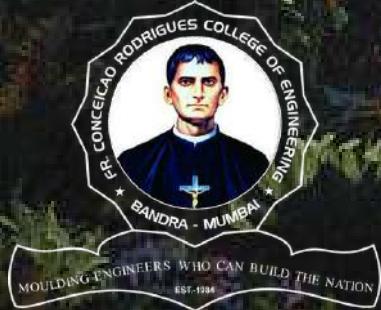


# MIRAGE

BEYOND THE FACADE



# ABOUT US



Located in a picturesque environment in the heart of the Mumbai city, Fr. Conceicao Rodrigues College of Engineering (Fr.CRCE) is one of the renowned, premier and sought-after private Engineering Colleges. The Institute has decided to make a difference in Engineering Education, with its exclusive approach towards the ongoing trends in technology and holistic development.

Beginning with an orphanage (BalBhavan) and a trade school in carpentry, the Agnel Ashram (set up in 1957 at Bandra, Mumbai) has today grown into a full-fledged Technical Complex. The Institute today proudly bears the founder's name as a fitting tribute to his impassioned faith in highly-qualified and fully-trained engineers and technicians serving the nation.

# EUPHORIA



Fr. CRCE was established in 1984 as part of Fr. Agnel Technical Complex at Bandra, Mumbai by the Society of St. Francis Xavier Pillar, and is named after its founder, the late Rev. Fr. Conceicao Rodrigues. The college is affiliated with the University of Mumbai and has acquired a good reputation among corporate and peer academic institutions for its academic standards. Fr. Conceicao Rodrigues College of Engineering presents its annual cultural Festival, EUPHORIA 2024, which provides a platform for all students to showcase their skills and originality by participating in innovative tasks and events throughout the festival. This year's festival includes some of our most popular events from last year, as well as some new challenges.



# FINE ARTS

# HENNA PALOOZA

## Description

Immerse yourself in the enchanting world of "Mehndi Magic," a virtual haven for henna enthusiasts and art lovers alike. This unique game invites you to explore the intricate art of mehndi tattooing, where your creativity knows no bounds, and the canvas is your imagination.

## Rules

- Each class is allowed one team to participate. Each team consists of 3 participants.
- One participant becomes the hand model while the other 2 participants draw the mehndi. Both hands need to be drawn on.
- Mehndi will be provided. One tube per artist.
- Use of pre-made templates is forbidden, use of phones are allowed
- If found cheating, The team will be disqualified.
- Mehndi can only be done on the hand and forearm(below the elbow).
- Theme shall be revealed 15 minutes prior to the start of the event.
- A time limit of 30 minutes will be given to the teams to complete their work.
- No team member is allowed to hinder or sabotage another team's work. If such behaviour is observed, The team will not receive any points in the event.
- Use of foul language or any offensive remarks is prohibited, please adhere to proper etiquette during the event.
- Audience members are not allowed in the same area as the participants, if misbehaviour from any team's classmates is observed, it will lead to the team receiving NO points
- The event will be held in two groups, 10 classes at a time.
- The event will consist of three stages:
  1. Art round (30 minutes)
  2. Drying of Mehndi (15 minutes)
  3. Judging round

- No team member is allowed to hinder or sabotage another team's work. If such behaviour is observed, The team (Team sabotaging) would be disqualified and will receive 0 points for the event and an additional (-)10 points will be deducted from the class total . Participation points of the event will be taken from the team sabotaging and the points will be given to the sabotaged team. The sabotaged team will get an option to either continue the same artwork or start afresh but only within the remaining time.
- Results will not be declared on the spot.
- If any team reports late to the venue, under any circumstance, no extra time will be given to the team and their artwork will be up for judging at the same time as the others. Also no participant is allowed to come with a different group, but only the group allotted to them.
- No substitutions or replacements are allowed for the event under any circumstance on the day of the event. Only the participant registered is allowed to take part.
- Any decision taken by the students' council or judges, to or against any team with any valid reason will be considered final

### Judging Criteria:

- Creativity: Evaluate the inventive and imaginative qualities displayed by each class in their contributions to the mehndi. Consider the uniqueness and freshness of artistic expressions.
- Symmetry: the mehndi design on both hands made my both respective artists must be as symmetric as possible.
- Precision: Amount of smudging and intricate detailing

**REGISTER NOW**



# INKSTORM

## Description

Inkstorm is a game that uses not just artistic skill, but material optimization and risk taking abilities too. With the continuous risk of the paper smudging or tearing, you must have to use the ink efficiently to create your artistic masterpiece. Using just random objects and the ink, create various textures and showcase talent that will impress the judges and audience.

## Rules

- Each class selects one person to participate in this event.
- A time limit of 45 minutes will be given to the participants.
- The theme will be Mirage (Euphoria Theme)
- No phones are to be used during the event.
- Only TWO ink bottle and ONE A2 size paper will be given to each participant.
- No redo's will be allowed and no extra paper will be provided.
- The object/s with which to blot, will be brought by the team member themself.
- No team member is allowed to hinder or sabotage another team's work. If such behaviour is observed, The team (Team sabotaging) would be disqualified and will receive 0 points for the event and an additional (-)10 points will be deducted from the class total . Participation points of the event will be taken from the team sabotaging and the points will be given to the sabotaged team. The sabotaged team will get an option to either continue the same artwork or start afresh but only within the remaining time.

- The event will consist of two stages:

1. Art round
2. Judging round

- The Art round will be held for a total time of 45 minutes.

Upon finishing the Art round, The judging round.

- Results will not be declared at the spot.

- Judges will have the final say in choosing the best art created.
  - Audience members are not allowed in the same room as the participants, if misbehaviour from any team's classmates is observed, it will lead to the team receiving NO points.
  - Participants should maintain dignity while addressing the judges or anyone in the room.
- Use of foul language or any offensive remarks is prohibited, please adhere to proper etiquette during the event.
- The event will start at a common time for all 20 classes.
  - If any team reports late to the venue, under any circumstance, no extra time will be given to the team and their artwork will be up for judging at the same time as the others.
  - No substitutions or replacements are allowed for the event under any circumstance on the day of the event. Only the participant registered is allowed to take part.
  - Any decision taken by the students' council or judges, to or against any team with any valid reason will be considered final.

### Judging Criteria:

- Creativity: Evaluate the inventive and imaginative qualities displayed by each class in their contributions to the paper. Consider the uniqueness and freshness of artistic expressions.
- Adherence to Theme: Assess how well each class incorporated optional themes or prompts into their contributions. Recognize the creative interpretation and relevance of the chosen themes.
- Textures used: Use of different unique methods to create textures in the art.
- Shading and effects introduced.
- Amount of tearing or paper wear: Points will be deducted on the basis of paper tearing due to excess ink being used.

**REGISTER NOW**



# CREASE CRAFT ODYSSEY

## Description

Embark on a colossal journey of creativity with "CreaseCraft" a game that brings the ancient art of origami to larger-than-life proportions. Unleash your folding prowess on giant sheets of paper, creating monumental origami sculptures that defy imagination.

## Rules

:-

- Each class selects one person to participate in this event.
- There will be 2 square sheets provided to each participant.
- Time limit is 1 hour.
- There could be multiple objects or a single object as the final submission.
- No extra sheets would be given.
- Participants are allowed to paint their object/s.  
(considering they have bought the materials prior to the event and have been approved by the organisers.)
- No Cutting/Tearing is allowed.
- Use of glue or tape or staple of any form is strictly prohibited throughout the event.
- Only folding of the paper is allowed while crafting the artcraft.
- Participants are allowed to create any object out of their imagination.
- Results will not be declared at the spot.
- Judges will have the final say in choosing the best art created.
- Audience members are not allowed in the same room as the participants, if misbehaviour from any team's classmates is observed, it will lead to the team receiving no points.
- Participants should maintain dignity while addressing the judges or anyone in the room.
- Use of foul language or any offensive remarks is prohibited, please adhere to proper etiquette during the event.

