

Social and Cultural General
Championship

Rule Book

Points Distribution:

Cup	Event	Points
Dramatics Cup (475 Points)	Hindi Dramatics	100
	English Dramatics	100
	Bengali Dramatics	100
	Dumb Charades	75
	Choreography	100
Fine Arts Cup (355 Points)	Cartooning	60
	Postering	60
	Sketching	60
	Thermocol and Clay Modelling	100
	Collaging	75
Literary Cup (415 Points)	Elocution(English, Hindi, Bengali)	60 each
	Debate	60
	Quiz	100
	What's the Good Word	75
Entertainment Cup (440 Points)	Vocals(Eastern/Western)	60 each
	Instrumentals(Eastern/Western)	60 each
	Groups(Eastern/Western)	100 each
	GRAND TOTAL	1685

Dramatics Cup

General Rules for Dramatics and Choreography

1. No naked flames are allowed on stage.
2. No team can make announcements to the audience or judges before or after the time slot of a team either in dramatics or choreography.
3. For turning up late by 15 min there will be no penalties. For the next 5 min 5% of the total marks obtained will be deducted. For the next 10 min 10% of the marks from the remaining will be deducted. After this i.e. 30 min the team will be debarred from the event.
4. Recorded voices and instrumentals are allowed in dramatics and choreography. No meaningful words are allowed in recording. Electronically modulated voice is not allowed.
5. Any approach to the judges will have to be made through the TSG dramatics secretary or non-participating Social and Cultural General Secretary. This holds for dramatics, choreography. Otherwise there shall be deduction of 10% marks obtained.
6. In case of malfunctioning of any equipment provided by the Netaji Auditorium , the team will be allowed to repeat their performance from the last scene change or from the point of disruption that the team wishes .It depends on the judges' discretion as to how much grace time will be given to the performing team. The timing will be stopped as soon as the hall representative conveys the situation to the TSG Dramatics Secretary.
7. Timings will be maintained on a piece of paper, and the beginning and ending times will be noted and signed by the TSG dramatics secretary and a representative of the team performing. For the performance of the hall of which the secretary is a resident, the timings will have to be countersigned by a member of other hall. This holds for all the three events.
8. In case of slots exchange, the senior halls can exchange slots amongst themselves but should inform the dramatics secretary at least 24 hours before light practice. The same order will be maintained after the lights practice. For exchange with 1st year halls, it has to be done then and there in the meeting through the dramatics secretary.
9. A team has to inform at least 24 hours before the event if it does not wish to participate. After this 25% of the event marks will be deducted from the GC.
10. Slots will be advanced by one or two on the same day but the day will not be changed, unless the team that has to change the day consents to do so.
11. Rules will be read out to the judges 5 min before the event starts and there will be no other rules other than those specified.
12. Reporting time for all the team representatives is 1 hour before the event starts to confirm participation. If preponing is to be made then it will be made by half an hour.
13. For all events, the decision of the judges will be final and binding.
14. The performing team is not allowed to announce the name of the hall of residence during the event. If it does so, 10% of the total marks will be deducted.
15. If a team does not obey any of the rules for which the penalty is not mentioned, the automatic penalty will be a deduction of 10% of the marks obtained by that team.
16. If one judge doesn't turn up on the second day, then standings will be decided on the basis of the judge who was present throughout the event.
17. It is secretary's responsibility to return the script after the performance to the respective hall as soon as the judge returns it.
18. Use of UV lights shall not be allowed during Dramatics and Choreography.
19. It will be ensured by the TSG dramatics secretary that all the lights are in working condition after the performance of every hall. If there is any problem, it will be announced.
20. In case of any dispute, the judge will be presented with the argument in favour and against the situation openly by the gymkhana literary secretary and judge's decision will be final and

binding.

