



THE KANDIVALI  
EDUCATION  
SOCIETY  
*Education which Liberates*



Kandivli Education Society's  
**B. K. SHROFF COLLEGE OF ARTS &  
M. H. SHROFF COLLEGE OF COMMERCE**

An Autonomous College

NAAC Re-accredited 'A' Grade

ISO 9001:2015 Certified

QS I - Gauge 'Gold Rating' & 'Institute of Happiness' Award

Mentor College under UGC's 'PARAMARSH' Scheme • 'Best College 2017-18' award from University of Mumbai



NATIONAL LEVEL INTERCOLLEGiate FESTIVAL

# CHAKRAWYUHA

Come... Break the Barrier



EVENT ORGANIZED BY



KES COLLEGE ALUMNI (EX- STUDENTS  
ASSOCIATION) REGD. NO: GBBSD -223I/2004

**23<sup>RD</sup> & 24<sup>TH</sup>  
December 2025**

# ABOUT KANDIVALI EDUCATION SOCIETY



Kandivali Education Society (KES) has a rich history dating back to its establishment in 1936. As a pioneering Educational Trust, KES has been renowned for over eight decades for its wide range of educational services, benefiting a student population exceeding 9000. Under the umbrella of KES, seven educational institutes offer a diverse array of programs to provide quality education.

# ABOUT THE COLLEGE



Established in 1989, Kandivali Education Society's Shroff College of Arts and Commerce is an autonomous college affiliated with University of Mumbai. The college takes immense pride for being designated as a 'Paramarsh College' by UGC, one amongst only 167 colleges nationwide. The college strives to deliver a well-rounded education and caters to a student body of 7000 plus individuals, offering twenty five undergraduate, eleven postgraduate, & newly introduced MBA, MCA, MMM programs. Two PhD research programs are also offered. The college also offers more than 100 value-added certificate courses.

# PROGRAMMES OFFERED BACHELORS

- BACHELOR OF ARTS (WITH SPECIALIZATION IN GEOGRAPHY, ECONOMICS, PSYCHOLOGY AND ENGLISH LITERATURE)
- BACHELOR OF ARTS IN MULTIMEDIA AND MASS COMMUNICATION
- BACHELOR OF ARTS IN FILM TELEVISION AND NEW MEDIA PRODUCTION
- BACHELOR OF COMMERCE
- BACHELOR OF COMMERCE IN ACCOUNTING AND FINANCE
- BACHELOR OF COMMERCE IN FINANCIAL MARKETS
- BACHELOR OF COMMERCE IN INVESTMENT MANAGEMENT
- BACHELOR OF COMMERCE IN INVESTMENT BANKING OPERATION
- BACHELOR OF COMMERCE IN FAMILY BUSINESS & ENTREPRENEURSHIP
- BACHELOR OF MANAGEMENT STUDIES
- BACHELOR OF COMMERCE IN BANKING AND INSURANCE
- BACHELOR OF COMMERCE IN FINANCIAL TECHNOLOGY
- BACHELOR OF COMMERCE IN INTERNATIONAL ACCOUNTING
- BACHELOR OF COMMERCE IN COST AND MANAGEMENT ACCOUNTING
- BACHELOR OF COMMERCE IN RETAIL MANAGEMENT
- BACHELOR OF COMMERCE IN DIGITAL BUSINESS
- BACHELOR OF COMMERCE IN BRANDING & ADVERTISING.
- BACHELOR OF BUSINESS ADMINISTRATION
- BACHELOR OF SCIENCE IN INFORMATION TECHNOLOGY
- BACHELOR OF SCIENCE IN DATA SCIENCE
- BACHELOR OF SCIENCE IN ARTIFICIAL INTELLIGENCE
- BACHELOR OF SCIENCE IN FINTECH
- BACHELOR OF SCIENCE IN CYBER SECURITY / DIGITAL FORENSICS
- BACHELOR IN SUPPLY CHAIN & LOGISTIC MANAGEMENT
- BACHELOR OF COMPUTER APPLICATIONS