- Paint has to be brought by the participant/s. The event will consist of two stages:
  1. Art round ( 1 hour)
  2. Judging round
- No team member is allowed to hinder or sabotage another team's work. If such behaviour is observed, The team (Team sabotaging) would be disqualified and will receive 0 points for the event and an additional (-)10 points will be deducted from the class total.
- Participation points of the event will be taken from the team sabotaging and the points will be given to the sabotaged team. The sabotaged team will get an option to either continue the same artwork or start afresh but only within the remaining time.
- If any team reports late to the venue, under any circumstance, no extra time will be given to the team and their artwork will be up for judging at the same time as the others. Also no participant is allowed to come with a different group, but only the group allotted to them.
- No substitutions or replacements are allowed for the event under any circumstance. Only the participant registered is allowed to take part.
- Any decision taken by the student council or judges, to or against any team with any valid reason will be considered final.
- Usage of water is strictly prohibited.

### Judging Criteria:-

- Creativity: Evaluate the uniqueness and originality of the giant origami design. Consider whether the participant has brought a fresh perspective or innovative approach to the creation.
- Craftsmanship and Precision: Examine the precision and quality of the folds. Attention to detail, neatness, and the overall craftsmanship contribute to the overall impression of the giant origami creation.
- Complexity of the project.
- Use of only Folding: If tearing, sticking, cutting or any other means is used to make the object, marks will be deducted from the team.

**REGISTER NOW**





# SUBMISSION

# FRAMES OF FLUX :

## Description:

Creating a digital comic related to current events in your college can be a fun and engaging way to capture the spirit of your community.

## Guidelines and judging criteria:-

- Theme: The comic should revolve around current events and happenings within the college campus. This could include events, trends, student life, or any noteworthy occurrences.
- Format: Use a digital platform for creating the comic. It could be a single-page comic strip or a multi-page post(instagram), depending on the complexity of the events you want to depict. Example Canva, photoshop etc.
- Style: Choose a visual style that is appealing and suits the tone of the events. It could be realistic, cartoonish, or abstract, but make sure it complements the narrative.
- Characters: Include characters that represent various facets of college life, such as students, professors, administrators, and other staff members. Ensure diversity in characters and backgrounds. (lmin number of character:3)
- Storyline: Develop a coherent and engaging storyline that captures the essence of the chosen events. Include dialogue, captions, or narration to convey the message effectively.
- Originality: Submissions should be original and avoid plagiarism. The comic should offer a unique perspective on the current events within the college.
- Inclusivity: Ensure that the comic is inclusive and respectful, avoiding any content that may be offensive or discriminatory towards any group within the college community.

Upload this on your official class account by 8pm on 15th March 2024, tag the college account, and include the hashtag #Euphoria2024 for a chance to showcase our collective creativity and excitement for this unforgettable event!

## Judging Criteria:-

- Theme Relevance: How well the comic captures current events within the college community.
- Creativity and Originality: The comic's unique approach and fresh perspective on college life events.
- Visual Presentation: The quality and appeal of artwork, layout, and overall aesthetics.
- Character Development and Diversity: Representation of diverse characters and their authenticity.
- Storyline Coherence: The clarity and effectiveness of the comic's narrative.
- Inclusivity and Respectfulness: Avoidance of stereotypes and offensive content, fostering inclusivity.
- Overall Impact: The comic's ability to entertain, inform, and resonate with the audience.

NOTE: Prohibit the use of profanity, nudity scenes, and bad language in comics, as well as discourage controversial jokes targeting staff members.

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# PROMPULSE:

## Description:

Welcome to the most exciting event of the year - the Promposal Palooza! In the spirit of love and a dash of creativity, we invite each class to participate in our Class Submission Reel. This unique opportunity allows every class to showcase their teamwork and creativity as they help a fellow classmate ask that special someone to prom.

## Guidelines:

- Theme: The main theme of your video should be centered of a boy or a girl asking another boy or a girl to prom. Get creative with your approaches, storylines, and settings.
- Consent and Respect: Participants must ensure that all individuals involved in the promposal give explicit consent and that the promposal respects their autonomy and dignity.
- Participation: All members of the class are encouraged to contribute to the video. Whether you're acting, directing, filming, or providing moral support, everyone's involvement is essential. (minimum number of participants: 3)
- Video Length: Keep your submission reel between 1 min max . Concise and engaging videos will have a better chance of capturing the judges' attention. (minimum: 15 sec)
- Submission Deadline: All class submission reels must be submitted by 8 pm Late entries will not be considered..Upload this on your official class account, tag the college account, and include the hashtag #Euphoria2024 for a chance to showcase our collective creativity and excitement for this unforgettable event!

## Judging criteria:-

- Creativity: Originality and inventiveness in the promposal concept and execution.
- Emotional Impact: Ability to evoke emotions and resonate with the audience.
- Diversity: Representation of the student body and promotion of inclusivity.
- Production Quality: Technical excellence in videography, editing, and sound.
- Engagement: Ability to captivate and entertain viewers throughout the video.
- Adherence to Guidelines: Compliance with event rules and school policies.
- Overall Impact: Overall impression and contribution to the event's atmosphere.

NOTE: Dress in appropriate attire, refrain from intense scenes, and ensure that music contains no bad language.

REGISTER NOW



# HARMONY HEIGHTS:

## Description:

Welcome to Harmony Heights, where unity, creativity, and melodious vibes collide! In this exhilarating event, each class is invited to submit a video for the "Harmony Heights: Class Anthem Showcase." We're calling on all members of the class to come together and create a unique college anthem with the spirit, energy, and identity of your class.

## Guidelines:

- Collaborative Creation: Every class member is encouraged to actively participate in crafting and performing the class anthem. From lyrics to melody, let every voice contribute to the creation of your musical masterpiece. (minimum number of participants: 3)
- Song Length: Keep your anthem within 45 seconds. Strive for a balance between capturing attention and ensuring all voices have a chance to shine.
- Respectful Collaboration: Participants must engage in collaborative songwriting and performance processes with respect and consideration for each other's ideas, opinions, and contributions. Any conflicts or disagreements must be resolved amicably and inclusively.
- Language and Tone: The lyrics of the class anthem must use language that is respectful, inclusive, and appropriate for a school-sponsored event. Participants must avoid derogatory language, offensive stereotypes, or any form of hate speech.
- Relevance to College Community: The class anthem should reflect the spirit, values, and experiences of the college community as a whole, rather than focusing solely on internal class dynamics or personal anecdotes.
- Originality: Judges are looking for original and innovative anthem compositions. Infuse your class personality, experiences, and aspirations into the lyrics and melody.
- Submission Deadline: All class anthem submissions must be received by 8pm on 15th March 2024. Late entries will not be considered.
- Upload this on your official class account where one slide will contain the video and another slide will contain the lyrics of the anthem in text, tag the college account, and include the hashtag #Euphoria2024 for a chance to showcase your collective creativity and excitement for this unforgettable event!

## Judging criteria:-

- Creativity and Originality: Uniqueness and inventiveness of the anthem composition.
- Relevance and Representation: Reflection of class identity and values, and relevance to the college community.
- Musicality and Performance: Quality of musical elements and overall performance delivery.
- Collaboration and Inclusivity: Level of class collaboration and inclusion of diverse perspectives.
- Engagement and Impact: Ability to engage the audience and convey the spirit of Harmony

**NOTE: Strictly avoid the use of profanity and refrain from engaging in political controversies in the song**

REGISTER NOW





# PERFORMING ARTS

# DYNAMIC DUO(ENGLISH)

**Dynamic Duo(english)**

**Round 1: Elimination round**

**Participants: 2 Duo per class (2\*2)**

**Timing: 2 min**

## **Description:**

In this class competition, team leads of a particular year (eg. SEs) will collectively select chits representing different musical decades (For eg 70s). Each duo will then prepare a two-minute English song from their chosen era. The challenge lies in capturing the essence of the era within the performance while showcasing creativity, musicality, and technical abilities. Judges will evaluate the seamless integration of musical elements and the overall performance quality, including stage presence and originality.