21. The above rules are binding and permanent for all the dramatics events.

Dramatics Rules

1. Total time allotted for dramatics (hindi, english, bengali) to every hall is 65 minutes, however the performance time should not exceed 50 minutes. The performance time is defined from empty stage to empty stage. Besides the performance time the rest of the time is for audio-visual equipments.
2. If a team exceeds 50 min, 5% of the marks obtained by the team will be deducted. If a team exceeds 55 min, an additional 10% i.e. 15% of the total marks obtained will be deducted. If a team exceeds 60 min, it stands to be debarred from the event. There will be a buffer time of 15 seconds for the performance.
3. For lights rehearsal, in dramatics 20 min from lights on to lights off are allotted.

Break-up:

Story and Direction: 35

Acting: 35

Lights and Music: 20

Overall Effect: 10

Total: 100

Choreography Rules

1. Total time allotted for choreography is 30 minutes. However the performance time should not exceed 15 minutes. There will be a buffer time of 15 seconds.
2. If a team exceeds 15 min, 5% of the total marks will be deducted. If a team exceeds 17 min then an additional 10% i.e. a total of 15% of their total score will be deducted. If a team exceeds 20 min then the team stands to be debarred from the event.
3. For lights rehearsal in choreography 10 min from lights on to lights off are allotted..
4. Recorded voices and instrumentals are allowed in dramatics and choreography. No meaningful words are allowed in recording. Electronically modulated voice is not allowed. The seven notes "Sa Re Ga Ma Pa Dha Ni" are an exception.

Break-up:

Theme: 15

Performance: 35

Synchronization: 15

Lights and Music: 20

Overall Effect: 15

Total: 100

Dumb-Charades Rules

1. Standard codes like phonetics are not allowed.
2. Rolling of alphabets is not allowed but numbers is allowed.
3. Showing of numbers directly, i.e. showing the number by showing the number of fingers is allowed.
4. If a clue passed is verbatim wise fully similar to the body part / object pointed to, then it wont be accepted. (For ex. – for Thumbelina you cannot show your thumb.)
5. Judge will announce “your time starts now” and then only the time for that round will start.
6. Lip sync by the actor is STRICTLY not allowed.
7. If a team does not follow any of the above rules, the penalty will be disqualification from that round and 1/3rd time of the round added to total time of the round.
8. A buzzer will be provided to the judge, when the judge has confirmed the clue he will press the buzzer and only then the time for that round will stop.
9. Guessers should be on stage before the clue is revealed to the actor.
10. Any approach to the judge has to be made through TSG secretary.
As a penalty for communication with the judge the timing of the round will be doubled and will be added to the current score and the team will be disqualified from that particular round.

11. Penalty for not guessing is 1/6th of the time of the round added to the total time of the round.
12. Rounds for the events would be-
 - A. Movies – 60 sec
In the movies round, there will be 6 movies to be guessed in 60 seconds.

All the 6 movies will be given in one chit. Before enacting each movie the actors will speak out ONLY THE SERIAL NUMBER of the movie. No other words can be spoken by the actor; otherwise a penalty of 10 seconds will be awarded as per the judge’s consent. After each movie’s name is correctly guessed, the judge will ring the bell once to confirm that the guess is correct and give his consent. The time will be stopped when the judge confirms the last enacted clue is guessed correctly or when the team decides to give up.

The score will be calculated as follows:

- a. If the team guesses all 6 movies correctly, score=(time taken-60)
 - b. If the team is not able to guess all movies correctly, score=(60 – 10*no. of movies guessed correctly)
- B. Books - 60 sec
 - C. Ad-Lines – 60 sec (10 sec bonus for guessing the correct name of the company.)
In the taglines round, the taglines have to be in English. The scope of the taglines will be limited to Indian taglines. Indian taglines means that the taglines should have been used in (ads, billboards or any other advertising media) in India.
 - D. Proverbs – 90 sec
In the proverbs round, the proverb’s length shall be limited to maximum 10 words including articles.
 - E. Mixed Personalities – 90 sec

13. The decision of the judge will be final and binding.
14. The performing team is not allowed to announce the name of the hall of residence during the event.
15. For violating any rule for which penalty is not mentioned, it will be one-third of the total time of the round added to the total time of the round.
16. The team will have the right to decide - who will act and who will guess.
17. For the round AD LINES the time will stop as soon as the right line is guessed. After that only one guess will be allowed to guess the company's name.
18. Products can be enacted: Even if the team cannot guess the ad line, they are allowed to guess the product. The parser is also allowed to guess the product, once the time is stopped
19. In case of any technical failure a new clue will be given to the team.
20. Only the judge will make the chits for clues for all the rounds and these will be enclosed in a sealed envelope, which will be opened before the event in presence of all hall secretaries and TSG dramatics secretary.

