



HSNC UNIVERSITY, MUMBAI
KISHINCHAND CHELLARAM COLLEGE
DEPARTMENT OF COMPUTER SCIENCE



TECH CLUB PRESENTS
FESTRON



REWIRED

2025-2026



15 AND 16
DECEMBER
INAUGURATION
9AM - 11:00 AM
SPORTS ROOM

ABOUT US

Tech Club, the brainchild of the Computer Science Department at K.C. College, came to life during the academic year 2016-2017. With a visionary spark, it ignited a tech based platform for students, granting them their unique identity. Since its inception, Tech Club has been an unstoppable force, tirelessly working to shine as a glorious spotlight on the entire college.

This dynamic club is also the proud host of the annual 'Fiestron,' a tech-infused extravaganza filled with creative events that blend the worlds of technology and innovation. Fiestron embodies the club's spirit of pushing boundaries, and its success is further amplified by the faculty's magnificent contributions.

THEME

The theme “The past isn’t forgotten, it’s rebooted” celebrates how innovation is built on the foundations of what came before. For our tech festival, this theme highlights the exciting fusion of nostalgia and next-gen ideas—where classic concepts, early breakthroughs, and long-standing challenges are reimagined through modern technology.

It reminds us that progress doesn’t erase the past; it upgrades it. By revisiting old visions with new tools, we show how creativity, history, and cutting-edge engineering come together to shape the future.



OUR PILLARS



**Prof. (Dr.) Hemlata K. Bagla
Hon. Vice Chancellor,
HSNC University, Mumbai**



**Prof. (Dr.) Tejashree Shanbhag
I/C Principal K.C. College**



**Dr. S. B. Muley
Head, Department of Computer
Science**

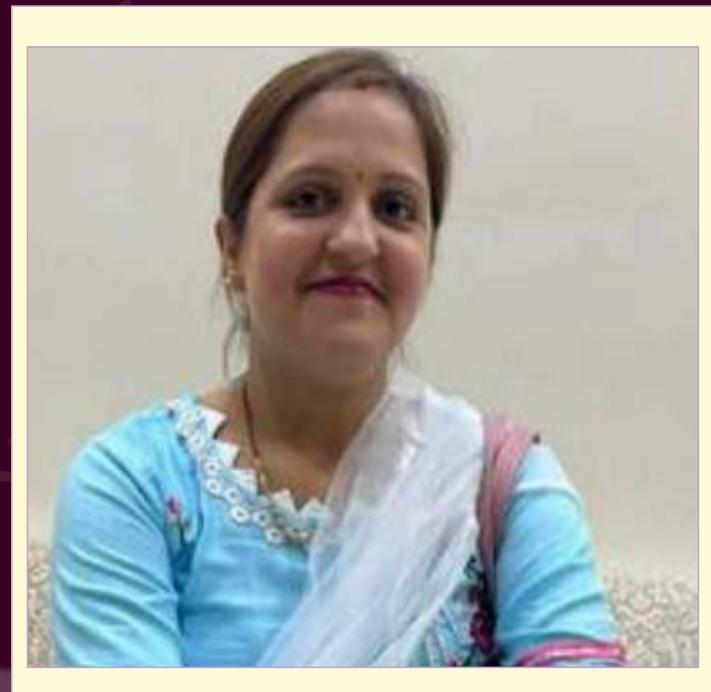


**Ms. Beenarani Karutharan Convener,
Fiestron Asst. Professor,
Department of Computer Science**

OUR PILLARS



Ms. Shalini Mahesgauri
Asst. Professor,
Department of Computer Science



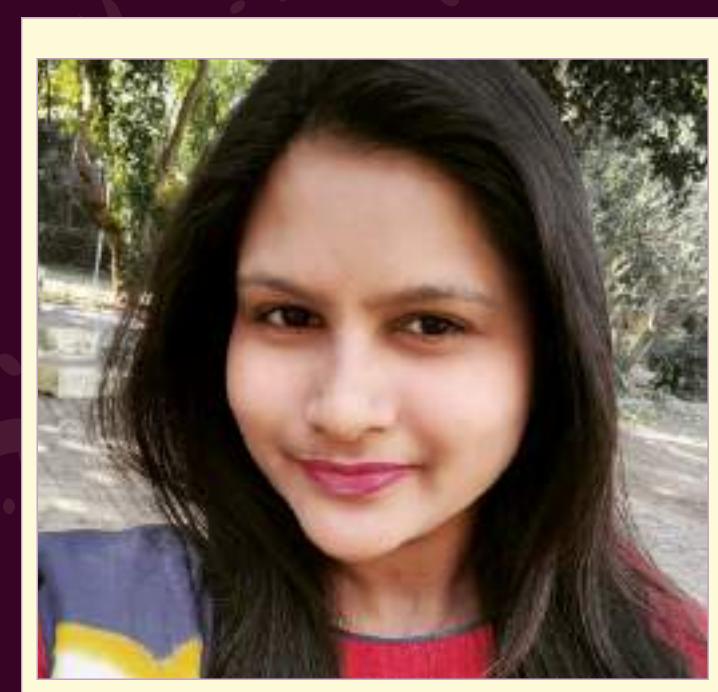
Ms. Geeta Brijwani
Asst. Professor,
Department of
Computer Science