## **RULES:-**

- The chits will be picked on an allotted day before euphoria
- Each contestant will have a maximum of 2 min to perform their song.(only vocals, no karaoke)
- Maximum 2 songs(in the form of a transition) can be chosen to perform under two minutes.
- The song choice is entirely up to the contestant but has to be from the allotted decade.
- The contestant must inform the council of their song selection before the competition.
- No backing track will be provided by the organizers.
- The participants will be judged on their vocal abilities, stage presence, presentation, and overall performance.
- No vulgar or offensive language is allowed in the song lyrics or performance.
- Any violation of the rules or misconduct by the participants may lead to disqualification from the competition.
- Disqualification will result in zero participation points for the team.
- Participants failing to perform for round 1 will not be eligible for participation points.
- The decision of the Students' Council and the judges will be final and cannot be questioned or challenged.

- All participants must maintain respectful behavior towards fellow contestants, judges, organizers, and audience members throughout the competition.
- The competition is intended to be a positive and enjoyable experience for all involved, and participants are encouraged to uphold the spirit of camaraderie and creativity throughout.
- Any disputes or concerns regarding the competition must be addressed to the organizing committee in a timely and respectful manner.

### Judging Criteria:-

- Co ordination with partner
- Vocal Technique
- Choice of song and pitch correctness
- Audience Engagement And Stage Presence In Case of a tie breaker the participants will be selected on the basis of "Co ordination with partner" criteria

### Round 2: Finals

### Rules:-

- The duo who qualified for the next round, the same duo will be performing in the finals. (no substitutes after round 1)
- Finalists of Round 1 will be performing for Round 2.
- Time limit for the song is 3 mins (including set up and performance)
- maximum of two songs can be chosen to perform.
- Live accompaniment is allowed during the performance.
- If you wish to use a karaoke track it should be informed prior to the council.
- Participants are required to send their backing track to STUCO mail prior to the event.

### Judging Criteria:-

- Co ordination with partner
- Vocal Technique
- Choice of song and pitch correctness
- Audience Engagement And Stage Presence In Case of a tie breaker the participants will be selected on the basis of "Co ordination with partner" criteria.

REGISTER NOW



# GROOVE GALA

Participation:

1 team per class.

2 participants per team.

Duration:

2.5 hrs

Description:

A dance competition where participants are allocated a dance genre arbitrarily that may be outside their comfort zone or typical style. The challenge encourages dancers to adapt and display versatility in their movements.

Groove Gala features two rounds of competition. Round One involves teams randomly selecting a dance genre from a predetermined list. Teams must incorporate this assigned genre into a one-minute performance. The qualifying teams proceed to Round Two. In Round Two, each team performs a two-minute routine of their choice. The judges determine the top three teams based on these performances.

Round 1:

Duration: 1.5hrs

1. One participant draws a genre chit for their team's performance.
2. Participants can opt for a second draw to switch genres, but cannot revert to their initial selection.
3. Teams have two minutes to prepare after confirming their chosen genre along with familiarizing themselves with the preselected song corresponding to that particular genre.
4. Each team performs for approximately one minute simultaneously.
5. Individual participants are judged separately, with the team's score being the sum of both scores.
6. Every team will be judged and scored based on their performance.
7. The list of genres going to be present will be provided a day prior to the event.
8. The genre assignment and song along with that genre will only be determined during the event.

No kind of vulgarity is permitted. This may lead to disqualification.

10. The qualifying teams proceed to Round 2.

11. Teams that do not participate in Round 1 will not be eligible to receive participation points.

#### Judging Criteria:

- Authenticity in representing the given genre.
- Choreography and Execution.
- Body Language and Expressions.
- Entertainment Value.

A tie-breaker will result in prioritizing the judging criteria as per the above sequence.

#### Round 2:

Duration: 1 hr

1. The qualifying teams have 15 minutes to prepare before their performances.
2. Teams can choose any song(s) (maximum of three) for their two-minute routine.
3. Song choices must be submitted in the google form that will be provided.
4. If teams fail to submit their respective songs prior to the event, they will not be able to participate in Round 2.
5. The time limit is 2 minutes, exceeding the time limit results in point deductions.
6. Use of props is optional.
7. Based on the performances, the top 3 will be declared by the end of the event.

#### Judging Criteria:

- Choreography.
- Body Language and Flexibility.
- Expressions.
- Song Choice.
- Entertainment Value.

A tie-breaker will result in prioritizing the judging criteria as per the above sequence.

#### General Rules:

1. The Judges' decisions are final.
2. Arguments with judges will result in disqualification.
3. Use of foul language and misconduct is strictly prohibited.
4. No form of vulgarity is permitted.
5. Decisions made by the organizing committee on the day of the event are final.

**REGISTER NOW**



# HUM SUR AUR TAAL(HINDI)

**Round 1: Elimination round**

**Participants: 2 Duo per class (2\*2)**

**Timing: 2 min**

## **Description:**

In this class competition, team leads of a particular year (eg. SEs) will collectively select chits representing different musical decades(For eg 70s). Each duo will then prepare a two-minute HINDI song from their chosen era. The challenge lies in capturing the essence of the era within the performance while showcasing creativity, musicality, and technical abilities. Judges will evaluate the seamless integration of musical elements and the overall performance quality, including stage presence and originality.

## **RULES:-**

- The chits will be picked on an allotted day before euphoria
- Each contestant will have a maximum of 2 min to perform their song.(only vocals, no karaoke)
- Maximum 2 songs(in the form of a transition) can be chosen to perform under two minutes.
- The song choice is entirely up to the contestant but has to be from the allotted decade.
- The contestant must inform the council of their song selection before the competition.
- No backing track will be provided by the organizers.
- The participants will be judged on their vocal abilities, stage presence, presentation, and overall performance.
- No vulgar or offensive language is allowed in the song lyrics or performance.
- Any violation of the rules or misconduct by the participants may lead to disqualification from the competition.
- Disqualification will result in zero participation points for the team.
- Participants failing to perform for round 1 will not be eligible for participation points.
- The decision of the Students' Council and the judges will be final and cannot be questioned or challenged.

- All participants must maintain respectful behavior towards fellow contestants, judges, organizers, and audience members throughout the competition.
- The competition is intended to be a positive and enjoyable experience for all involved, and participants are encouraged to uphold the spirit of camaraderie and creativity throughout.
- Any disputes or concerns regarding the competition must be addressed to the organizing committee in a timely and respectful manner.

### Judging Criteria:-

- Co ordination with partner
- Vocal Technique
- Choice of song and pitch correctness
- Audience Engagement And Stage Presence In Case of a tie breaker the participants will be selected on the basis of "Co ordination with partner" criteria

### Round 2: Finals

### Rules:-

- The duo who qualified for the next round, the same duo will be performing in the finals. (no substitutes after round 1)
- Finalists of Round 1 will be performing for Round 2.
- Time limit for the song is 3 mins (including set up and performance)
- maximum of two songs can be chosen to perform.
- Live accompaniment is allowed during the performance.
- If you wish to use a karaoke track it should be informed prior to the council.
- Participants are required to send their backing track to STUCO mail prior to the event.

### Judging Criteria:-

- Co ordination with partner
- Vocal Technique
- Choice of song and pitch correctness
- Audience Engagement And Stage Presence In Case of a tie breaker the participants will be selected on the basis of "Co ordination with partner" criteria.

REGISTER NOW



# WIT WAR

## WIT WAR

### Round 1 :-

**Participation :- 1 participant per class**

### Description :-

**Round 1 of the stand-up comedy competition, each participating class will have one participant who will perform a normal stand-up comedy routine on a topic that they have informed the council about earlier. The time limit for the performance will be 3 minutes of free stand-up, allowing the participants to showcase their comedic skills and make the audience laugh with their jokes and stories. This format of the competition will provide a fun and entertaining experience for the audience while allowing the comedians to showcase their unique style and sense of humour.**

### Rules :-

- One participant from each class will perform in this round.
- Participants must inform the council of the topic of their routine prior to the competition.
- Each participant will have a time limit of 3 minutes for their performance.
- The performance should be a normal stand-up comedy routine.
- The content should be appropriate and in good taste.
- Participants will be judged on the quality of their material, their delivery, and their ability to engage the audience and make them laugh.
- The winners of this round will proceed to the next stage of the competition.
- All participants must avoid using any form of bad language, including curse words, vulgarities, and any derogatory terms.
- The competition should encourage participants to use clean and family-friendly language that is suitable for all ages.
- All participants must refrain from using foul language or any form of hate speech in their jokes or performances.
- Participants should not make jokes that target any specific department, organisation, or individual.
- No jokes allowed which makes fun of any political party or any politician.