Fine Arts Cup Rules:

General Rules:

1. All the base sheets of A2 size will be provided by T.S.G.
2. Nobody is allowed to cut the base sheets.
3. Burning of any kind is not allowed.
4. No printed material is allowed in any event except collaging.
5. Late coming teams should be within 15 minutes after the event has started.
6. Nothing to write on the base sheets except in cartooning and postering.
7. Nobody is allowed to leave before 1 hour from the starting of the event.
8. Cellular phones are not allowed during the event.
9. No identification marks should be there regarding the hall, team members etc. Any such mark will lead to disqualification.
10. Walkman is allowed.
11. All correspondence should be through fine arts secretary.
12. Disobeying of any rule will lead to disqualification.
13. Judges decision will be final and binding to all.

14. Interchange of the sheets would lead to disqualification.
15. End time of the event is strict.
16. If anyone wishes to leave in between the event that participant has to submit his/her entry, the person cannot enter again and that his/her entry would not be returned.
17. No second sheet will be provided in any of the event.
18. The sheets should have T.S.G stamp and the signature of the fine arts secretary.
19. All hall representatives will sign on the seal of the envelope that contains the topic.
20. Only late coming participants will be disqualified and not the team.
21. On the spot judging will be done.
22. No person would be allowed with the judge at the time of judging.

Cartooning

1. A 2 size paper will be provided by T.S.G.
2. Blacks pen, markers, pencils allowed.
3. Mirrors are not allowed.

Sketching

1. A2 size paper will be provided by the T.S.G.
2. Black pencils (6H.....6B) are allowed.
3. Smudging is not allowed.
4. Any geometrical instruments are not allowed inside the hall and cannot be used for borders also.

Collaging

1. Events will be of 4 hours.
2. Magazines and fevicol must be brought before the event
3. No paints allowed.
4. Only printed materials is allowed (including colour paper sheets).
5. No pencil markers on final presentation.

6. No usage of cutting instruments like scale, scissors, divider, I-cards, nails, tooth etc.
7. Nobody is allowed to bring the printed material after the event has started else his team would be disqualified.
8. Smooth edges are not allowed.
9. Participant must not carry any material that is already cut and ready for use.
10. Only magazines and newspapers are allowed.
11. A2 size paper will be provided by TSG.

Postering

1. A2 size paper will be provided by T.S.G.
2. Only water base, poster colours and markers are allowed.
3. Spraying and handprints are allowed.
4. Brushes of all kinds are allowed.

Clay and Thermocol Modelling

1. Only thermocol and paper pins would be provided by T.S.G.
2. People of thermocol modeling can take part in clay modeling and vice versa provided at any instant only three people take part in thermocol modeling and clay modeling.
3. No coloring is allowed.
4. No exposed adhesive tapes.
5. Fevicol and cutter would not be provided by T.S.G.
6. Base and clay would be provided by T.S.G.
7. Usage of any burning material like dentrite that burns thermocol chemically is not allowed.
8. Burning of any kind is not allowed in any of the events.
9. No size limit.

