



# 22 FEBRUARY 2023, THURSDAY

7PM

Inaugral  
(OAT)  
7 to 8 PM

8PM

Standup  
(OAT)

9PM

8 to 9:30 PM

10PM

Prom + UpDating  
(Basketball court)  
10 PM to 12 AM

11PM

Stage Play  
(OAT)

10 PM to 1 AM

12PM

1PM

2PM

Rampage  
(OAT)  
1:30 AM onwards



# 23 FEBRUARY 2023, FRIDAY

9AM

10AM

11AM

12AM

1PM

2PM

3PM

4PM

5PM

R & R  
(Prelims)  
(LT1)  
9 AM  
to 5 PM

Showdown  
(Prelims)  
(CEP foyer)  
9 AM  
to 5 PM

MonoActe  
(LT2)  
9 AM  
to 12 PM

Battle  
Drome  
(LT3)  
10 AM  
to 4 PM

Tech Hunt  
(Lab)  
10 AM  
to 1 PM





# 23 FEBRUARY 2023, FRIDAY

11AM

12AM

1PM

2PM

3PM

4PM

5PM

6PM







# 23 FEBRUARY 2023, FRIDAY

8PM

concert

9AM

(SAC)

10PM

8 PM to 11 PM

11PM

Mime out load

+

(OAT)

11 PM to 12 AM

Synapshot (30mins) (breaks)

12PM

1AM

Coscon

(OAT)

12:30 AM  
to 1 AM

Showdown(Finals)

(Canteen Opening)

2AM

12:30 AM to 2:30 AM

3AM

Rave Knight

(OAT)

2:30 AM Onwards

Movie Night

(LT-2)

2:30 AM Onwards



# 24 FEBRUARY 2023, SATURDAY

8AM

9AM

10AM

11AM

12AM

1PM

2PM

3PM

4PM

5PM

Samwaad  
(Prelims)

(3 CEPs)

8 AM  
to 4 PM

Battle  
Drome

(LT3)

10 AM  
to 4 PM

Code  
Mutants

(LT 2)

10 AM  
to 2 PM

Hunger  
Hikes  
+  
DA rush

(Canteen  
/ OAT)

11 to 5 PM

Cyber Samwaad

(LT-1)

10 to 11 AM

Crimes  
& Clues

(LAB)

1 to 4 PM





# 24 FEBRUARY 2023, SATURDAY

12AM

Maybelline Session

(LT-1)

12 to 1 PM

1PM

2PM

Open Mic

Alumni  
talk  
session

(kpp  
Centre  
canteen)

(LT 1)

1 to 4 PM

3PM

2 to 4 PM

4PM

footloose

(OAT)

5PM

3:30 PM to 6 PM

6PM

8PM

concert

8 PM to 11 PM

11PM

Battle of Bands + Synapshot (30mins) (breaks)

11 PM Onwards

(OAT)



# 25 FEBRUARY 2023, SATURDAY

9AM

10AM

11AM

12AM

1PM

2PM

3PM

4PM

5PM







# 25 FEBRUARY 2023, SATURDAY

1PM

2PM

3PM

4PM

5PM

6PM

7PM

11PM

Shailee  
(Slam Poetry)  
(CEP)

Alumni GBM  
(LT1)  
3 to 4 PM

Naach  
(Final)  
(OAT)  
3:30 PM  
to 6 PM

Rap Battle  
Canteen Stage  
(near Kaka's  
Shop)

concert  
7 PM to 11 PM

DJ (Final Event)  
11 PM onwards (OAT)