Ms. Ritika Sharma
Asst. Professor,
Department of Computer
Science



Ms. Jovaria Ansari
Asst. Professor,
Department of Computer
Science



Ms. Dhanashree Ingle
Asst. Professor, Department of
Computer Science

NON TEACHING COMMITTEE



Mr. Rakesh Sharma



Mr. Ashish Gawade



Mr. Aditya Pandey



Mr. Santosh Waghela



Mr. Nitin Jitya

Core Committee

RIDA ANSARI

AKANKSHA JADHAV

QUSAİ KAGALWALA

MOHAMMAD HUSAIN

DEPARTMENT HEAD

Accounts Pratham

Admin Tirth

Coverage Amaan

Decor Sreya

Design Kasturi

Logistics Chetan

Hospitality Radhika

Marketing Pavan

PR Akriti

Security Chaitanya

Technical Rahil

Website Team Krishika

GENERAL RULES

- Respectful and courteous behaviour is expected from all the participants, attendees, and volunteers. Any form of harassment, discrimination, or disruptive behaviour will not be tolerated.
- Participants must register for specific events within the fest. Registration deadlines and requirements vary per event
- Participants should arrive on time for their scheduled events. Late-comers may risk disqualification.
- All events are conducted with fairness in mind. Cheating, plagiarism, or any form of unfair advantage is strictly prohibited.
- Safety guidelines should be followed at all times. This includes adhering to safety protocols for physical events and being mindful of personal safety in virtual or technology-related events.
- Participants are responsible for their own equipment and materials if required ,for specific events
- Respect intellectual property any submissions or presentations should be original or used with appropriate permissions and attributions.
- Decisions of judges and event organizers are final. Any appeals or disputes should be addressed through the designated channels.
- Participants are expected to maintain confidentiality of sensitive information they may come across during the fest.
- By attending, participants consent to the use of their image or videos in promotional materials, including photographs, videos, and live streams.

SECURITY RULES

- Entry will be given on a valid college ID/fee receipt of the current year with valid photo ID proof
- Unauthorized personnel will not be allowed backstage and in restricted areas
- Damage to any college property or any kind of misbehaviour will be treated as a serious offense
- The Right of admission is reserved by the OC
- Participants can deposit their items such as Helmets, perfumes, water bottles, etc. to the OC during an event and can collect it from them after the event
- Your valuables are your own responsibility, Fiestron and K.C. College will not be held responsible for any damage, loss or theft of your valuables
- Items deposited need to be collected from the OC on the same day and if not, the organizing committee is not responsible for it
- Non-cooperation with the organizing committee will lead to removal of the concerned person from the venue

CONFISCATION LIST

- Any sharp objects such as knives, blades, razors, cutters, rounders, nail filers, pins, staplers, nail cutters, Swiss knives or multiple knives, bottle openers, pointed rings, pointed bracelets, etc
- Metal objects like scales/rulers, thick chains, bike chains, metal knuckles, tool objects, etc
- Inflammable objects like lighters, match boxes, cigarettes, beedis, petrol, kerosene, inflammable oils, alcoholic drinks, batteries, sanitizers, etc
- Drugs, condoms, contraceptives, weapons, crackers, lasers, floppies, spray paints, ropes, whistles, etc
- Any other article which is not included in the above list but is injurious, harmful or illegal will not be allowed inside the venue. The discretion of the OC regarding any item being brought into the venue is final
- Please cooperate with the organizers for the same

SCORING RULES

- **Participation points only for CC: +50**
- **Not turning up for finale/last minute backout: -150**

PODIUM	Technical	Non Tech	Gaming
1st Place	5000 pr pts	2000 pr pts	2500 pr pts
2nd Place	2500 pr pts	1000 pr pts	1500 pr pts
3rd Place	1000 pr pts	500 pr pts	1000 pr pts

EVENT SCHEDULE

15 DECEMBER 2025

Chess & Carrom

11:30 am - 4:00 pm
Sports Room

Box Cricket

11:30 onwards

BGMI online event

11:30 am onwards

Code Quest

11:30 am - 1:30 pm
CS Lab

Geocities

2:00 pm onwards
CS Lab (Hardware)