- No jokes allowed on any specific faculty member.
- If the council finds someone from crowd, sabotaging the event or making fun of some performing participant during the performance then the council holds the right to disqualify his/her class from the entire event.
- Also no jokes directed towards someone's personal life, religion, culture or beliefs.
- If someone found using foul or abusive language, or even instigating the crowd on using abusive language will lead to disqualification of the individuals.
- Any violation of the rules mentioned above may lead to disqualification from the competition.
- There will be the elimination of some of the participants in this round based on the total number of registered participants.
- The winner participants of this round will proceed to the next round.

## Judging Criteria :-

- The quality of the material, such as the originality, creativity, and humour, will be evaluated by the judges.
- The delivery and performance of the participant, such as their stage presence, timing, and body language, will also be considered.
- The participant's ability to engage the audience and make them laugh will also be evaluated.
- The content of the routine should be appropriate and in good taste.
- Participants will be judged on their ability to connect with the audience and make them laugh throughout their performance.

## Round 2 :- Creating humour

### Description :-

- There will be 4 questions proposed to the participants.
- The question would be proposed and participants need to come up with a humorous or intelligent line as answer to the question, in the order decided prior to each question.
- Before each question, the order of delivery would be decided by a chit system.

- To decide delivery order there will be chits in front of the participants they have to take one chit that will be their delivery order.
- The answer should be limited to a maximum of 2 sentences.
- Participants will get 15 secs to think about their answer.
- All participants must avoid using any form of bad language, including curse words, vulgarities, and any derogatory terms.
- In this round, the participants will only give answer based on the situation provided by the council.
- All participants must refrain from using foul language or any form of hate speech in their jokes or performances.
- Participants should not make jokes that target or ridicule any specific department, organization, or individual.
- The competition should promote humor and positivity, not negativity and disrespect.
- Any violation of the rules mentioned above may lead to disqualification from the competition.

### **Judging criteria :-**

- The quality of the answer and thoughts given, such as their relevance to the situation, creativity and humour, will be considered by the judges.
- The participant's ability to engage the audience and make them laugh with their questions will also be evaluated.
- The delivery and performance of the participant, such as their stage presence, timing, and body language, will also be considered.
- Participants who fail to form a question or answer will be eliminated from the competition.
- The participant who wins this round will be the winner of Wit War

**REGISTER NOW**





# LITERARY ARTS

# ADALAT LAFZON KI

Participation:

Maximum 6, Minimum 3.

An electrifying event where intellect meets creativity – the Debate Slam Poetry. Teams engage in fierce debates, weaving persuasive arguments into the fabric of rhythmic and emotive poetry. The stage pulsates with words that spark both the mind and the heart. Audiences witness a collision of ideas and artistic expression, as participants strive to sway opinions through the power of eloquent debate and the soul-stirring cadence of slam poetry. It's an immersive experience, where logic and emotion dance in tandem, leaving a lasting impact on both participants and spectators alike. Structure: The Competition will be structured as per the following format:

Rules:

1. Every team must consist of a maximum of 6 or a minimum of 3 members each.
2. Participants collaborate to seamlessly blend intellectual depth with artistic expression.
3. All slam poetry and arguments must be original. Plagiarism is strictly prohibited, and participants are encouraged to bring their unique perspectives to the stage.
4. Teams will receive a specific motion for their slam poetry 30 minutes before the debate. The motion will be selected by the organizers and kept confidential until the designated time. Teams will be randomly assigned the motion for each round, adding an element of surprise and ensuring equal distribution of topics. Additionally, during the 30-minute preparation period, teams will participate in a lottery to determine whether they will present the case or take the opposition side.
5. The debate will take place in league rounds.
6. Teams present their opening statement in the form of a slam poetry based on the given motion.
7. Following the poetry, there will be a brief oral debate segment. Teams engage with each other's arguments, providing an opportunity for dynamic interaction and the exchange of ideas.
8. After the end of the rebuttal round the teams will have to present their closing statement in the form of slam poetry.

- 
9. Teams advancing to the final and semi-final rounds will receive a certain genre in addition to their assigned motion. The given genre will dictate the stylistic approach of both the opening and closing statements for these specific rounds. Genres could include, but are not limited to, spoken word, sonnet, free verse, rap, haiku, or any other poetic style.
  10. Each team can only use English or Hindi as their language
  11. Time for opening statement rebuttal round and closing.
  12. The judge will have the ultimate authority to decide the winner of the debate.
  13. Points will only be considered in case of tiebreakers, with the judge's conviction being the primary factor.
  14. No personal comments or anecdotes are allowed between the participants.
  15. Only the participants, organizers, and the judge are permitted to speak once the debate starts.
  16. The audience is allowed to watch but cannot come forward to start a discord or interfere in the proceedings.
  17. The judge may cross-question participants during the debate for fact-checking purposes.
  18. Participants should maintain dignity while addressing the judges or anyone in the room.
  19. Foul language, direct political references, comments on religion, homophobia, sexism, racism, and swearing are strictly prohibited.
  20. Participants are required to maintain decorum and refrain from aggression and violence during the debate.
  21. Delay for any reason will not be allowed to ensure the smooth flow of the debate.
  22. Participants are required to submit a PDF document containing the poems they will be reciting.
  23. A plagiarism report must accompany the document, ensuring that the content's plagiarism is below 30%.
  24. This submission must occur 10 minutes before participants present their case to allow for prior verification.
  25. Plagiarism is strictly monitored, and poems exceeding a 30% plagiarism threshold will be deemed invalid.
  26. Once registered, no substitutions will be allowed for participants in the debate.
  27. The winner of each round will be decided by taking the average of both the judging criteria.
  28. The league rounds will be on day one followed by the quarter final semifinal and final round on day two. BE ALLOWED ONCE REGISTERED O SUBSTITUTIONS WILL BE ALLOWED ONCE REGISTERED

Time for league round

Opening Statement: 1.5 minutes

Rebuttal Round: 5 minutes

Closing Statement: 1.5 minutes

Time for final and semi-final round and Quarter final round.

Opening Statement: 2.5 minutes

Rebuttal Round: 10 minutes

Closing Statement: 2.5 minutes

Judging criteria

For opening and closing statement. (poem)

1. Creativity and originality in language and imagery
2. Effective use of voice modulation, rhythm, and pacing.
3. Stage presence and overall delivery.
4. Alignment with the assigned motion's theme. Staying within the allocated time limits.
5. Efficient use of time for impactful delivery.

For rebuttal round.

1. Clarity and strength of counterarguments presented.
2. Logical reasoning and coherence in responding to opponents' points.
3. Efficient use of the allotted time for the rebuttal.
4. Avoiding excessive repetition and staying focused on key rebuttal points.
5. Demonstrated interaction with opposing arguments.
6. Responsiveness to counterarguments presented by the opposing team.
7. Ingenuity and Ability to Answer Questions
8. Style, Poise, Courtesy & Demeanour
9. Time Management & Organization

**REGISTER NOW**



# UNFINISHED CHRONICLES

## Unfinished Chronicles

**Overview:** "Unfinished Chronicles" is a literary arts event that challenges teams to reimagine significant historical events that did not have a conclusive outcome. Participants will be tasked with crafting their own versions of the story, providing creative and thought-provoking perspectives on what might have happened.