Literary Cup Rules

General Rules

1. A representative of the hall whose speaker is speaking must sit along with the timekeeper, verify the time recorded and put his sign. If the hall doesn't send a representative, no complaint will be entertained.
2. Slot picking will be done in the sub-committee meeting and is mandatory only for the 9 senior halls, namely SN, RK, RP, LLR, Azad, Nehru, Patel, MS, HJB. Other than these 9 halls, if any other non-senior hall does not turn up in the sub-committee meeting, the first slot and/or last slot will be allotted to that particular hall.
3. Exchange of slots between any two of the aforementioned senior halls can be done if the concerned halls agree, but the gymkhana secretary should be informed about the change at least 12 hours before the scheduled start of the event. In case of exchange with any non-senior hall, majority of the remaining senior halls must agree to it. Exchange with any non-senior year hall has to be done in the sub-committee meeting itself.
4. Any communication with the judge has to be through the gymkhana literary secretary or the social and cultural general secretaries. Initiation of any kind of communication with the judge by the participant will lead to 10% deduction from the total marks.
5. In case of any dispute, the judge will be presented with the argument in favour and against the situation openly by the gymkhana literary secretary and judge's decision will be final and binding.
6. In case of a power cut the speaker can restart. In case of any technical failure, speaker can ask for a restart.

Elocution

1. Individual event-60 pts.
2. No. of participants per hall is 2
3. Time limit is 4+1 minutes.
4. The participant has to visually or verbally convey that he is ready, when asked by the gymkhana literary secretary and time starts from the moment he utters the first word of his speech. Time will be allowed for checking the microphone. Bell should be rung at the end of 4 min and 5 min by the literary secretary.
5. There will be a penalty for exceeding the time limit (15% of the marks scored, for up to 30 secs exceeded). Exceeding the time limit by more than 30 seconds will lead to

disqualification.

6. There is no penalty for carrying the script to be presented.
7. You may or may not use the microphone.
8. Dramatization will not be taken into account while doing the marking.
9. Identity and hall of the participant will not be mentioned.
10. Podium has to be used. Participant has to stand behind the podium with respect to the judge. Movement of upper part of the body is allowed.
11. For violation of any rule for which penalty is not mentioned, 10% of the total marks will be reduced.

Points Breakup in Judges Marking Sheet

Content: 5

Voice Expression/Modulation: 15

Clarity/Pronunciation: 15

Speech Consistency: 5

Overall effect: 5

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Debate

1. Individual event-60 pts.
2. No. of participants is 2 per hall
3. One will speak in favor of the topic and the other against it.
4. Time limit of 4+1 minutes.
5. Topic will be disclosed at least 72 hours before the event.
6. Time begins from the instant the judge says "START". Time will be allowed for the checking of the microphone. Bell should be rung at the end of 4min and 5 min by the literary secretary of gymkhana.
7. There will be a penalty for exceeding the time limit (15% of the marks scored, for up to 30 secs exceeded). Exceeding the time limit by more than 30 secs will lead to disqualification.
8. Maximum of two interventions is allowed from the participants, no intervention is allowed from the participant of performing hall or the audience. The selection of intervener depends upon the judge. (no part questions are allowed). In case there is no question from the participants in the rebuttal round, the judge must ask atleast one question to the speaker to settle the rebuttal point. There are no marks for asking

questions but your answers will be taken into account while doing the marking.

9. There will be a lottery for serial numbers.

Points Breakup in Judges Marking Sheet:

Content: 25

Rebuttal: 15

Delivery/Style: 10

Quiz

1. Group event, Points: 100
2. Each hall can send one team of 4 participants.
3. Total points to be allotted, bonus points, etc is on quiz master's discretion.
4. All decisions of the quiz master are final and binding.
5. In case of prompting, the course of action depends upon the quiz master.
6. Drawing of lots will do sitting allocation.
7. Tiebreaker will be there in case more than one team occupies any one or more of the top three places.
8. No exchange of slots is allowed.
9. Initiation of any kind of communication with the judge by the participant will lead to 10% deduction from the total marks.

Whats the Good Word

1. Semi-Group event, Points: 75
2. No of participants per hall is 3 (one team of 3 participants)
3. Time limit for each round will be specified before each round by the judge.
4. 3 clues can be passed on.
5. The word guessed must not be a different grammatical form of the word.
6. The teams must adhere to the start and stop signal. They will be penalized for violating the rule (20 seconds will be added to the score).
7. The first clue must be a synonym or an antonym or a related word.
8. In any clue not more than 2 consecutive letters of the word can be passed

on. Moreover, the first two alphabets of the three words in order should not constitute the first six alphabets of the given word.