Retro Rendered

2:00 pm onwards
CS Lab (Software)

One mic stand

3:00 pm onwards
Any one classroom

Logo lore

1:00 pm onwards
Any one classroom

Brain buster

4:30 pm onwards
Any one classroom or CS Lab

EVENT SCHEDULE

16 DECEMBER 2025

Hackathon

9:30 am - 11:30 am
CS Lab

Syntax Sprint

12:00 pm - 2:00 pm
CS Lab

FIFA

2:30 pm onwards
CS Lab (Inner lab)

Table Tennis

9:00 am - 1:00 pm
Sports Room

Escape Room

2:00 pm - 5:00 pm
Sports Room

Netflix Trivia

3:30 pm onwards
Any one classroom

Meme Mania

2:00 pm onwards
Any one classroom

Vintage Ventures

11:00 am onwards
Any one classroom

EVENT SCHEDULE

16 DECEMBER 2025

Ad-A-Bit

4:30 pm onwards
Any one classroom

Design .exe

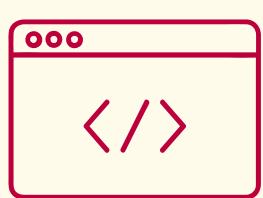
2:30 pm onwards
CS Lab

Hackathon, Ad-A-bit, Vintage venture
2nd day event

1st Day theme will be given and 2nd day it will be judged

***tentative timings for all events**

TECHNICAL EVENTS



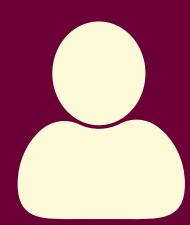
CODE QUEST

A multi-round programming challenge that tests participants' knowledge of both vintage and modern programming practices, combining retro computer trivia, typing speed with classic languages, and problem-solving skills.

Round 1 features Retro Computer Trivia + Modern Practices (MCQs) with 30 questions in 20 minutes.

Round 2 is a Typing Challenge using vintage programming language snippets (BASIC, C, COBOL) to measure speed and accuracy.

Round 3 focuses on problem-solving using classic approaches first, followed by optimization with modern techniques.



2
Participant



25
Capacity



₹2400*



CODE QUEST

RULES AND REGULATIONS

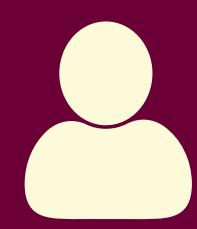
Rules & Regulations-

- All rounds are mandatory for qualification
- Use of internet allowed only in Round 3
- Code must be original and plagiarism will lead to disqualification
- Time limits strictly enforced for each round
- Participants must bring their own laptops
- Pre-installed software: Text editor, compiler for C/Python/Java

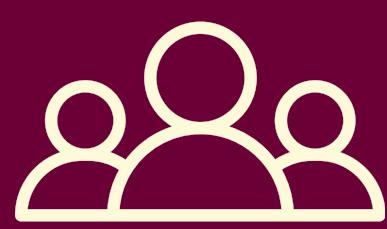
*Winners will receive a premium reward valued as per the event's prize pool. T&C apply

Hackathon

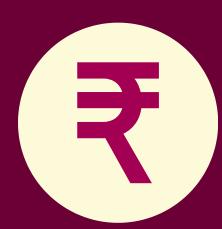
A 2-day intensive challenge where teams must select a classic software, website, or digital tool from the past and completely modernize it using the current technology stack, frameworks, and features while maintaining the core concept. Challenge Requirements: Choose an existing vintage concept (e.g., old forum systems, classic email clients, retro productivity tools), reimagine it with modern technology, complete a full-stack implementation, produce a working prototype with deployment, and deliver a 10-minute final pitch presentation.



2
Participant



40
Capacity



100
Registration fee



₹2400*



09:30-11:30
CS Lab

Hackathon

RULES AND REGULATIONS

Rules & Regulations:

- Team formation before event, no changes mid-hackathon
- All code must be written during the 2-day period (no pre-built solutions)
- Use of AI tools allowed but must be disclosed
- Open-source libraries and frameworks permitted
- Project must be deployed and accessible via URL
- GitHub repository must be maintained with proper commit history
- Mentorship sessions available at designated times
- No plagiarism - all work must be original

*Winners will receive a premium reward valued as per the event's prize pool. T&C apply





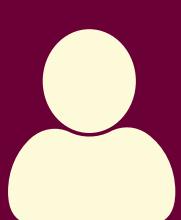
Syntax Sprint

A two-person relay challenge where one team member builds the foundation using old-school web development techniques, and the second member modernizes it with cutting-edge frameworks and responsive design.