# PROGRAMMES OFFERED MASTERS

- MASTER OF ARTS IN BUSINESS ECONOMICS
- MASTER OF ARTS IN HINDI
- MASTER OF ARTS IN APPLIED GEOGRAPHY
- MASTER OF ARTS IN FILM, TELEVISION AND NEW MEDIA PRODUCTION
- MASTER OF ARTS IN COMMUNICATION AND JOURNALISM
- MASTER OF COMMERCE IN ADVANCE RECOUNTANCY
- MASTER OF SCIENCE IN INFORMATION TECHNOLOGY
- MASTER OF SCIENCE IN DATA SCIENCE
- MASTER OF SCIENCE IN FINANCE
- MASTER OF SCIENCE IN ARTIFICIAL INTELLIGENCE

## UNDER AICTE

- MBA – Marketing
- MBA – Finance
- MCA
- MMM

## OTHERS

- KESSC INTERNATIONAL STUDY CENTRE
- CFP-AMBITION LEARNING CENTRE
- FINPLAN
- ACCA



# ORGANIZING COMMITTEE

## CAMPUS CO-ORDINATOR

Vatsal Joshi  
+91 8169713487

## VICE CAMPUS CO-ORDINATORS

Harmish Sanghvi  
+91 9867308762

Diya Parikh  
+91 9076435259

GEN. SEC. / STUDENT COUNCIL  
Ishita Singh

## THE ALUMNI OFFICE BEARERS

**Mr. Anand Yagnik**  
President

**Mr. Vipul Gandhi**  
Vice President

**Mr. Nityanand Nadar**  
Secretary

**Mr. Ashish Chawla**  
Joint Secretary

**Mr. Devang Shah**  
Treasurer

**Mr. Shreyas Vyas**  
Jt. Treasurer

# CHAKRAWYUHA

C L - M E E T

*the*  
**SAVE  
DATE**

**25TH NOV 2025**

**12PM ONWARDS**

Auditorium, Annex 1 Building

# CHAKRAWYUHA

## ORGANIZING COMMITTEE HODS

DEPARTMENT	NAME	CONTACT
Logistics	Ankit Makwana Bhumi Dalal	9313431320 8591110436
Technical	Prince Makwana	7622809965
Public Relations / Marketing	Jainam Mehta	88505 13556
Events	Nikita Mistry Khush Shah	9821367491 9324486133
Management	Khush Prajapati	7021263366
Hospitality	Roshni Sanpui Krish Dhedia	8530536280 8591599749
Creatives	Megh Patel	9699899831
Security	Bharat Padyachi	8591447501
Media Relation	Aryan Barot	7700072508

# CASH PRIZE

CASH PRIZE (1ST POSITIONS ONLY)

Events	Prize (₹)
Box Cricket	2500 for boys team 2500 for girls team
Tug Of War	2500 for boys team 2500 for girls team
Rink Football	2500 for boys team 2500 for girls team
Folk Dance	5000
Group Dance	3000
Mr. & Miss Chakrawyuha	1500 for Mr. Chakrawyuha 1500 for Miss Chakrawyuha
Fashion Show	5000
Beatbox & Rap	2000
Shark Tank	3000
War of DJ	1500
Mock Stock	1500
Cubing	1000

Events	Prize (₹)
CPL Auction	1500
Creative Writing	1000
Street Play	1500
Bgmi	2000
Solo Singing	2000
Rangoli	1500
Photography	1500
Mehendi	1500
Tote Bag Painting	3000
Face Painting	3000
Elocution	1500
Debate	1500
Pr Rally	1500
War of CL's	2000

# PR POINTS

EVENT	FLAGSHIP	NORMAL
1ST PLACE	6000	3000
2ND PLACE	4000	2000
3RD PLACE	2000	1000
FULL SLOT	1000	2000

## NOTE:

Failure to participate after registration will lead to deduction of 500 pr points decision of the judges is final & binding for all the events



# CHAKRAWYUHA EVENTS

## FOLK DANCE:

- 1 team per contingent (8 to 10 Participants).
- Duration: Maximum 8 minutes.
- Judging criteria: choreography, synchronization, use of space, depictions, expressions, costumes, energy levels and overall performance.
- No OTSE.
- A list of songs, props and materials used in dance must be informed in advance.
- The background music must be submitted in pendrive before the event starts (MP3) format.
- Vulgarity in costumes, obscenity in songs and dance moves is prohibited.
- No Bollywood songs and no remixes.
- No blackout and special effects will be provided.
- At the time of event if college participants are not present then the college performance will be disqualified.