**Minimum participants per class:** 1

**Maximum participants per class:** 3

**Duration:** 40 minutes

### Rules:-

- **Students(team) have to prepare only ONE script based on the topic assigned to them on the event day.**
- Teams will be randomly assigned a historical event or story by the organizers at the beginning of the event.
- The given story will be a historical event with an unresolved or ambiguous outcome.
- Teams are required to submit their narrative outcomes in handwritten form, it can be a script dialogue, essay, whatever helps them describe the possibility better.
- Submissions should be legible, well-organized, and presented in a neat and professional manner.
- The teams will be given the story 10 minutes before the commencement of the event in accordance with chit allotment(all participants need to be present 30 mins before the commencement)
- The teams will have to utilize this time to go through their story and do adequate research regarding the historical aspects of the event.
- After this the participants will not be allowed to use any devices whatsoever.
- If the handwriting of a submission is not deemed readable by the judges, the submission will be considered invalid.
- It is the responsibility of the participating teams to ensure the legibility of their handwritten narratives.
- Submissions should not exceed 300 to 350 words.
- Teams must adhere to this word limit to ensure concise and focused narratives.

- Once they have started writing, they can leave the premises once they are done with writing the story. Participant/s once done have to submit their work to the organisers. (They cannot take it back once submitted)
- **EVERYONE STARTS TOGETHER AT THE DESIGNATED TIME.**
- If any team is coming late to the event due to any unforeseen circumstances, they will not be allotted extra time. (They must finish their script in whatever time left)
- Participants failing to submit a COMPLETE SCRIPT will not be eligible for participation points.
- Participants will be provided only one sheet of paper.
- A second sheet of the same paper will not be provided to the students under any instances of scribbling out the necessary word, or a mistake.
- The script will be handwritten and on topic with No Use of Inappropriate language, Abbreviations or Slangs.
- In case of any implications, the decision taken by The Management, Dean of Student Affairs, The Students' Council and the faculty will be final. In case of a tie, the cumulative score of creativity and satire will be considered.
- The winners would be completely decided by judges.

### **Judging Criteria:-**

- Creativity and Originality
- Historical Accuracy and Research
- Storytelling and Narrative Flow
- Presentation Style and Engagement
- Adherence to the Theme
- Plot innovation
- Vocabulary
- Grammar
- Topic Implication
- Slogan/Quote
- Incase of a tie, tiebreakers would be based on hidden metaphors or satire used to help create a better script and neatness.

**REGISTER NOW**



# ESCAPE ROOM

No of teams per class: 1

No of participants per team: 3 + 1 (substitute)

## Rules:-

- The key to escape the room is in a chest, That can only be unlocked via a specific code.
- The teams must solve a series of minigames to crack the code and escape the room.
- A member of the organizing team will be calculating the time taken to complete the tasks + decrypt the code
- Destroying any prop or opponent's sheets will lead to disqualification.
- No other team/student will be allowed to enter the venue once the event begins and no request for substitutions will be allowed on the day of the event.
- Only 1 substitute is allowed for the entire event.
- Participants should be on their best behaviour and maintain dignity while addressing the concerned organizing members
- Use of foul language and intimidation is strictly prohibited and if found necessary the team will be disqualified.
- Three warnings given to a team will result in immediate disqualification.
- The first round will be done in sets. Highest highest-scoring teams will qualify to the further rounds. Every qualified team needs to be present 15 minutes prior to round 2.
- No participant will be allowed to leave the room then onwards till end of the event.

## Mini Games

### 1) Trivia Round:

Set of teams will be presented the MCQ questions on Animal Farm by George Orwell

- Questions will range from easy to hard
- The questions will be presented to all participants for 10 seconds (mcq).

- After 10 seconds is up (for every question), they are not allowed to write the answer after that.
- Only one participant per team may raise their sheet with the answer. (predecided )
- Answer Submission: Every team notes down the answer on a sheet and presents it to the moderator(right answer won't be revealed)
- After every round, the teams gets one clue(alphabet) of the word.

#### Answering Procedure:

- Answers must be clear, concise, and relevant to the question asked. Only right answer will give them points
- Scoring: Correct answers earn the team a set number of points based on the difficulty of the question.
- Phones and use of internet is strictly prohibited for this round.
- If found cheating the participating team is disqualified and cannot participate in further rounds.
- Time Limit: Participants must provide their answer within a designated time limit, typically a few seconds after being called upon.Violation of this rule will result in a warning.
- Fair Play: Speaking out of turn or interrupting while another participant is answering a question will result in a warning.
- Cheating, plagiarism, or disruptive behavior will result in disqualification from the event.
- Moderator's Authority: The moderator has the final authority in determining the correctness of answers, awarding points, and managing the flow of the trivia round.
- All decisions made by the moderator are final and binding.
- Total Points: The total points earned by each team in the trivia round will contribute to their overall score for the Literary Quest event.
- The teams with the highest cumulative score at the end of this minigame proceed to the next with a code.

**ANY DECREPACIES ABOUT THE EVENT NEED TO BE ADDRESSED PRIOR TO THE COMMENCEMENT OF THE EVENT, PARTICIPANTS OPINION WON'T BE CONSIDERED ON THE DAY OF THE EVENT OR POST EVENT.**

## 2) Plot Puzzle Relay

Objective:

- Plot Puzzle Relay is to arrange a series of 5/6 condensed subplots(events) OF HARRY POTTER SERIES on cards in the correct chronological order.
- Once teams have arranged the subplots in the correct order, they must submit their solution to the event organizer
- If the order is right ,the team proceeds to the next minigame and gets the next code.
- Teams should ensure their submission is clear and well-organized to facilitate verification.
- Any attempts at cheating, tampering with materials, or disruptive behavior will result in disqualification from the challenge.

● Qualification criteria:

-The team once arranged it in a series have to submit their answer to the organisers- **Their time stops there.**

-Once submitted, the team will not get the paper back for any arrangements or changes (Every team will be timed)

-If the order is wrong, for every wrong arrangement of the series, 10 seconds will be added to their total time.

● In case of any implications, the decision taken by The Management, Dean of Student Affairs, The Students' Council and the faculty will be final.

● In case of a tie, the cumulative score of all minigames will be considered.

In case theres a tie, the teams level on points will have to participate in a tie breaker minigame (Mad Hatters Toss)

### 3) Mad Hatters Hat Toss

- Participants will be provided 2 sheets of paper in order to make the paper balls.
- The Mad Hatter's Toss station is set up with a bin placed at a designated distance from the throwing line.
- Team members will be placed at specific distances from the bin.
- A team member holds the Mad Hatter's hat(cap) as a prop and attempts to toss a paper ball into the next member's hat using the hat as a throwing aid.
- Once the paper ball reaches the last team member's hat, that member has to toss it successfully into the bin from the specified distance.
- Upon successfully landing the toss into the bin, the team is given a final code.
- In case of any implications, the decision taken by The Management, the Dean of Student Affairs, The Students' Council and the faculty will be final.
- In case of a tie, the cumulative score of all minigames will be considered.

The participants now have a code from the first 2 minigame. They are meant to arrange that code in an order that matches the passkey to unlock the chest. At the end of each minigame the code given has to be accumulated and then used to fill in the blank and show the complete word to the moderator so as to escape the room. The time taken to do this will be considered.

**REGISTER NOW**





# SPORTS

# AQUA DODGE

**Participation** - 1 team of 4 per class.

## **DESCRIPTION:**

Welcome to the Aqua Dodge Splashdown Showdown, where dodgeball meets a watery adventure! Picture this: a vibrant, sun-soaked arena divided by a glistening plastic sheet boundary drenched in slippery, soapy water, setting the stage for the ultimate summer showdown.

## **RULES:**

- Each team will get a chance to be on the throwing side and dodging side once.
- Toss decides which team will dodge first.
- The team dodging has to remain inside the boundary of the slippery plastic sheet.
- Each player on the throwing team can throw the ball as many times as possible.
- Throwing team players need to stand behind the drawn line and throw the ball one by one.
- After one player of the throwing team throws the ball any member from the team can go take the ball back and throw it again.
- In case the ball remains inside the plastic sheet, time will be paused and the area Junior Council Member will remove the ball and give it to the throwing team.
- Defending players cannot sit down on the plastic sheet.
- The ball must be thrown below the neck. Forearms and upper arms are allowed.
- If a player throws the ball at the defending team player above the neck (or hits the head or face) a minute gets added to the throwing team's time along with a warning.
- Overall 2 warnings will be given, 3rd warning will result in the team/player being disqualified from the event.
- Players must play barefoot inside the plastic sheet. No socks are allowed as well. The team throwing the ball can wear shoes outside the sheet.
- Any player on the dodging team who is hit by a thrown ball below the neck, including hands, shall be considered eliminated from the round and must exit the playing area immediately.