Round Structure:

Round 1 – The Starter (45 minutes): build a base layout using old-style HTML, CSS, and vanilla JavaScript only, focusing on structure, semantic HTML, and foundation, with no frameworks or libraries allowed, and create functional navigation and basic interactivity.

Round 2 – The Finisher (45 minutes): polish the starter's code with modern tools such as React, Bootstrap, Tailwind, Vue.js, Next.js, or similar, add responsiveness, animations, and advanced functionality, and include one retro UI element (e.g., marquee, blinking text) modernized for current trends.



2
Participant



30
Capacity



₹2400*

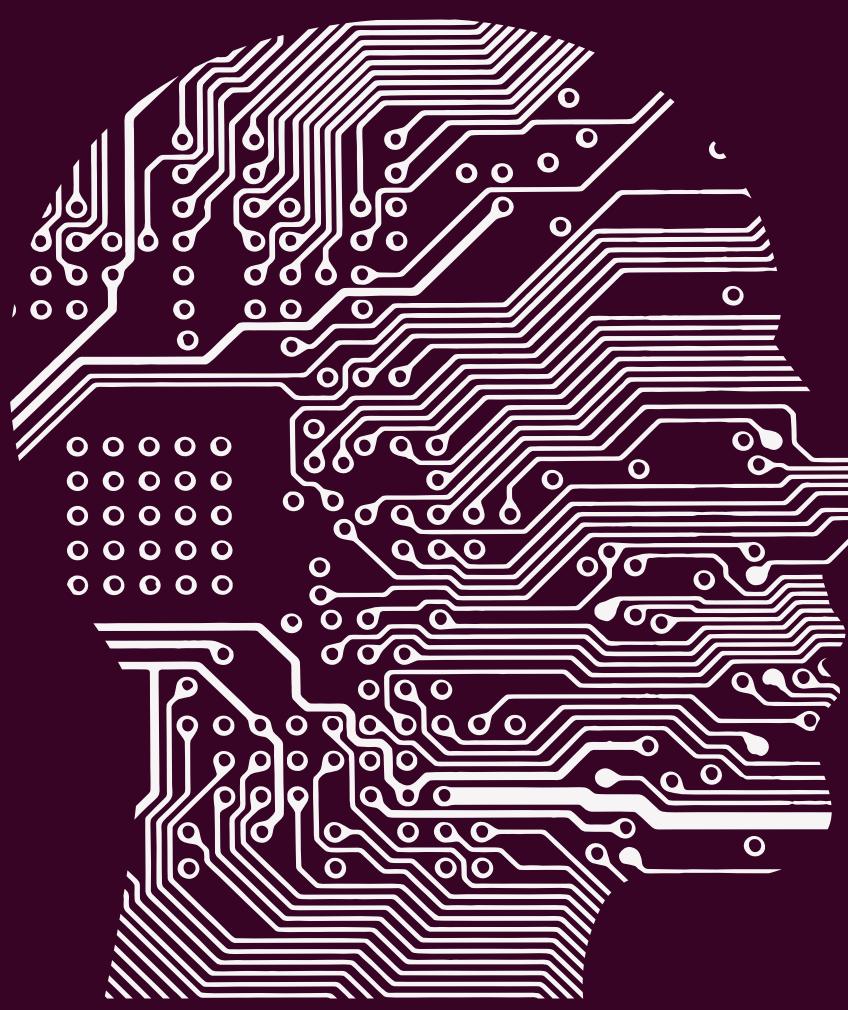
Syntax Sprint

RULES AND REGULATIONS

Rules & Regulations:

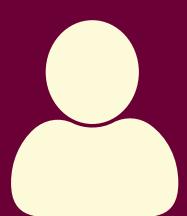
1. Both team members must be present; no substitutions
2. No communication between rounds – Starter cannot assist Finisher
3. Starter cannot use any CSS frameworks or JavaScript libraries
4. Finisher must retain the core structure from Round 1
5. Both rounds timed strictly; extra time results in penalty
6. Final product must be fully functional and responsive
7. Code must be pushed to provided GitHub repository
8. Internet access allowed for documentation only

*Winners will receive a premium reward valued as per the event's prize pool. T&C apply



Geocities.AI

Participants must design a single-page, front-end website with an authentic late-90s Geocities/Angelfire aesthetic that tackles a modern problem, with all design elements generated through AI prompts only. Challenge Requirements: Create a single-page site addressing a 21st-century issue (e.g., climate change tracking, mental health resources, digital privacy tools). All visuals must come from AI prompts (ChatGPT, Claude, Copilot, etc.). The site must use HTML tables for layout, animated GIFs, pixel art, web-safe colors, skeuomorphic buttons, and tiled backgrounds, while remaining functional, accessible, and readable.



