

SCHOOL OF COMMERCE, FINANCE & ACCOUNTANCY
PRESENTS



FINATEX

EXPLORE INNOVATE. CELEBRATE.

06th & 07th February 2026

EVENT PRIZE POOL

Rs. 1,00,000+

ABOUT CHRIST UNIVERSITY PUNE, LAVASA

CHRIST (Deemed to be University) was founded on the educational vision of St.

Kuriakose Elias Chavara, who established the Carmelites of Mary Immaculate (CMI) in 1831. Starting as Christ College in 1969, it gained recognition for academic excellence, achieving autonomy from the University Grants Commission (UGC) in 2004 and becoming a deemed university in 2008.

The CHRIST Institute of Management (CIM) in Lavasa, inaugurated on July 20, 2014, offers UG, PG, and doctoral programs in Commerce, Law, Data Science, and Management. With advanced facilities and a modern curriculum, the campus promotes holistic education, fostering academic excellence and personal growth through its focus on Excellence and Service!

ABOUT DEPARTMENT OF COMMERCE

The Department of Commerce, part of the School of Commerce, Finance, and Accountancy, focuses on developing global competencies through quality education, research, and innovation. It offers programs like BCom (Financial Analytics), MSc Global Finance and Analytics, doctoral studies, and certifications from global bodies like IMA (USA) and CISI (UK).

The department partners with universities in the US, UK, and EU for faculty and student exchanges and research collaborations. CHRIST received the 'CISI Centre of Excellence' Accreditation in 2016, the only university outside the UK to do so, and the IMA Endorsed School status in 2020. The department is consistently ranked among India's top 10 commerce colleges by India Today.

GENERAL GUIDELINES

- For entry and registration, participants must present a physical copy of a valid College ID for the current academic year.
- The consumption of food or gum is strictly prohibited on campus grounds; participants are encouraged to utilize the cafeteria services for refreshments.
- Smoking, alcohol consumption, or any form of intoxication is strictly prohibited on campus premises.
- Participants are expected to adhere to a formal dress code (The dress code for the event is formal. Gentlemen are expected to wear formal shirts with formal pants and formal shoes, while ladies may opt for formal business attire or a kurti with a dupatta and appropriate footwear.)
- Upon registration, participants will be issued a Proof of Participation (POP) document.
- Participants are required to keep the Proof of Participation (POP) readily available throughout the duration of the event.
- All decisions made by the judges and the organizing committee are final and binding.
- The organizing committee reserves the right to disqualify any participant and maintains the authority to modify arrangements as required.
- For team events, all members must be present simultaneously to complete the registration process.

DISCIPLINARY GUIDELINES

- Damage to any university property, misbehavior, obscenity, verbal or physical abuse/violence of any kind will be treated as a serious offense.
- Avoid carrying valuable items as the university will not be responsible for any loss, damage, or theft of your items.
- Any person found under the influence of any kind of substance will not be allowed to enter the premises under any circumstances, and the whole team will be disqualified.
- As part of our commitment to safety, a thorough screening process will be carried out for all participants upon entry to the event campus. Your understanding and cooperation in this regard are greatly valued.
- Confiscated items will not be returned under any circumstances.
- Any kind of obscenity, vulgarity or inappropriate behaviour will not be tolerated and will lead to consequences at the discretion of the judge(s) or the organizing committee.

THE VAULT BREAK (HEIST SIMULATION)

Concept -

Vault Break is an interactive, multi-round competition designed to test problem-solving, teamwork, memory, analytical ability, and presentation skills.

Team Details -

- Team Size: 4 members (per college)
- Registration Fee: ₹999 per team

Rounds & Structure -

This is a 3-round simulation-based event combining logic, strategy, and role-play.

- Decode clues
- Analyze information
- Crack the vault
- Defend your case in a courtroom setup.

TRADING TRIUMPH LIVE MARKET CHALLENGE

Concept -

Trading Triumph is a hands-on equity market simulation designed to introduce participants to real-world trading, portfolio management, and market analysis.

Details -

Team Composition: 2 Participants

Registration Fee: ₹499 per team

Starting Capital: ₹10,00,000 (play money per team)

Rules & Guidelines -

- No Gadgets Allowed – All calculations and records must be done manually on provided sheets.
- Participants must bring their own calculators.
- Any misconduct (cheating, interference, or unfair practices) will result in penalties or disqualification.
- Teams must maintain proper record sheets throughout the event.
- The winning team is the one with the highest total portfolio value at the end of the game.

M&A WAR ROOM

Concept -

Participants analyze financial statements, negotiate deals, and manage post-merger crises—testing their financial acumen, strategic thinking, leadership, and negotiation skills.

Team Details -

- Team Size: 3 members
- Registration Fee: ₹749 per team
- Each team represents a company with designated leadership and advisory roles.