9. No enacting / mime is allowed.

10. Any number of guesses is allowed.

11. Time will be noted from the instant the judge has given the word up to the time the judge is sure that the team has cracked the word. No objections will be entertained in this respect. The participant needs to be loud enough to avoid time wasting.

12. You are allowed to spell out the word only if asked by your teammates.

13. Once a set of clues is passed it cannot be changed.

14. If the meaning/hint is given, there will be a penalty of 20 seconds.

15. In case the team doesn't guess the word at the end of 60 seconds an additional 20 seconds will be added to the already existing score.

16. In case the meaning has been given by the judge, time will start after the meaning has been given and the judge has said "start".

17. Proper nouns are not allowed.

18. In case of direct communication with the judge, the team will be disqualified from that round, and the timing for the round will be doubled and added to the already existing score. Initiation of any kind of communication with the judge by the participant will lead to 10% deduction from the total marks.

19. In case of dispute the judge's decision is final and binding.

20. There will be 4 rounds of words in addition to a rapid-fire round described below:

21. The rapid-fire round will consist of 10 rounds

(a). To be passed in 120 seconds.

The scoring scheme is defined as $\text{SCORE} = T - 10 * W$

where, T=total time taken(maximum 120)

W=no. of rounds guessed

Note: $T=120$ if $W < 10$

(b). Violation of rules leads to a penalty of 20 seconds in addition to disqualification of the word in question.

(c) The passer may pass the word in any order; the word passed must be preceded by the phrase "word/word number..."

(d) The passer may decide to pass another word even if the current word has not been guessed. He/she cannot return to the word again.

Entertainment Cup Rules:

General rules

- 1) No one participant will give their hall or their identification during the event to the judges. If any one does then he / she will be disqualified.
- 2) Participants will be called according to their slots decided, by the entertainment secretary to perform in the event.
- 3) If any rules mentioned in the rule book or decided in the subcommittee, who's penalty is not mentioned is violated; it will result in 10 % deduction from final total score.
- 4) Judge evaluates from amps ON to amps OFF. Participant him/ herself says amps ON and amps OFF in individual event. Violation of this rule leads to penalty of 10 % reduction from individual marks.
- 5) Electronic tanpura can be used.

Vocals (Eastern /Western)

- 1) Individual event, 60 points.
- 2) In each performance at max two accompanying instruments allowed.
- 3) Time Limit (9 min = 8 min + 1 min), exceeding the time limits participants would be penalized as : 0 -1 min (15 %) , 1 – 2 min (25 %) , more than 2 min – disqualified . The Time will start when the Gymkhana secretary says “ START “ after taking the verbal confirmation from the participants that he or she is ready to begin .The Gymkhana secretary will ring the warning bell at 8 min and final bell at 9 min .
- 4) No pre-recorded beats or pieces will be allowed for accompanists.
- 5) Vocal accompanist not allowed.
- 6) Problems arising out of technical faults (concerning power of mikes or instruments) shall be decided by the judges and their decisions shall be binding upon all the participants .In such a case , the participants would be allowed to restart the particular piece .
- 7) If judges allows, points can be made public immediately after the event.

8) No one is supposed to communicate with the judges. Any communication shall be through the entertainment secretary or non-participating General secretary (Soc n Cult), TSG . Every time a person violates this rule 10 % point will be deducted from overall score.

9) If any participant is disqualified, it will be made public along with the reason of disqualification.

10) For a keyboard, patches can be changed while playing a particular piece. Recorded music and programming is not allowed in the key board.

11) In a guitar, processor can be used in any possible effect and can be changed during the time the song is being played. Volume pedal can be used.

12) No pre-recorded sound would be produced on stage by any record playing device and every sound produced on stage is either vocal or from an instrument.

13) While changing to a particular piece, participant has to inform that he/she is starting the next piece.

14) Splitting of patches in keyboard not allowed.

15) In one piece, max two instrumental accompanists are allowed. While changing piece, instrumental accompanist can be changed.

