



IUCEE EWB MCE STUDENTS CHAPTER



ELOCUTION RULE BOOK



**8TH, 9TH
& 10TH SEP**

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Registration now



Round 1 : VARNAMALA



A hilarious test of vocabulary, storytelling, and presence of mind, where participants must build a scene using all 26 letters of the alphabet, from A to Z; each new line starting with the next letter.

The rules of the competition are :

- Only one person from each team will be participating in this round.
- Participants will be given a topic on the spot.
- Each sentence must begin with the alphabet in sequence, starting from A and upto Z.
- Participants must cover all 26 letters in order.
- Use of made up words is allowed for creative effect, but must be limited and not used at all times.
- After quoting a sentence from each alphabet, a pause is desired to avoid confusion before the next sentence is made from the next alphabet.
- The next sentence must be interconnected with the previous sentence so that a story can be built.
- Sentences can be short or long, but must make sense as part of the scene.
- Each sentence must have a minimum of 4-5 words.
- Repeating the same alphabet twice in sequence is also not allowed
- Skipping any letter from the sequence and random disconnected lines of the scene would lead to disqualification.
- No pre-written scripts; this is a test of presence of mind.
- TIME LIMIT: 3 minutes

Judging criteria -

1. Completed A–Z in order
2. Coherence and flow
3. Humor or drama
4. Vocabulary and expressions

EXAMPLE -

Theme: “Job Interview with a Vampire”

A – All right, Mr. Dracula, tell me about yourself.

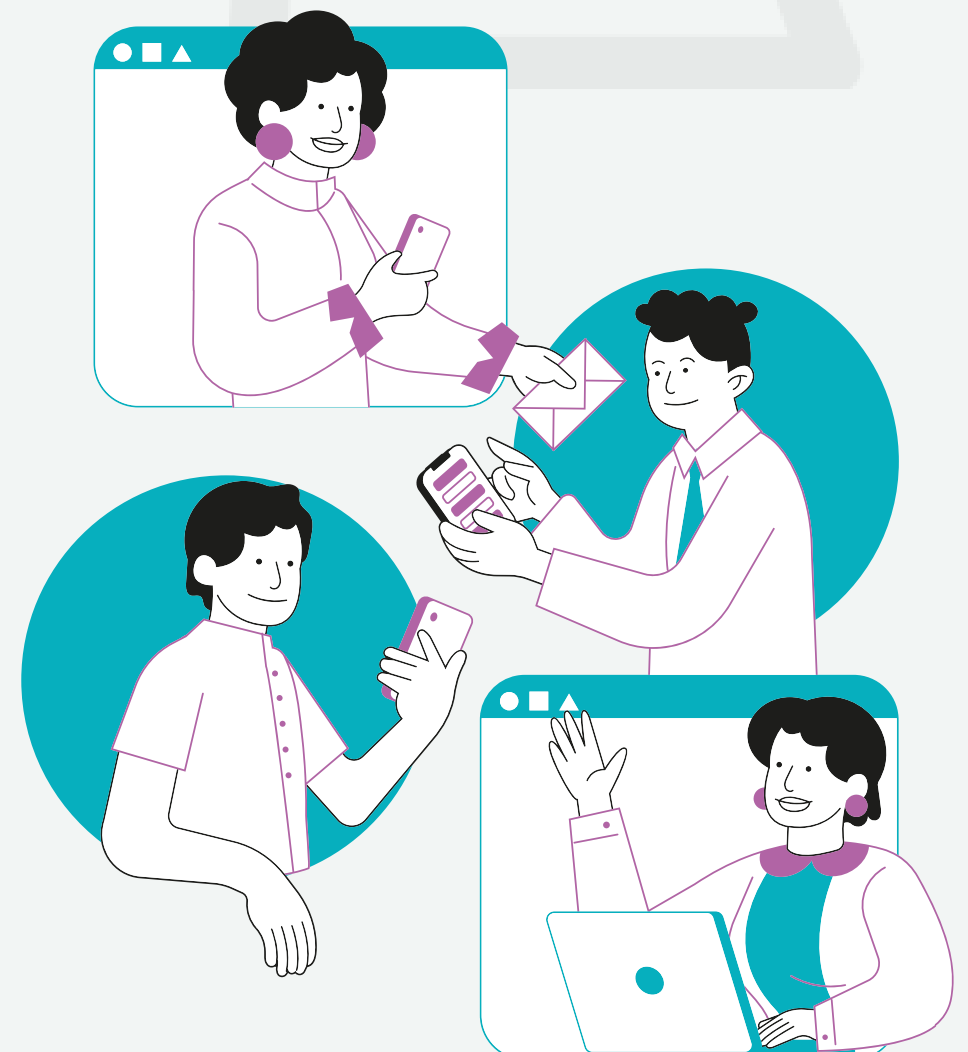
B – Blood is my passion.