1
Participant



40
Capacity



₹1200*



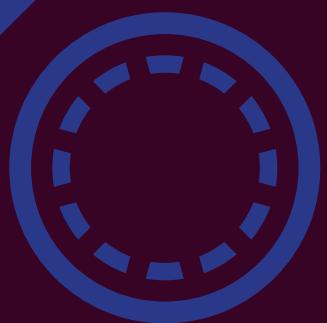
02:00pm onwards
CS Lab
(Hardware Lab)

RULES AND REGULATIONS

Rules & Regulations:

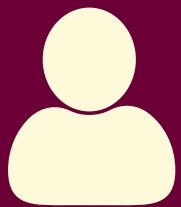
- Every design element must come from AI-generated code
- (prompts must be
- documented)
- Manual design coding results in disqualification
- Website must
- be fully functional with real utility
- Must work on modern browsers
- Accessibility standards must be met (WCAG 2.1 Level A minimum)
- Submit prompt history along with final website
- Use of retro web generators/tools not allowed - only AI assistance
- Copyright-free images and GIFs only

*Winners will receive a premium reward valued as per the event's prize pool. T&C apply



Design.exe

A unique UI/UX design challenge where participants must create a complete modern app interface mockup using only Microsoft Paint, leveraging its evolved features like layers, AI assistance, and precision tools to design as professionally as they would in Figma or Adobe XD. Challenge Requirements: Participants must design a full modern mobile app interface with at least 5–7 screens, show user flow and navigation, use only the latest Microsoft Paint with layers and AI, and include a home screen, navigation, user profile, and main feature screens. The final design must follow modern UI/UX principles.



1
Participant



40
Capacity



₹1200*



2.30pm onwards
Outer CS lab

Design.exe

RULES AND REGULATIONS

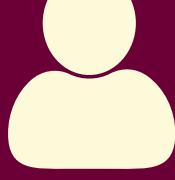
Rules & Regulations:

- ONLY Microsoft Paint allowed - no other design tools
- Participants must use Paint's modern features (layers, AI, hex colors)
- Screenshots or recorded process may be requested for verification
- Must submit all screen designs as individual PNG files
- Brief written explanation of UX flow required (max 200 words)
- Stock images allowed but must be edited in Paint only
- Color picker tools outside Paint allowed for hex codes
- Work must be original - no tracing from existing designs

*Winners will receive a premium reward valued as per the event's prize pool. T&C apply

Retro Rendered

An AI art generation challenge where participants use modern AI tools to reimagine and recreate classic retro aesthetics—from vintage posters to 8-bit pixel art—transforming nostalgia into fresh, contemporary digital art through innovative prompting techniques. Challenge Requirements: Participants choose one category, such as vintage movie posters reimagined, 8-bit pixel art modernized, classic album covers recreated, retro advertisements for modern products, classic video game graphics enhanced, vintage travel posters for contemporary destinations, or old tech advertisements featuring new products.

 1
Participant

 50
Capacity

 2:00pm onwards
CS Lab

Retro Rendered

RULES AND REGULATIONS

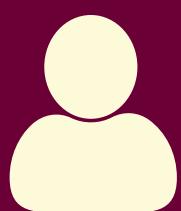
Rules & Regulations:

- Must submit prompt history/documentation with final artwork
- AI tool used must be disclosed
- Post-AI editing allowed (color correction, compositing) but must be documented
- Original inspiration must be credited and shown
- Final artwork must be significantly transformed, not just upscaled
- Submit high-resolution files (minimum 2000px on longest side)
- No copyrighted characters or trademarked logos without transformation
- Maximum 3 final artworks per participant
- Submit process documentation (screenshots of iterations)

Vintage Ventures

A business pitch competition where participants pick a real failed company from the past and reimagine it for today's market, explaining how modern technology, market trends, and innovative thinking could make it succeed where it previously failed.

Challenge Requirements: Participants must select a real failed company or product (such as Google Glass, Vine, Quibi, Pets.com, Blockbuster, BlackBerry, or Kodak), research why it originally failed, develop a comprehensive relaunch strategy, create a 10–12 minute pitch presentation, and design mockups, a business model, and a go-to-market strategy.