Event Structure & Guidelines -

- Teams receive financial statements and business scenarios
- Analysis must cover strengths, weaknesses, and deal feasibility.
- Laptops are compulsory.
- Financial modelling, Strategic assessment and Negotiation logic are evaluated.
- All major decisions must have documented justification.
- Time limits for each round will be strictly enforced.

PITCH PERFECT

Concept -

Pitch Perfect is a dynamic and creative competition for 11th, 12th, and junior college students.

Teams identify real-world problems and design innovative, practical solutions, encouraging hands-on learning, teamwork, and strong communication skills.

Team Details -

- Team Size: 2 members only
- Registration Fee: ₹449 per team

Round Structure -

Round 1: Pre-Prepared Pitch

- Teams choose a real-world problem they care about.
- Create a working model, working website, or both.
- Teams must bring their own materials.
- After Round 1, only 5 teams will qualify for the next round.

Round 2: Secret Challenge Round

- A new social problem will be revealed on the spot.
- Teams must design a solution within an hour.
- Participants must bring materials according to their own needs.

THE ULTIMATE BUSINESS QUIZ

Team Size: 2 members

Registration Fee: ₹499 per team

Format: 3 elimination rounds

Rounds -

Round 1: Written Heist

- Written business quiz
- 1 point per correct answer
- Bonus: +2 points

Round 2: Negotiation Table

- Debate on hot business topics
- Judged on logic, confidence, rebuttal & teamwork

Round 3: Vault Raid

- High-speed buzzer round
- Accuracy, speed & composure matter.

Rules -

- No mobile phones or smart devices.
- Report 10 minutes early.
- Misconduct = disqualification.
- Judges' decisions are final.

BOARDROOM BATTLE

Concept -

Boardroom Battle is a corporate-style simulation where students step into executive roles—CEO, CFO, CMO, HR Head, and more—to solve realistic business crises.

Team Details -

- Team Size: 4 students
- Registration Fee: ₹999 per team
- Roles: CEO, CFO, CMO, HR Head, COO/CTO (optional), Advisor (optional).

Time Flow -

- Planning: 10-12 mins
- Presentation: 5 mins
- Q&A: 2-3 questions

Gameplay Flow - Roles assigned → Company background given → Crisis released → Strategy planning → Presentation → Q&A → Scoring → Top teams advance

MARKETING HEIST

Concept -

A fun, escape-room-style marketing challenge testing creativity, analytical thinking, and strategic selling skills under pressure through live ad-making and product pitching.

Details -

Team Size: 3 members

Registration Fee: ₹749 per team

Eligibility: Open to all streams

Rounds: 3 (Elimination after each round)

Rules -

- Each team must have a unique team name.
- Report 5 minutes early.
- Use of mobile phones, smartwatches, or external help is strictly prohibited.
- Teams must follow all instructions carefully.

GENERAL GUIDELINES FINATEX'26 (CULTURE CULT)

- Participants must report 15 minutes before the event begins.
- All performances must stay within the time limit.
- Teams are responsible for their own costumes, props, and music tracks.
- Vulgarity or disrespectful content in music, choreography or presentation isn't allowed.
- For The Vocal Canvas, the storyline must be clear and original.
- For Stepzilla, use of props is allowed if safe and manageable.
- Participants must maintain discipline and follow volunteer instructions.
- Misconduct or arguments with judges/organizers may lead to disqualification.
- Teams should be ready when called , delays may affect scoring.
- Judges' decisions will be final and binding.
- To ensure everything is ready for the set, please submit your song list a day prior to the event.

STEPZILLA (GROUP DANCE)

Concept -

Stepzilla is a high-energy group dance competition where teams bring stories, ideas and emotions to life through theme-based choreography.

Registration Fee: ₹250 x per team member

Performance Guidelines -

- The choreography must be theme-based.
- Teams must use a compilation of 4–5 songs.
- Smooth transitions between songs are encouraged.
- The performance should maintain strong energy, coordination and storytelling
- Use of formations, levels and group patterns is recommended.

Team Details -

- Minimum members: 8
- Maximum members: 10
- All team members must perform together.

Time Limit -

- Minimum: 6 minutes
- Maximum: 10 minutes

(Exceeding the time limit may attract penalties)

THE VOCAL CANVAS (MUSIC)

Concept -

The Vocal Canvas is a unique music event where participants don't just sing—they tell a story through music. This event celebrates creativity, expression and storytelling, allowing performers to paint emotions, experiences and journeys using only their voice and musical flow.

Registration Fee: ₹250 x per team member

Event Format -

- Participants must present a storyline-based performance.
- The story should be clear, engaging and well-structured.
- Song transitions should feel natural and connected.
- Each song should contribute meaningfully to the overall narrative.

Time Limit -

- Minimum: 4 minutes
- Maximum: 6 minutes
- Solo or Duo event (1–2 participants per team).
- Participants may perform in any language or musical style.
- Pre-planned and rehearsed performances are mandatory.

Contact us

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