- Participants are expected to conduct themselves in a manner that upholds the spirit of fair play, respect, and sportsmanship throughout the duration of the event. Failure to do so may result in disciplinary action, up to and including expulsion from the event.
- The students' council decision is final.
- The Management , Dean of Students' affair and Students' Council reserves the right to edit the rules anytime and disqualify teams for reasons not being stated in this list or take action
- By registering for the Aqua Dodge Splashdown event, all participants hereby acknowledge and agree that they are voluntarily participating in this activity at their own risk. Participants understand and accept that engaging in physical activity on a slippery surface may result in injury, including but not limited to slips, falls, collisions, and muscle strains.**
- Participants further acknowledge that the Student Council, event organizers, volunteers, and any associated parties shall not be held liable or responsible for any injuries, damages, or losses sustained during the event, whether caused by negligence, accidents, or other circumstances.
- Participants hereby release and waive any and all claims, demands, liabilities, and causes of action against the Student Council, event organizers, volunteers, and any associated parties, arising out of or in connection with their participation in the Aqua Dodge Splashdown event.

#### **Judging Criteria:**

- Team that eliminates the opponent team in the least amount of overall time will win.
- In the event that none of the teams are able to fully eliminate the opposing team within the designated time frame, the team that has successfully eliminated the highest number of players in the shortest amount of time shall be declared the winner.

**VENUE: Backcourt**

**REGISTER NOW**



# FIFA SHOWDOWN

**Participation :- 2 participant per class as a team**

**Description :-**

Get ready to witness the ultimate clash of virtual titans on the digital pitch! Join us for an electrifying esports extravaganza as top FIFA gamers compete in a battle for supremacy. Feel the adrenaline, experience the skill, and cheer for your favorites as they go head-to-head in the virtual arena. It's not just a game; it's a spectacle of precision, strategy, and heart-pounding moments. Welcome to the FIFA Esports Showdown – where every goal counts and champions rise!

**Rules :-**

- 4 minutes per half -classic match
- Draw your team's destiny from our chit bowl, setting the stage for a thrilling FIFA showdown. Each chit holds the key to your virtual victory – the team with which you will be playing .
- Before every match a toss will be done ONLY to decide who gets to pick the team first.
- Team that starts first will be auto decided and not based on the TOSS.
- Every match , you can get a different team based on your luck of picking the chit.
- Knockout matches will be conducted.
- Limited number of teams will be available to choose.
- Teams available to choose are : Real Madrid , FC Barcelona , Manchester United , Manchester City , PSG , Juventus , FC Bayern Munich, Chelsea, Tottenham Hotspur , Arsenal , Dortmund , Inter Miami , Al-Nassr FC.
- Penalty indicator and training mode need to be switched off.

**JUDGING CRITERIA :-**

- Player scoring the most goals wins.
- In case of a draw , extra time match will be conducted.
- If extra time also ends in a draw then it leads to penalties. Team winning the penalty shootout wins

**REGISTER NOW**



The background features a circular opening in a ring of fire, set against a dark, atmospheric landscape. Inside the circle, a lush, green jungle with various trees and foliage is visible. In the distance, there are tall, rocky mountains under a dark sky. The overall scene has a mysterious and dramatic feel.

PERSONALITYY

# CRCC ROADIES

**Participation per class: 10 participants (5 girls and 5 boys) : Individual event**

## Description :-

**Participants will be called upon to fill out a questionnaire.**

**They will receive details regarding the time duration required to complete the entire form prior to the event. After filling out the form, participants can exit, following which they will be called for round 2(if selected). The event will consist of an audition judging the participants' overall personalities. Everything that occurs during the audition will remain confidential and will not be disclosed outside the room. Participants are requested to open up freely. Please thoroughly review the rules and regulations before entering the audition room. Participation is at your own risk.**

## Rules :-

- The event will consist of an interview based on the answers written for the questionnaire, judging the participant's personality.
- A few tasks might be included based on the judge's discretion.
- Participants, in any case, are not allowed to be disrespectful toward the judges.
- The judges have the right to make them do any suitable task or activity.
- Performing a given task is completely a choice of the participant based on which he or she will be judged.
- Participants failing to submit the questionnaire will not be eligible for participation points.
- 20 participants will be selected for the interview round on the basis of the answers written in the questionnaire.
- The council is in no way accountable for the tasks or questions asked by the judges.
- In case of a tie, priority will be given to the cumulative score of confidence and entertainment.
- The decision of the organising team will be final and no arguments will be entertained under any circumstances.
- The Management, Dean of students' affair and students' council reserves the right to edit the rules anytime and disqualify teams for reasons not being stated in this list or take action.

## JUDGING CRITERIA :-

- Confidence
- Frank nature
- Boldness
- Entertainment value Judging will be done based on the participant's performance, as deemed fit by the judges

**REGISTER NOW**



# DEVILS ADVOCATE

Participation per class: 1 team consisting of 3 participants

**DESCRIPTION:** The term 'devil's advocate' originated from the Catholic Church, where, during the canonization process, an official was appointed to argue against the canonization of a candidate. The purpose was to ensure that all possible objections and counter arguments were considered before declaring someone a saint. In a broader context, playing the role of devil's advocate means presenting arguments or objections against a commonly accepted belief or course of action in order to stimulate critical thinking and discussion.

## RULES:

- The motion of the debate will be given an hour prior to the commencement of the round.
- Once the motion has been given the participants have to research all possible scenarios and facts related to the motion.
- Both teams have to be present 15 minutes prior at the venue allotted.
- A maximum of 5 minutes as buffer time will be given, after which the team still not present at the venue will have to forfeit the match and the opponent will be given a bye.
- After both teams are present at the venue the round will commence.

## FLOW OF THE EVENT:

- Each team has 3 participants and each participant gets one minute to put forth their idea. (Who proposes first will be done according to a toss)
- After one member of the proposing team member has put forth his argument, the opposing team selects one member to propose his arguments.
- This goes on until all members of both teams have finished putting forth their argument.
- The proposing team now becomes the opposing team and the same procedure follows.
- Then there will be a final round of 5 mins where both teams can put forth their arguments.

## JUDGING CRITERIA:

- Logical Consistency: Points awarded for the coherence and logical flow of arguments presented by each team.
- Depth of Argumentation: Evaluation of the depth and breadth of evidence, examples, and reasoning provided to support each team's position.
- Challenge to Assumptions: Assessment of the teams' ability to question and challenge underlying assumptions, both of their own arguments and those of their opponents.
- Consideration of Opposing Viewpoints: Recognition of how well each team acknowledges and addresses counterarguments and alternative perspectives.
- Presentation of Counterarguments: Evaluation of the effectiveness and persuasiveness of the counterarguments presented by each team against their opponent's position.
- Anticipation and Response to Weaknesses: Analysis of how well each team anticipates potential weaknesses in their own arguments and responds to them effectively during the debate.

**REGISTER NOW**



# MR AND MS CRCC

**Participants: No limit (only for final year)**

## Description :-

Join us for a captivating journey of individuality and charisma in our Personality Contest! Celebrating diversity and uniqueness, this event invites participants to showcase their distinctive traits, talents, and charm. From wit to warmth, confidence to compassion, witness a spectrum of personalities shining brightly as they compete for recognition and admiration. Prepare to be inspired and enthralled by the essence of human spirit on display.

## Rules :-

- Rules for Mr. and Ms. CRCE (Third Round):

### Round 1: Written Questionnaire:

- All participants will be given a written questionnaire assessing their personality traits, interests, and motivations.
- Here they have to be their most creative self at the same time being their own self.

**Qualification: 10 boys and 10 girls will proceed to the next round.**

### Round 2: Title: What If? - The Ultimate Improv Challenge

- Objective: The aim of the game is to showcase your comic and acting skills by creating entertaining scenarios based on mismatched character/person and situations. The key to success in "What If?" is spontaneity, creativity, and the ability to turn unexpected situations into comic gold!