2
Participant



30
Capacity



₹2400



11.00am onwards



Vintage Ventures

RULES AND REGULATIONS

Rules & Regulations:

- Must choose from genuinely failed companies (not currently operating successfully)
- No two teams can choose the same company (first-come, first-served registration)
- Pitch must include: Problem analysis, modern solution, target market, revenue model, competitive advantage
- Presentation format: PowerPoint/Google Slides/Canva5. All team members must participate in presentation
- Q&A session with judges (3-5 minutes)
- Use of AI for research allowed, but concept must be original
- Professional attire required for pitch

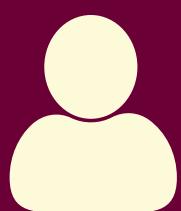
*Winners will receive a premium reward valued as per the event's prize pool. T&C apply

NON TECHNICAL EVENTS

Brain Buster

A fast-paced, buzzer-based quiz show inspired by Family Feud, blending retro pop culture, tech nostalgia, and modern trends. Teams compete across three rounds.

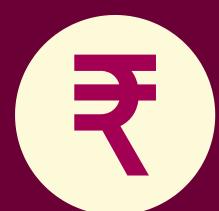
Round Structure: Round 1 – Retro Rush (15 minutes): 20 quick-fire questions from 80s–2000s tech and pop culture; +10 for correct, -5 for incorrect. Round 2 – Modern Mashup (15 minutes): 20 questions on today's innovations and trends; +15 for correct, -5 for incorrect. Round 3 – Rewired Round (20 minutes): 10 "Connect the Era" questions linking old and new concepts (e.g., "Walkman → iPod → ___?"). Correct answers with explanation earn 25 points; answer only earns 15.



2
Participant



60
Capacity



100
Registration fee



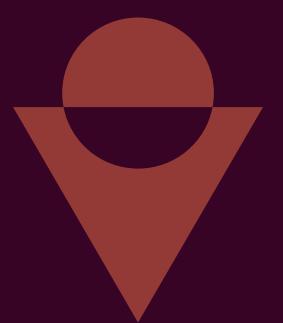
4.30pm onwards

Brain Buster

RULES AND REGULATIONS

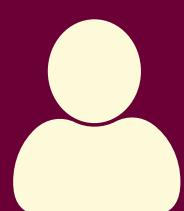
Rules & Regulations:

- All team members must be present; minimum 2 players required
- Only the person who buzzed first can answer
- Team has 5 seconds to answer after buzzing
- No smartphones or internet access during quiz
- Judges' decision is final
- Negative marking for incorrect answers in Rounds 1 & 2
- Teams can pass once per round (no points, no penalty)
- Ties broken by sudden-death question



Escape Protocol

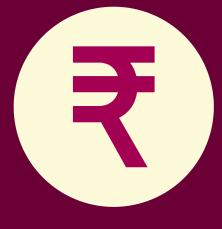
A high-stakes mystery challenge where teams must crack codes, solve riddles, and complete logic puzzles to escape from three progressively difficult themed rooms. Each room introduces unique challenges that demand teamwork, critical thinking, and clever problem-solving. Room Themes & Structure: Level 1 – Beginner: The Forgotten Server Room (20 minutes) features basic tech puzzles, simple ciphers, lock combinations, and coordination tasks to unlock Level 2. Level 2 – Intermediate: The Vintage Office (25 minutes) includes multi-step puzzles, hidden clues, and riddles blending old and new tech under rising time pressure. Level 3 – Expert: The Digital Time Vault (30 minutes) presents advanced logic puzzles, interconnected systems, full-team involvement, and the final escape sequence.



2
Participant



30
Capacity



100
Registration fee



₹4800



2.00pm-5.00pm
Sports room

Escape Protocol

RULES AND REGULATIONS

Rules & Regulations:

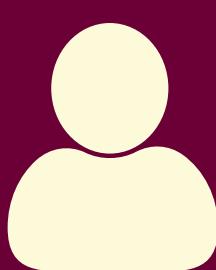
- All team members must enter together and stay in the room
- No physical force on props or locks (all puzzles have logical solutions)
- Time limit strictly enforced; doors automatically unlock after time ends
- Teams can request one hint per room (5-minute penalty)
5. Cannot skip rooms; must complete each to progress
- No electronic devices allowed inside rooms
- Game master monitors via camera for safety
- Emergency exit available but results in disqualification

*Winners will receive a premium reward valued as per the event's prize pool. T&C apply

Meme Mania

A digital content creation challenge where participants produce original memes or short reels about college life, campus culture, or trending topics. The goal is to create viral, relatable, funny, and highly shareable content.

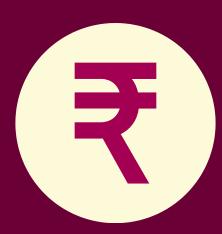
Challenge Categories (Choose One): Static Memes – a series of 5–8 single-image memes with captions; Video Reels – 15–60 second short videos (1–2 reels); Meme Series – storytelling told through 4–6 connected memes.