C – Could you elaborate on your night shift availability?

D – Definitely! I’m undead and never sleep.

E – Every employer says that until HR gets bitten...

F – Fangs crossed, that won’t happen again!



Round 2 : REVERSE DICTIONARY

Instead of giving you the word and asking for the meaning; we will give you the meaning and you have to hunt for the word, from the paragraph.

The rules of the competition are :

- Only one person from each team will be participating in this round.
- Participants will be given a paragraph followed by 10 questions.
- The questions will contain the dictionary meaning of some words in the given paragraph.
- Participants must carefully read the paragraph, identify the word that matches the given meaning, and write their answers on the answer sheet provided.
- Spelling must be correct. Misspelled answers will not be awarded points.
- Only the exact word from the paragraph is accepted, not synonyms.
- Legible answers are only considered, unclear answers get ZERO.
- Use of mobile phones, dictionaries, or any external aid is strictly prohibited.
- TIME LIMIT: 15 minutes

Judging criteria -

1. 10 questions will be given.
2. Each correct answer carries 1 point.

EXAMPLE -

A Paragraph taken as example:

"Vaishnavi's idea was utterly absurd, but her enthusiasm was contagious. While some laughed, others admired her audacity to think outside the box."

Q1. Meaning: Ridiculously unreasonable or silly

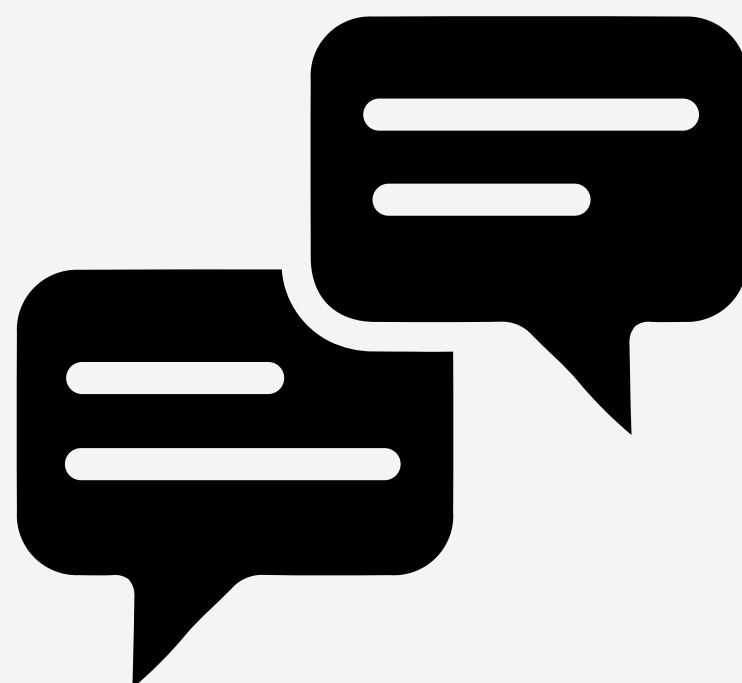
Answer: Absurd

Q2. Meaning: Willingness to take bold risks

Answer: Audacity

Q3. Meaning: Easily spread from one person to another (emotion or feeling)

Answer: Contagious



Round 3 : EMOTIONAL ATHYACHAR

This stage of the contest assesses the participants' skill in adapting the narrative across various genres.

The rules of the competition are :

- This round will be held between 2 teams.
- Only one person from each team is allowed to participate in this round.
- The two teams will be chosen randomly for the matchup.
- An ideal scenario will be given.
- Both the participants will be asked to randomly pick any one genre (genre example : comedy, thriller, action, etc....)
- The teams will participate in a toss to determine who will begin.
- The first participant will start narrating the scenario according to their chosen genre.
- The opponent must then divert the same story toward their own genre when it is their turn.
- Each participant is given 5 chances to divert the story to his genre, and each diversion should not exceed 1 min.
- Any use of inappropriate, offensive, or disrespectful content will result in immediate disqualification.
- The story should remain connected and coherent to the given scenario, even while switching genres.
- Participants must keep the story open-ended for continuation.
- Preparation time is only for thinking, no written notes are allowed.
- PREPARATION TIME: 3 minutes
- TIME LIMIT: 10 minutes

Judging criteria -

1. Accuracy of the transition.
2. Creativeness in the story.
3. Coherence and Flow.
4. Entertainment value.

EXAMPLE -

Ideal scenario: A regular Monday morning in an office.