## RINK FOOTBALL:

- Participants: 5 members per team + 2 substitutes.
- 1 Male and 1 Female team from each contingent.
- Vulgarity/obscenity in language during match will lead to disqualification.
- Decision given by the referee will be final.
- College ID is mandatory.
- No OTSE.



## TUG OF WAR

- Participants: 7 members per team.
- Only 1 Male and 1 Female team per contingent.
- Vulgarity/obscenity in language during match will lead to disqualification.
- No physical fights will be entertained.
- No OTSE.



## BOX CRICKET:

- Participants: 7 members per team.
- Only 1 Male and 1 Female team per contingent.
- Vulgarity in language will lead to disqualification.
- College ID is mandatory Umpire's decision will be final.
- No OTSE Allowed.



## MR. & MISS CHAKRAWYUHA (PERSONALITY CONTEST):

- Participants: 1 Female and 1 Male per contingent.
- Personality Contest.
- Dress code:  
Saree/Gown for Female  
Suit for Male.
- Instructions of various rounds will be explained during the event.



## GROUP DANCE:

- Participants: 8 to 10 members per team.
- 2 Teams per contingent.
- Duration: 3 – 5 minutes.
- Open theme.
- Participants must submit Pen Drives before the event starts (MP3 FORMAT ONLY).
- No facility other than stage will be provided.
- No vulgarity in the Song and Dance.
- Costumes should be decent.





## BEAT BOX & RAP:

- Participants: 2 per contingent (1 rapper, 1 beatboxer).
- Duration: 2 minutes.
- Background music is allowed.
- Use of foul language, any kind of disrespect to the community, religion and people may lead to disqualification.

## FASHION SHOW:

- Participants: 8 to 10 per team (1 Team per contingent).
- Duration: Maximum 8 minutes.
- Music must be submitted in MP3 format in a USB drive before the start of the event.
- No links or WhatsApp QR codes will be entertained.
- Obscenity will lead to disqualification.



## STREET PLAY:

- Participants : 6 to 12 + 1 CL/ACL.
- 2 Teams per contingent.
- Duration: 8 – 10 minutes maximum.
- Uniformity in costumes is a must.
- No MIC or music system will be provided.
- Any profanity in speech or action will lead to disqualification.
- No bias towards any religion, caste, gender or sexual remarks will be tolerated & will lead to disqualification.



## ELOCUTION:

- Participants : 2 per contingent.
- Duration : 3 minutes.
- Language (Hindi & English).
- Topics will be disclosed 2 days prior to the event



## TOTE BAG PAINTING:

- Participants: 2 per contingent.
- Time limit: 1 hour 30 mins.
- Bag will be provided by the organization to the contestant.
- Participants are required to bring their own necessary materials for bag painting.



## RANGOLI:

- 2 Teams per contingent.
- Duration: 1 hours 30 minutes.
- Area : 3 x 3 square feet.
- No Stencils allowed.
- Theme: Traditional.



## FACE PAINTING:

- Participants: 2 participants per contingent.
- Duration: 1 hour.
- Participants are required to bring their own materials.
- No stencils allowed.
- Model will accompany the participants.



## MEHENDI:

- Participants: 2 per Team (model & artist).
- 2 Teams per Contingent.
- Duration: 1 hour and 30 minutes.
- Model will accompany the participants.
- Heena/mehndi cone will not be provided.



## DEBATE

- Participants : 2 per contingent.
- Duration: 5 minutes.
- Language: (Hindi and English).
- No foul language to be used.
- Topics will be disclosed 2 days prior to the event.



## SOLO SINGING:

- Participants: 2 per contingent.
- Time limit: 2 minutes (Mukhada + 1 Antra).
- Song category open, only hindi songs are allowed, no remix songs.
- 1 track will be allowed.
- No OTSE.
- No Orchestra.