2
Participant



40
Capacity



100
Registration fee



₹2400



2.00pm onwards

Meme Mania

RULES AND REGULATIONS

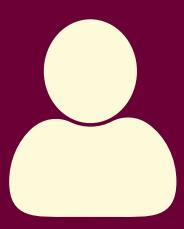
Rules & Regulations:

- All content must be original (no reposts or existing viral memes)
- Must be appropriate – no offensive, discriminatory, or inappropriate content
- Can use popular meme templates but with original captions/context
- Submit in digital format (JPEG/PNG for images, MP4 for videos)
- Watermark with team name
- No copyright violations (use royalty-free music for reels)
- Maximum file size: 50MB per submission
- Time limit for creation: 1.5 hours

*Winners will receive a premium reward valued as per the event's prize pool. T&C apply

Ad-A-Bit (The Brand Revival Challenge)

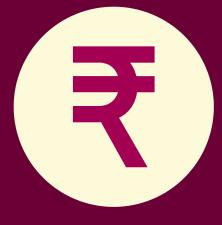
A fun and creative advertising competition where teams are given a theme and a quirky or failed product, and must create a 2–5 minute ad video that rebrands the product humorously yet convincingly. Teams submit their pre-recorded video and present their marketing strategy live. Room Themes & Structure: Organizers announce a theme in advance, each team receives a unique failed or funny product, prepares a 2–5 minute pre-recorded advertisement, which is played during the presentation, followed by a live pitch explaining the creative strategy and marketing approach.