Team 1 participant chooses the genre "Comedy"

Team 2 participant chooses the genre "Thriller"

The round begins:

T1: It's a typical Monday at the office, and the coffee machine explodes for the third time this week. Dave tries fixing it with chewing gum and a paperclip.

T2: As Dave opens the machine, he finds a suspicious microchip inside, with a blinking red light and the words "Activate Protocol 9."

T1: He panics... not because of the chip, but because he just remembered he's wearing mismatched socks on presentation day.

T2: Suddenly, all computers shut down and a robotic voice echoes: "Unauthorized breach detected, alerting all systems now"

Round 4 : MEMORY PLAY

This round is designed to test your ability to remember the given facts.

The rules of the competition are :

- All the teams are given a document consisting of facts in 4 pages.
- All the teams are given 15 minutes time to study and remember the facts.
- A series of questions based on the facts will be asked.
- Whichever team answers the question correctly is awarded with 1 point.
- The team that raises the baton first gets the chance to answer.
- The baton must be raised clearly above the head, unclear raising will not be considered valid.
- The questions are asked till any one team completes 10 points.
- In case of a dispute, the managing committee will review the video recording to confirm which team raised the baton first.
- Once chosen, the team must answer within 10 seconds, otherwise the chance is passed to the next team.
- Partial and incorrect answers are not accepted.
- Only exact answers as per the given document will be accepted, close or approximate answers are invalid.
- No writing or external aid during the 15 minutes study period.
- TIME LIMIT: 15 minutes of study

Judging criteria -

1. 1 question has a weightage of 1 point.
2. This round has a total of 10 points.



Round 5 : INQUIRY ENCOUNTER

This round tests participant's ability to counter their opponent's moves while also thinking about their sentences.

The rules of the competition are :

- This round will be held between 2 teams.
- Both teams will be given 10 points at the beginning of the round.
- A situation will be provided.
- Instead of speaking a sentence, participants must converse using questions only!
- The situation will have a leading role and a follower role. The roles will be decided by a coin flip.
- The questions framed should be relevant to the given situation.
- Only one question should be asked at a time.
- If the participant does not ask a question within 5 seconds, the chance will be given to the opponent, and 1 point will be deducted.
- If the participant answers instead of asking the question, 1 point will be deducted.
- If the question is repeated more than once 1 point will be deducted.
- Time : 3 minutes.

Judging criteria -

1. Relevance of questions to the situation.
2. Consistency of the given role.
3. Creativity and flow.
4. 10 points will be given.
5. Each correct answer carries 1 point.

EXAMPLE-

Situation: Two roommates arguing over a missing pizza slice.

Participant A (Leader) and Participant B (Follower)

Participant A: "Didn't you say you were on a diet yesterday?"

Participant B: "Does a diet include pepperoni and extra cheese?"

Participant A: "Then why is there tomato sauce on your shirt?"

Participant B: "Isn't that from the ketchup bottle I didn't use?"

Participant A: "So the bite marks on the crust just appeared magically?"

Participant B: "Are you accusing me without proof?"

Participant A: "Do security cameras in the kitchen count as proof?"

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Round 6 : INSTA-RIFF RALLY

This round of the competition is to test the participants' character volatility.

The rules of the competition are :

- Only one member from each team will be allowed to participate in this round.
- Each participant is given a character and a scenario. Ex : The given character and scenario is “YOU ARE A POLITICIAN, WHO HAS WON THE ELECTION”.
- Assuming you are the character in that scenario you need to give a speech. Ex : In the above case you need to give a speech assuming that you are a politician and you have won the election.
- In the speech, participants must speak as the character, explaining who they are, what they do, and their core ideology.
- After the intro, the judges (acting as journalists) and optionally the audience can ask questions. The participant must respond as that character.
- Use of offensive or disrespectful content is strictly prohibited. Violation would lead to disqualification.
- TIME FOR PREPARATION: 5 minutes
- TIME LIMIT FOR SPEECH: 5 minutes

Judging criteria -

1. Content should be related to the character and the scenario.
2. Voice modulation.
3. Proper usage of punctuation.
4. Ability to gather the attention of the audience.



