.
7. Use of dictionary/thesaurus is allowed
8. Use of mobile phones won't be appreciated.

Debate:

Rules for the debate:

- 1) The format will be a British Parliamentary Debate. There will be a Government and an Opposition, each represented by a closing and an opening team. Each team has an opener and a closer.
- 2) The Closing speaker of the closing government or opposition (also known as the whips) may not bring up new points in the course of their speech.
- 3) Each speaker will be given a speech time of 5 minutes in Round 1, and 7 minutes in Semi-Finals and Finals.
- 4) To engage with the speaker, you are permitted to ask questions.
- 5) In Round 1, no questions will be permitted for the first and last 45 seconds of the speech and in Semi Finals and Finals, no questions will be permitted for the first and last minute. (Protected time)

6)To ask a question you are strictly requested to raise your hand politely, and wait your turn. If the speaker declines to entertain your question you must respect their wishes and act accordingly.

7)There will be no circumstances under which a speaker will be interrupted by a participant during the course of their speech.

8)Any sort of heckling will result in instant disqualification.

9)You are expected to maintain the decorum at all times.