## SHARK TANK

- Participants: 2 to 4 per team. 2 teams per contingent.
- Each team will get 5-8 minutes to present the pitch.
- Perfect stage for pitching your startup idea.
- If your business plan impresses the angel investors, then you're in for a chance to get the seed funding.
- The business idea can be at any stage - concept, prototype or operational pitch structure: Introduction, solution and value proposition, target market and competition, revenue model, marketing strategy, the ask.



## CHAKRAWYUHA PREMIER LEAGUE AUCTION:

- Participants: 1 team per contingent (2 - 3 participants per team)
- The auction will consist of elimination rounds.
- Use of foul language, interrupting, or creating disturbances during the bidding process is strictly prohibited.
- Electronic devices such as mobile phones, tablets, or laptops are not permitted during the event.
- Only basic calculators are allowed. Scientific calculators are strictly prohibited.
- Auctioneer's decision will be final and binding on all participants.
- Points will be awarded based on: Player selections, bidding strategy, overall team performance during the strategy round (if applicable).
- The team with the highest average total points will be declared the winner.



## CREATIVE WRITING



- 1 Participant per contingent.
- Duration: 45 minutes
- Topics & rules will be declared 5 mins prior to the event
- Languages: English, Hindi & Gujarati.

## PHOTOGRAPHY



- Participants: 1 per contingent + 1 CL/ACL.
- Photo must be pre-submitted.
- Image should be in raw format. (JPEG & PNG).
- All the photos provided must be original.
- No AI editing is allowed.
- No filters to be added to the submitted image.

## WAR OF DJ



- Participants: 1 per contingent.
- Setup time 2 minutes.
- Duration: Performance time limit is 8 mins.
- The DJs should avoid inappropriate content like vulgarity, and religious blasphemy.
- Judging criteria: Mixing techniques, track selection, crowd engagement.
- The Mix/Track should be submitted in pen drive (Only in MP3 Format) before the event begins.

## CUBING:

- Participants: 1 per contingent.
- Cubers have to carry their own cubes. The events are for 3x3 Cubes.
- There will be an inspection for 15 seconds. After the inspection cubers can start solving.
- Timers are finger sensitive and the instructions will be given to every individual.
- The solved state of the cube will be considered as the exact time.
- If the final layer is turned over by more than 45° then a penalty of 2 seconds will be implied.



## BGMI

- Participants: 1 team per contingent.
- No hacking allowed.
- Faul language not allowed.
- Only android and iOS allowed tabs are not allowed.
- Participants have to carry their own mobile for the game.
- Equipment only headphones / earpod / earphones are allowed, other types of equipment are not allowed eg. (Thumb gloves/triggers etc.).
- Only one substitute is allowed.
- Participants have to download all the maps which are in the game.
- If rules are not followed the team will be disqualified.
- No OTSE allowed.
- For 1st and 2nd rounds the teams will be decided according to the kills not according to the rank.



# CHAKRAWYUHA 2K25

## GENERAL RULES & REGULATIONS

- PLEASE REFRAIN FROM CARRYING ANY OF THESE ITEMS INTO THE COLLEGE PREMISES ON THE DAYS OF THE CHAKRAWYUHA EVENT.
- LIST OF BANNED ITEMS - ALCOHOL, GLASS BOTTLES, FUEL OR ANY FLAMMABLE LIQUIDS.
- DRUGS, PIPES, ROLLING/SMOKING PAPER.
- CIGARETTES, E-CIGARETTES, VAPES, LIGHTERS, MATCH BOXES, CANDLES.
- ANY HARMFUL/POINTED OR SHARP OBJECTS, KNIVES, BLADES, SCISSORS, UNPACKED MIRROR, NAIL CUTTERS, METAL FORKS, GEOMETRY BOXES WITH COMPASSES, STEEL RULERS, WHITENERS AND THINNERS.
- LAPTOPS & CAMERAS ARE NOT ALLOWED.
- PACKAGED FOOD AND DRINKS.
- POINTED UMBRELLAS.
- ITEMS WHICH HAVE NOT BEEN ORIENTED IN THE ABOVE LIST MAY ALSO BE CONFISCATED BY SECURITY IF THEY ARE DEEMED UNSAFE.
- AVOID CARRYING VALUABLE ITEMS. OUR COLLEGE WILL NOT BE RESPONSIBLE FOR THE LOSS.
- IF A BANNED ITEM IS ABSOLUTELY NECESSARY FOR AN EVENT, THE CL'S AND ACL'S WILL HAVE TO ENSURE THAT THE ITEM IS MENTIONED IN THE PROP LIST WITH A JUSTIFIABLE EXPLANATION.
- THE PROP LIST WILL HAVE TO BE VERIFIED AT THE SECURITY COUNTER OR PARTICIPATION WILL NOT BE ALLOWED.