Round 7 : TONGUE TIED TRUTHS

A fast-paced challenge where participants deliver a speech built around a tricky tongue twister repeating it clearly without slipping up, all while keeping it fun and engaging!

The rules of the competition are :

- Each participant is assigned a tongue-twister topic (e.g., “Can canny cats carry candlesticks carefully”)
- They must deliver a coherent speech that includes the tongue twister at least 5 times or more (if wish).
- The tongue twister must be pronounced clearly every time it’s used.
- The sentences need not make a 100% sense, it can be a made up scenario.
- Judges will watch for slurring, skipping, or fumbling.
- PREPARATION TIME: 3 minutes.
- TIME LIMIT: 2 minutes.

Judging criteria -

1. Relevance of the sentences
2. Confidence and Delivery
3. Flow and engagement
4. Creativity in weaving the twister into the speech
5. Vocabulary use

EXAMPLE-

TWISTER : “Can canny cats carry candlesticks carefully?”

“If we teach canny cats to carry candlesticks carefully, maybe... we’re not giving animals enough credit. But can canny cats carry candlesticks carefully in a windy room? That’s the challenge. And if they can, then can canny cats carry candlesticks carefully better than clumsy humans? Possibly yes.”



Round 8 : AD MAD DRAMA

Ad Mad Drama is a laugh-out-loud team round where participants become quirky advertisers for bizarre, made-up products!

The rules of the competition are :

- Everyone from the team should participate in the round.
- Teams receive a fictional product (e.g., WIFI-enhancing shampoo).
- A tone or emotion is also assigned (e.g., Inspirational, Sarcastic, Horror-themed).
- Teams must creatively pitch their fictional item in a given tone; be it horror, melodrama, or pure sarcasm.
- Teams must create and present an advertisement-style pitch using dialogues, slogans, jingles, or even mimicking real commercials.
- PREPARATION TIME: 15 minutes.
- TIME LIMIT: 2 minutes.