Point Breakage

Scale and tune sense: 15

Beat Sense: 10

Voice Modulation: 15

Song Selection: 10

Groups (Eastern/Western)

1. Group event, 100 points

2. Each group will be given at max 45 minutes on stage (time starts after the announcement made by the entertainment secretary, TSG.).

3. For all the groups the maximum performance time is 30 minutes exceeding which the team will be penalized as :- 0-1 min : 10% , 1-2 min : 25% , >2 disqualified.

4. The performance time starts with “amps on” and ends with “amps off”.

5. There should be at least 4 persons in active mode on the stage in a particular piece.
6. Synthesizer should be used in the keyboard mode only. Pre-recorded beats are not allowed. Change of instrument is allowed.
7. No one is supposed to communicate with the judges. Any communication shall be through entertainment secretary or non-participating general secretary Social & Cultural, TSG. Every time a person violates this rule 10% points will be deducted from overall score.
8. Bass, tom tom & snare of the first group will be made available to all the groups but using them is not mandatory.
9. Slot picking will be done in the sub-committee meeting. Exchange of slots between any two senior halls can be done if the concerned halls agree, but the gymkhana secretary should be informed about the change at least 24 hours before the scheduled start of the event. In case of exchange with any first year hall, majority of the remaining senior halls must agree to it. Exchange with any first year hall has to be done in the sub-committee meeting itself.
10. Any group using any sort of music system (cassette/CD player) shall be disqualified.
11. Problems arising out of technical faults (concerning mikes of power or instruments) shall be decided upon by the judges and shall be final and binding. In such a case the participant shall be allowed to restart the particular piece. Timing per song shall be maintained.
12. Within 10 minutes of the scheduled time or the time of ending of the previous team's performance (whichever is later) any member of the next performing group should report to the entertainment secretary, TSG if there is some problem causing the delay. If the team reports then the decision is left to the judge. If no one reports within 10 minutes then the team is disqualified.
13. If the song is purely instrumental then the marks of vocals are transferred to instruments.
14. The gymkhana instruments should be returned at least 10 days before the event.

Points Breakup in Judges Marking Sheet

Vocals - 20

Accompaniment- 35

Tightness/Synchronization-25

Toughness/Song Selection-20

Showmanship-5

Instrumentals (Eastern/Western)

1. Individual event, 60 points
2. In each performance at max two accompanying instruments are allowed.
3. Time limit is (8+1) minutes, exceeding which the participant would be penalised as 0-1 min: 15% ,1-2 min: 25% , >2 mins: disqualified. The time will start when gymkhana secretary says "start" after taking the verbal conformation from the participants that he/she is ready to begin. The gymkhana secretary will ring the warning bell at 8 min and final bell at 9 min.
4. No pre-recorded beats or pieces are allowed for accompanists.
5. Vocal accompanist is not allowed.
6. Problems arising out of technical faults (concerning mikes of power or instruments) shall be decided by the judges and their decisions shall be binding upon all the participants. In such a case, the participants would be allowed to restart the particular piece.
7. If a person changes a piece then the Entertainment secretary TSG has to note the time for individual pieces.
8. Point will be made public immediately after the event.
9. No one is supposed to communicate with the judges. Any communication shall be through entertainment secretary or nonparticipating general secretary Soc&Cult., TSG. Every time a person violates this rule 10% points will be deducted from overall score.
10. If any participant is disqualified, it will be made public along with the reason of disqualification.
11. For accompanists for a keyboard, the instrument cannot be changed while playing a particular piece. Recorded music and programming is not allowed in the keyboard.
12. For accompanists in a guitar, processor can be used in any possible effect, but once an effect has been chosen, it cannot be changed during the time the song is being played.
13. For main instrumentalist for a keyboard, the instrument can be changed while playing a particular piece. Recorded music and programming is not allowed in the keyboard.
14. For main instrumentalist in a guitar, processor can be used in any possible effect and can be changed during the time song is being played.

Points Breakup in Judges Marking Sheet

Beat/Rhythm: 20

Cord Variation and Expression: 20

Toughness: 10