# CHAKRAWYUHA 2K25

**ACCOMODATION FACILITY WILL BE PROVIDED  
TO THE OUTSTATION PARTICIPANTS**

- ACCOMMODATION WILL BE PROVIDED.
- ALL PARTICIPANTS WILL INDIVIDUALLY HAVE TO CARRY THEIR COLLEGE ID CARDS. THE COLLEGE ID CARD OR FEE RECEIPT OF THE PRESENT ACADEMIC YEAR, ALONG WITH PHOTO IDENTIFICATION WILL BE REQUIRED FOR ENTRY.
- ENTRANCE WILL NOT BE GRANTED TO CHOREOGRAPHERS AND MAKEUP ARTISTS.
- PARTICIPANTS MUST BE PRESENT AT LEAST ONE AND HALF HOUR PRIOR TO THE EVENT.
- PARTICIPANTS WHO HAVE CONSUMED ANY SORT OF INTOXICATING SUBSTANCE WILL NOT BE GIVEN ENTRY IN THE CAMPUS.
- INAPPROPRIATE BEHAVIOR WILL NOT BE TOLERATED, IT WILL LEAD TO DISQUALIFICATION & EXPULSION FROM THE CAMPUS.
- SECURITY WILL BE PRESENT AT ALL TIME.
- PLEASE FEEL FREE TO APPROACH IF YOU NEED ANY HELP OR INFORMATION.

# CHAKRAWYUHA 2K25

## REGISTRATION

- REGISTER AND SUBMIT THE ENTRY FORMS.
- ONLY COLLEGE STUDENTS WITH VALID ID CARD AND AADHAAR CARD.
- CONTINGENT MUST BE LED BY THEIR CL'S OR THE ACL'S
- CL'S AND ACL'S MUST ATTEND THE CL MEETING.
- REGISTRATION COUNTERS WILL OPEN ONE AND HALF HOUR PRIOR TO THE EVENT AND WILL CLOSE ONE HOUR BEFORE THE RESPECTIVE EVENT.
- MISBEHAVIOUR WILL LEAD TO DISQUALIFICATION.
- THE ORGANIZERS HAVE THE RIGHT TO CONFISCATE THE ID CARDS IF STUDENTS ARE FOUND MISBEHAVING.
- RULES MAY BE MODIFIED AS AND WHEN REQUIRED BUT THE CONTINGENTS WILL BE INFORMED IN THE CL MEETING AND OFFICIAL COMMUNITY GROUP.
- ONCE THE FORMS ARE SUBMITTED NO FURTHER CHANGES WILL BE ENTERTAINED.
- IT IS COMPULSORY FOR EVERY CL AND ACL TO CARRY THEIR COLLEGE ID CARDS AND THE BADGES PROVIDED BY TEAM CHAKRAWYUHA.
- THE DECISION OF THE JUDGES WILL BE FINAL.
- FOR EVENT REGISTRATION LINKS WILL BE GIVEN IN THE WEBSITE.

# CHAKRAWYUHA 2K25

REGISTRATION WEBSITE



PREVIOUS YEAR SPONSORS

POWERED BY:



SPONSORED BY:





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Bhulabhai Desai Road, Kandivali (West), Mumbai - 400 067. Tel.: 022 - 35069777

Email: principal@kessc.edu.in

Website: [www.kessc.edu.in](http://www.kessc.edu.in)