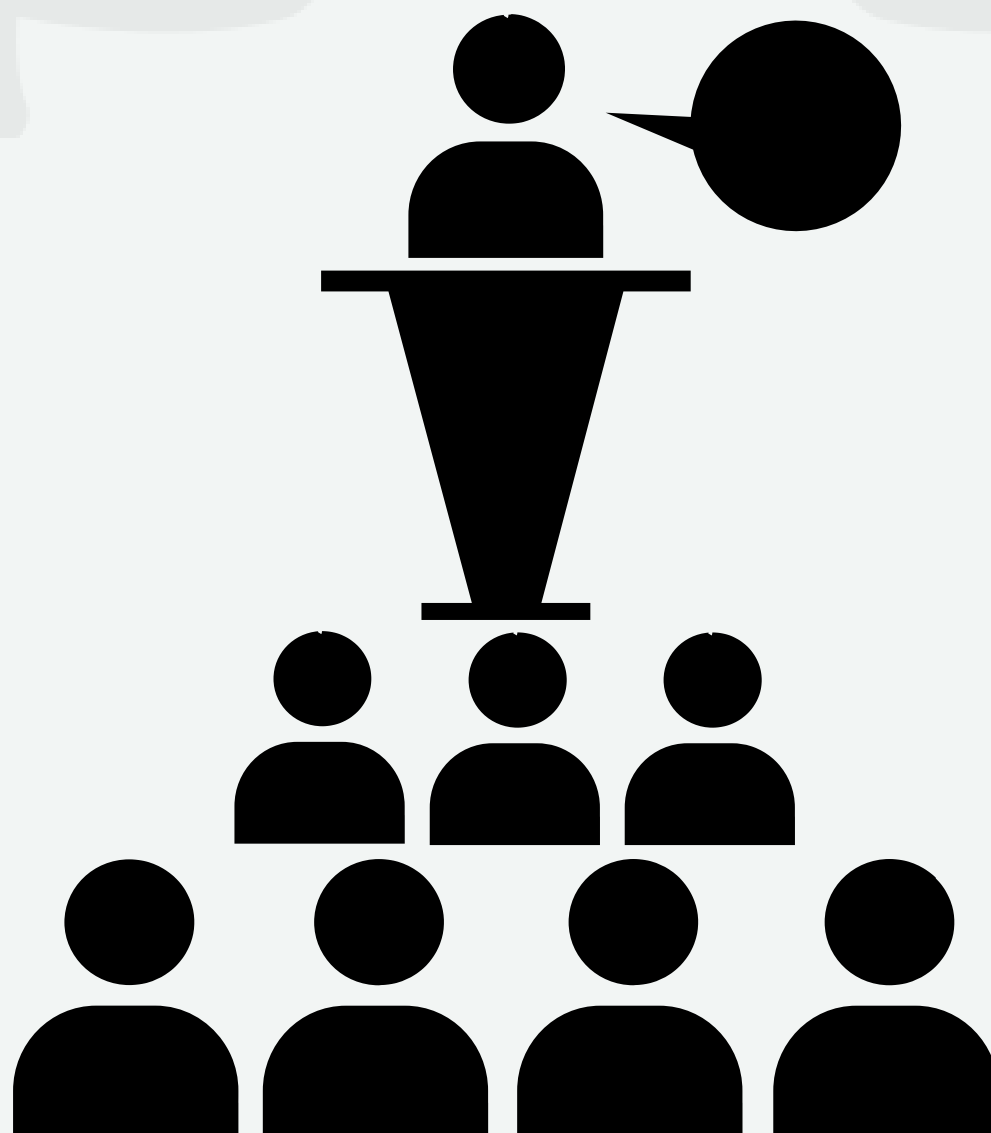
Judging criteria -

1. Creativity of concept
2. Team coordination and delivery
3. Alignment with assigned tone
4. Humor or emotional impact
5. Audience engagement

EXAMPLE-

Product: Wi-Fi-Enhancing Shampoo ; Tone: Inspirational

"In a world full of buffering... one shampoo changed everything. Not just stronger hair... but stronger signals. Lather. Rinse. Connect."



Round 9 : LOOP TALK

A tag-team storytelling challenge where speakers build on each other's lines — but there's a twist! Every sentence must begin with the last word of the previous one. Miss a beat or break the chain? You're out!

The rules of the competition are :

- Two participants (from different teams) speak collaboratively on a random topic.
- Each speaker takes turns building the story or idea.
- Each speaker must begin their sentence with the exact last word of the previous speaker's sentence, regardless of whether it is an article/preposition.
- Only meaningful words count as the last word.
- Filler words, noises, or incomplete endings will not be accepted (eg; okkk..? um..?)
- You have to keep the chain going without breaking flow or structure.
- Participants must respond within 5 seconds of the previous sentence ending, or it will be considered a break in the chain.
- Repetition of the last word is desired, but repeating the entire sentences or ideas is not.
- Stumbling, repetition, or grammar chaos = out!
- Each sentence must not exceed 15 seconds of speaking time.
- TIME LIMIT: 3 minutes.

Judging criteria -

1. Flow & connection
2. Grammar and sentence structure
3. Relevance and creativity
4. Chemistry and quick thinking

EXAMPLE-

Example Topic: "Midnight Snack Adventures"

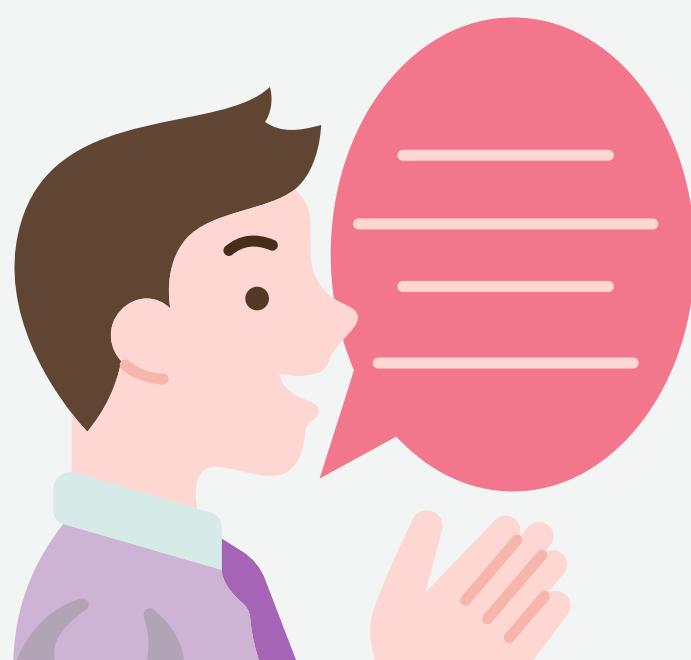
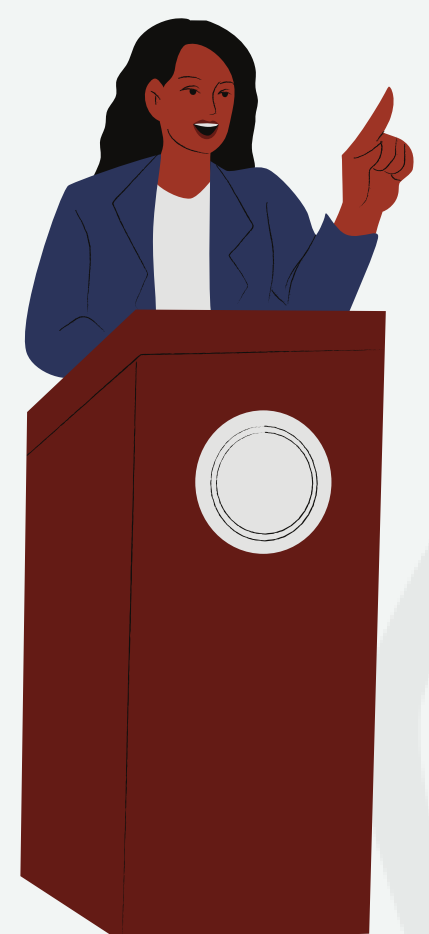
Speaker A: "Midnight hunger hits harder than heartbreak."