## Rules:

- There will be two sets of chits – one with character/person names and the other with situations.
- Participants must perform a short improvisational skit or act based on the mismatched character and situation they selected.
- Each performance should be between 3 minutes maximum.
- A panel of judges, including teachers or guest judges, will evaluate performances based on creativity, humor, improvisation skills, and overall entertainment value.
- Offensive or inappropriate content is strictly prohibited and may result in disqualification.

- Performances will be timed, and participants must conclude their acts within the specified time limit.
- Exceeding the time limit may result in point deductions. Winners will be announced based on the judges' evaluations.

### **Round 3: Skill Showcase:**

- Each participant will be given a specific amount of time to showcase their skills. This could include talents such as singing, dancing, acting, poetry recitation, or any other unique talent they possess.
- Participants must ensure that their performance is appropriate for the audience and venue.

### **Ramp Walk & Question and Answer Session:**

- Following the skill showcase, participants will proceed with a ramp walk.
- Participants are required to dress in appropriate attire that complements their personality and showcases their style.
- The ramp walk should demonstrate confidence, poise, and stage presence.
- Participants should adhere to the time limit set for their ramp walk.
- After the ramp walk, each participant will be asked a series of questions by the judges.
- Questions may vary and could include topics related to personal experiences, current events, societal issues, or general knowledge.
- Participants must respond articulately and confidently while maintaining respect and professionalism.
- The time allotted for each participant to answer the questions will be predetermined and announced before the session begins.

### **Judging Criteria:**

Participants will be judged based on various criteria including but not limited to:

- Talent and skill demonstrated during the showcase.
- Confidence, poise, and stage presence during the ramp walk.
- Clarity, coherence, and depth of responses during the question and answer session.
- Overall personality, charm, and ability to engage the audience and judges.
- Judges will evaluate each participant impartially and without bias.

### **Rules and Regulations:**

- Participants must adhere to the rules and guidelines set forth by the organising committee.
- Any form of misconduct, inappropriate behaviour, or violation of rules may result in disqualification.

**REGISTER NOW**



# CRCE FITTEST

**Participation per class: 6 participants (3boys + 3 girls) - Individual event**

## **DESCRIPTION:**

CRCE's Fittest is an exhilarating sports competition encompassing various disciplines, challenging participants to showcase their prowess in strength, agility, and endurance. Athletes engage in a dynamic array of events, from sprinting and lifting to strategic games, embodying the ultimate test of athletic versatility and determination.

## **GENERAL RULES:**

- No recordings will be permitted throughout the event. Hence no recordings will be entertained.
- A buffer time of 5 minutes will be given after which the race will commence as for the first round and the participant won't be given another chance. As for the second round the opponent will be given a bye.
- Any unsportsman-like behavior will lead to direct disqualification.
- The council's decision will be final.
- If any arguments have to be put forth, only the cultural captain will be allowed to do so.

## **ROUND 1:**

- This round consists of a sprint across a predetermined path inside the college campus. The fastest finishers shall qualify for the following rounds.
- The participants will be divided into groups and heats shall be conducted.
- Participants not reporting at the venue prior to the start of the heats will be disqualified.
- The fastest 2 finishers from each heat shall qualify for the next round.
- Participants cannot take part in multiple heats.
- At the start of the race, participants will first be given a warning in case of a False Start, followed by a disqualification for a second offense.
- Intentional pushing and shoving (discretion of the organizing committee) during the race will result in a direct disqualification.
- Any deviation from the decided route, shortcuts and incomplete finishes will result in a direct disqualification.

- Participants are not allowed to argue with the volunteers or the organizing committee, any issues raised will be solved after the race.
- We will be recording the event, kindly refrains from taking any videos. No other recordings will be entertained.

### **ROUND 2:**

- This round would be an arm-wrestling match between the qualified participants for the event.
- The matches would be a best of 3 (first to 2 win, wins).
- A toss will be done to choose if the participants want to use their right or left hand for the first match. For the second match the other hand will be used.
- In case of a third match a toss will take place for hand selection.
- Competitors will start a match in the referee's grip.
- There are numerous fouls that can be committed in Arm Wrestling. These include touching a part of your own body during the match, crossing their shoulder into the opposition area, dropping the shoulder below the height of the table, foul language, abuse or poor sportsmanship to name a few, all of these will be penalized. 1 warning will be issued and on second offense the participant will be disqualified.
- No moment of elbow outside the area given, if you do so you will be given a warning at first and then the point will be given to the opposite team
- Participants have to keep the other hand behind your back.
- Participants are not allowed to stand.
- Participants have to keep their hands on the same level as the opponent.

### **ROUND 3:**

- This will be revealed on the day itself.

A circular opening in a ring of fire, revealing a lush jungle landscape with waterfalls and mountains.

NEW EVENTS

# DIRECTOR'S CUT

**Description:** Step into the spotlight and unleash your inner Bollywood maestro with Director's Cut, a captivating segment of our cultural fest. Here, participants weave magic by summarising and enacting beloved Bollywood movies. But there's a twist – only 'U/A' rated Bollywood gems are on the table, ensuring a delightful experience for audiences of all ages. With a dash of creativity and a sprinkle of flair, participants bring these cinematic wonders to life, incorporating iconic songs to elevate their performances and leave the audience spellbound.

## Rules:

- **Movie Selection:** Participants must choose a 'U/A' rated Bollywood movie for their presentation. Only movies classified as suitable for all audiences are allowed.
- **Time Limit and Presentation Styles:**  
First Years (3 minutes): Embrace versatility by enacting a scene from the movie, crafting a musical rendition, or summarising the plot through song. Props are permitted to enhance the performance. Setup time: 2 minutes.  
Second Years (3 minutes): Expand horizons with options to enact a movie or a scene, fuse music with performance, or create a musical medley encapsulating the essence of the chosen film. Props may be utilized to enrich the presentation. Setup time: 2 minutes.  
Third Years (5 minutes): Dive deeper into cinematic expression with extended time, offering flexibility to explore various presentation styles such as enactments, musical interpretations, or thematic fusions. Prop usage is encouraged to elevate the performance. Setup time: 2 minutes.  
Final Years (10 minutes): Command the stage with a full-length enactment of the chosen movie, employing props to create immersive experiences and transport the audience into the cinematic realm. Setup time: 2 minutes.  
(Participants must effectively summarise the key plot points, characters, and themes of the movie within this time frame.)
- **Adherence to Time Limits:**  
Strict adherence to the allocated time limit is essential.  
Points may be deducted for exceeding the allotted time.

## ● Content Guidelines:

The content of the presentation must be suitable for all ages.

Avoidance of any objectionable or inappropriate material is mandatory.

Presentations should maintain the integrity and essence of the chosen movie while ensuring it remains family-friendly.

## ● Use of Songs:

Participants are encouraged to incorporate songs from the selected movie into their presentations. Songs should be selected judiciously to complement the storytelling and evoke the mood and emotions of the movie.

**Originality and Creativity:** Participants are encouraged to infuse their presentations with originality and creativity. Innovative storytelling techniques, use of props, and effective use of audio-visual aids are highly encouraged.

## ● Language and Behavior:

Strictly prohibit foul language, illicit scenes, or inappropriate behavior..

## ● Screening and Modifications:

Performances will undergo screening on 11th March.

Necessary adjustments must be made based on the council's review.

No use of foul/ vulgar language, illicit scenes, inappropriate behaviour are allowed in the performance. If any such behaviour is seen, the team will immediately be disqualified.

Screening of the entire performance will be conducted on 12th march and any necessary changes requested will have to be made or any specific scenes will have to be taken out on the basis of the councils review

● The organising team will be providing 3 lapel mic's and 2 cordless mic's to the performing team.

● Classes are not encouraged to use voiceover for any main dialogues.

## Judging Criteria:

- Clarity and coherence in summarising the movie's plot and themes.
- Creativity and originality in presentation style and delivery.
- Integration and relevance of songs within the presentation.
- Costumes
- Prop relevance and usage of props
- Overall engagement and entertainment value for the audience.

- Technical Requirements: Participants must ensure all technical requirements for their presentation (audio, visual aids, props, etc.) are arranged in advance. Any technical issues encountered during the presentation will not result in additional time allowances.
- For any pre-recorded soundtrack that is required to be played, the audio should be sent to the students council email before 10th March 2024 (6pm) at [studentscouncil.crce23@gmail.com](mailto:studentscouncil.crce23@gmail.com).
- Note: The Students council reserves the right to disqualify any team that violates the event rules or fails to adhere to the spirit of the Director's Cut segment. All decisions made by the judges and organisers are final.

# FOLKLORC FESTA

## Description:

This event celebrates the rich cultural heritage of India through folk dance and folk songs. Each participating first-year class will be allotted one state of India and will perform a proper folk dance along with a folk song from that state. (FOR FEs)

## Rules:

### ● State Allotment:

- Each participating first-year class will be randomly allotted one state of India for their performance. The state allotted will determine the folk dance and folk song selection for the performance.

### ● Performance Time:

- Each class will have a total performance time of 5 minutes, including both the folk dance and the folk song. Classes should manage their time effectively to ensure they stay within the allocated time frame.

### ● Costumes and Props:

- Classes are encouraged to wear traditional costumes representing the culture of their allotted state. The use of props relevant to the folk dance and song is allowed but should be minimal and easy to set up and remove within the allocated time.

### ● Music Submission Deadline:

- All music tracks for the folk dance and folk song performances must be submitted to the event organisers no later than March 8th.
- Failure to submit music tracks by the deadline may result in disqualification from the event.

### ● Screening of Dance:

- A screening of the folk dance performances will be conducted on March 11th to ensure adherence to the rules and guidelines.
- Classes must be present for the screening and should be prepared to make any necessary adjustments based on feedback provided by the organisers.

### ● Safety Precautions:

- Safety of all participants is paramount. Classes should ensure that their performances are safe for all members involved. Any dangerous or risky manoeuvres should be avoided. Classes are responsible for any injuries or accidents caused due to their negligence.
- Classes must arrive at the designated venue at least 30 minutes before their scheduled performance time. Late arrivals may result in a deduction of points or disqualification, depending on the discretion of the organisers.

### **Judging Criteria:-**

- Performances will be judged based on various criteria including but not limited to:
- Cultural authenticity and representation of the allotted state.
- Choreography and coordination.
- Musicality and vocal performance.
- Stage presence and audience engagement.
- Overall creativity and execution.

# ILLUSION FUSION

## Description:

"Illusion Fusion" is an exhilarating event that amalgamates the allure of a fashion show with the dynamism of dance performances. Participants from the second year will showcase a fusion of fashion and dance, crafting mesmerizing presentations that embody the given umbrella theme. (FOR SEs).

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## Rules:-

### ● Theme:

- Each participating second-year team will be provided with the umbrella theme, which they must integrate into their performance seamlessly.

### ● Costumes and Choreography:

- Teams are required to design costumes and choreography that align with the umbrella theme provided.
- Costumes should complement the theme and showcase creativity and innovation.

### ● Music and Sound:

- Teams must provide their own music for their performance.
- Music tracks should be submitted to the event organizers at least one week before the event for technical arrangements.

### ● Time Limit:

- Each performance should not exceed 7 minutes in duration.

### ● Props:

- The use of props is allowed but should be minimal and easy to set up and remove within the allocated time.

### ● Respect and Sportsmanship:

- All participants must demonstrate respect towards fellow participants, judges, and event organizers.
- Any form of disrespect, misconduct, or cheating will result in immediate disqualification.

### ● Safety Precautions:

- Safety of all participants is paramount. Teams should ensure that their performances are safe for all members involved.
- Any dangerous or risky maneuvers should be avoided.
- Teams are responsible for any injuries or accidents caused due to their negligence.

### ● Screening and Modifications:

Performances will undergo screening on 11th March.

- Necessary adjustments must be made based on the council's review.

## Judging Criteria:-

Performances will be evaluated based on various criteria, including:

- Creativity and innovation in incorporating the umbrella theme.
- Coordination and synchronization of movements.
- Costume design and adherence to the theme.
- Musicality and selection of music.
- Overall impact and entertainment value.

# ECHOES OF TIME

## Description:

"Echoes of Time" is a captivating event that takes participants on a journey through different eras of history through dance. Each participating third-year class will be allocated a specific era, and they will perform dances accompanied by songs from that era, encapsulating the essence and spirit of the time period. (FOR TEs)

## Rules:-

- Era Allotment:
  - Each participating third-year class will be allocated a specific era, which will serve as the theme for their performance.
- Song Selection:
  - Teams must select songs that belong to the era allotted to them. Only songs from the designated era are permitted for the performance.
- Music Submission:
  - All music tracks must be submitted to the event organizers before the screening session on March 8th.
  - Teams should ensure that the music tracks are of good quality and appropriate for the performance.
- Screening of Dance:
  - A screening session will be held on March 11th to review the performances and ensure adherence to the rules and guidelines.
- Costumes and Choreography:
  - Teams are required to design costumes and choreography that reflect the style and culture of the era allotted to them.
  - Costumes should be historically accurate and enhance the overall presentation.
- Time Limit:
  - Each performance should not exceed 10 minutes in duration.
- Props:
  - The use of props is allowed but should be minimal and relevant to the era being portrayed.
  - Props should be easy to set up and remove within the allocated time.
- Respect and Sportsmanship:
  - All participants must demonstrate respect towards fellow participants, judges, and event organizers.
  - Any form of disrespect, misconduct, or cheating will result in immediate disqualification.
- Safety Precautions:
  - Safety of all participants is paramount. Teams should ensure that their performances are safe for all members involved.
  - Any dangerous or risky maneuvers should be avoided.
  - Teams are responsible for any injuries or accidents caused due to their negligence.
- Screening and Modifications:
  - Performances will undergo screening on 11th March.
  - Necessary adjustments must be made based on the council's review.

## Judging Criteria:-

- Performances will be evaluated based on various criteria, including:
- Authenticity and representation of the allotted era.
- Choreography and coordination.
- Musicality and selection of era-appropriate music.
- Costume design and adherence to historical accuracy.
- Overall creativity and execution.

# DREAMSCAPES

## Description:

"Dreamscapes" is a spellbinding event showcasing the culmination of creativity and talent through drama-infused dance performances by final-year students. With pre-selected themes, participants will bring their dreamscapes to life on stage, captivating the audience with their emotive storytelling and dynamic choreography. (FOR BEs)

## Rules:-

### ● Theme Selection:

- Themes for the performances have already been pre-selected.

### ● Song Submission:

- All music tracks must be submitted to the event organisers before the screening session on March 8th.
- Teams should ensure that the music tracks are of high quality and thematically appropriate for the performance.

### ● Screening of Dance:

- A screening session will be held on March 11th to review the performances and ensure adherence to the rules and guidelines.

### ● Costumes and Choreography:

- Teams are required to design costumes and choreography that align with the selected theme.
- Costumes should enhance the storytelling aspect of the performance and contribute to the overall aesthetic.

### ● Time Limit:

- Each performance should not exceed 15 minutes in duration.

### ● Props:

- The use of props is allowed but should be minimal and relevant to the selected theme.
- Props should be easy to set up and remove within the allocated time.

### ● Respect and Sportsmanship:

- All participants must demonstrate respect towards fellow participants, judges, and event organizers.
- Any form of disrespect, misconduct, or cheating will result in immediate disqualification.

### ● Safety Precautions:

- Safety of all participants is paramount. Teams should ensure that their performances are safe for all members involved.
- Any dangerous or risky maneuvers should be avoided.
- Teams are responsible for any injuries or accidents caused due to their negligence.

### ● Screening and Modifications:

- Performances will undergo screening on 11th March.
- Necessary adjustments must be made based on the council's review.

## Judging Criteria:-

- Performances will be evaluated based on various criteria, including:
- Interpretation and execution of the selected theme.
- Acting and emotive expression.
- Choreography and synchronization.
- Musicality and selection of theme-appropriate music.
- Overall impact and storytelling effectiveness.

# CONTACT US

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