Speaker B: "Heartbreak can't be cured by bread... or can it?"

Speaker A: "It usually ends with cold pizza and regret."

Speaker B: "Regret disappears after the third bite."

Speaker A: "Bite into silence... because parents must not know."



Round 10 : DEBATE

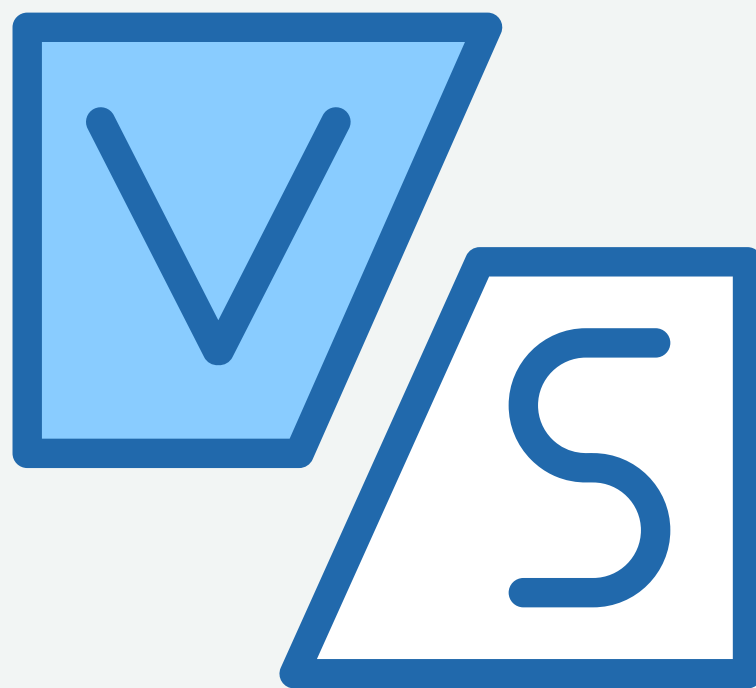
In this round, teams will showcase their capability to craft rebuttals with sufficient evidence.

The rules of the competition are :

- Two teams will be competing against each other.
- A topic will be provided at the start of the round.
- A coin toss will be done to determine the 'FOR' and 'AGAINST' teams.
- Introduction: Each team gets 2 minutes to give a brief on the topic.
- Start of the debate: Again a toss is done to decide which team would go first in the round.
- Once an opening statement is given by a team, another team opposes it.
- Rebuttal session: 15 minutes
- Concluding remarks: 1 minute each for both teams to sum up their stance.
- The decision of the judges shall be final. At the conclusion of the debate, the judges will provide feedback on the strengths and mistakes of each team and announce the strongest debater.

Judging criteria -

1. Use of Arguments: Relevant reasons should be given to support the argument.
2. Use of Examples and Facts: Relevant examples and facts should be given to support reasons.
3. Quality of counters : The quality of the counters provided by the debater is evaluated.
4. Organization and Clarity: Responses should be outlined clearly.
5. Presentation Style: The tone of voice, use of gestures, and level of enthusiasm should be convincing to the audience.








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NOTE : THE ORDER OF THE ROUNDS MAY CHANGE .