2
Participant



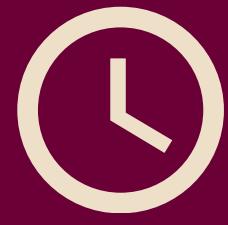
30
Capacity



100
Registration fee



₹2400

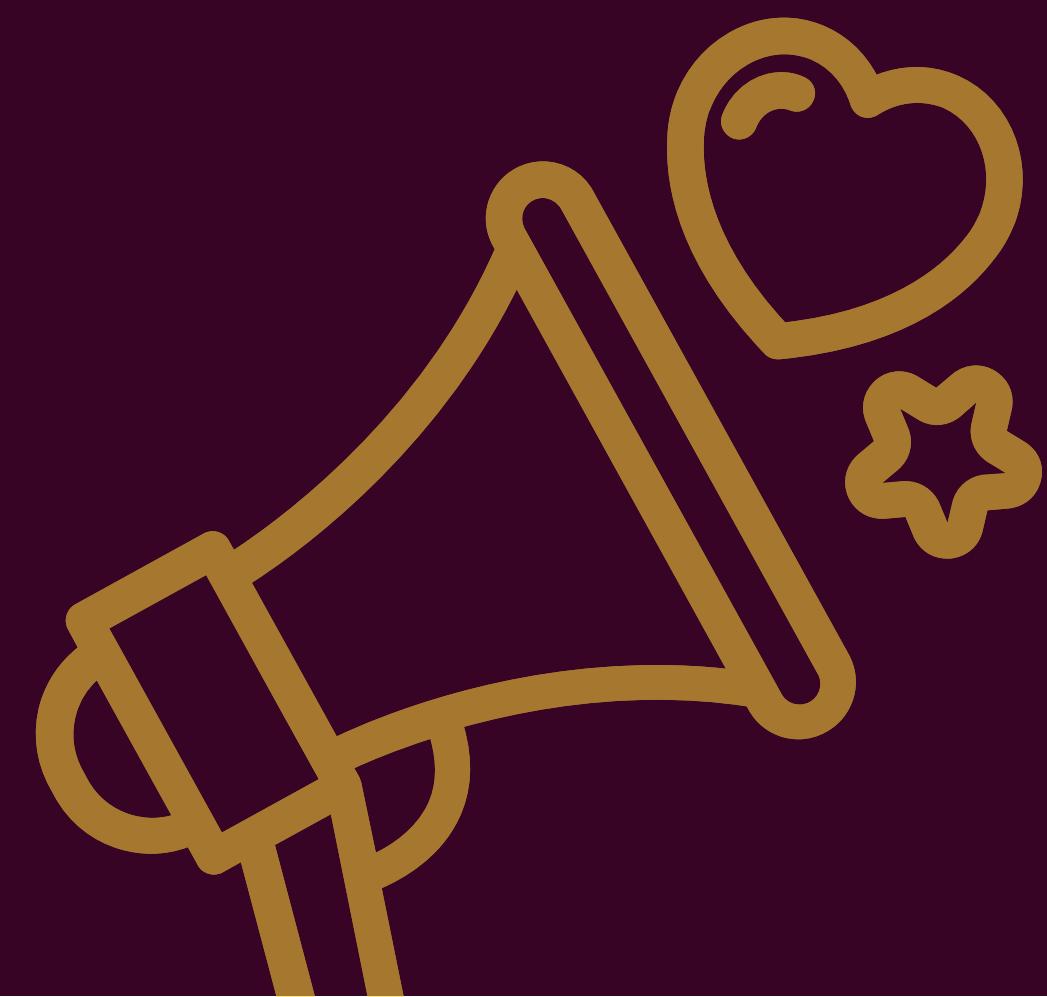


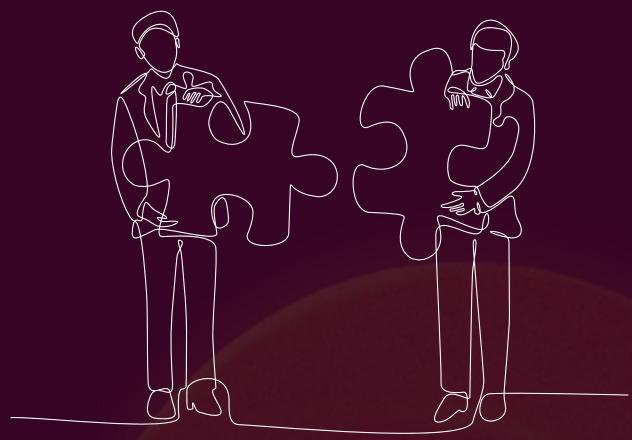
4.30pm onwards

Rules & Regulations:

1. Theme and product will be shared in advance
2. Teams must create and submit a 2–5 minute pre-recorded ad video before the event
3. Video will be played by organizers during team's presentation slot
4. All team members must participate in the live pitch presentation
5. The advertisement should be funny, creative, and strategically sound
6. No live performance or acting required during presentation
7. No inappropriate, offensive, or copyrighted content
8. Presentation time: Video screening (2-5 min) + Live pitch (5 min)
9. All videos must be in MP4 format and watermarked with team name
10. Submit video at least 2 hours before event starts

*Winners will receive a premium reward valued as per the event's prize pool. T&C apply





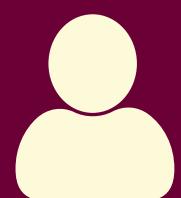
Logo Lore (Brand Recognition Challenge)

A multi-round visual challenge testing participants' brand recognition skills through distorted, partial, evolved, and creatively hidden logos, combining memory, attention to detail, and brand knowledge across decades. Round

Structure: Round 1 – Distorted Brands (15 minutes, 20 logos): Logos are distorted, pixelated, color-changed, or partially visible; teams write down brand names for 5 points each.

Round 2 – Evolution Chain (15 minutes, 10 brands): Teams see 3–4 historical logo versions (unordered) and must identify the brand and arrange logos chronologically; 10 points for correct brand, 5 bonus for correct order. Round 3 – The Brand

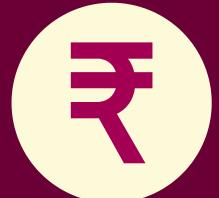
Tag (20 minutes, 15 brands): Teams identify the brand's slogan/tagline (current or historical) for 15 points each, plus a bonus of 5 points each for creating a new tagline for 3 selected brands.



2
Participant



30
Capacity



100
Registration fee



1.00pm onwards

Logo Lore (Brand Recognition Challenge)



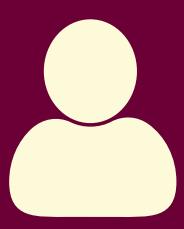
RULES AND REGULATIONS

Rules & Regulations:

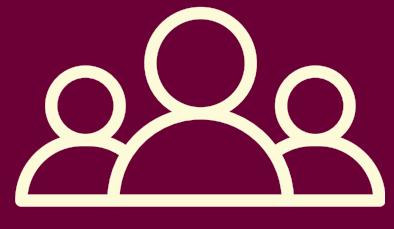
- No electronic devices or internet during the game
- Teams submit answers on provided answer sheets
- Answers must be legible and clear
- Spelling must be accurate for brand names
- No communication with other teams
- Time limits strictly enforced per round
- Answers revealed after each round
- Disputes resolved by judge panel

One Mic Stand

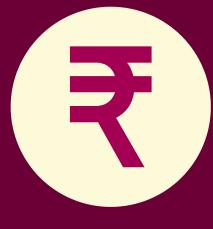
An open-format performance challenge where participants showcase their talent on stage—stand-up comedy, poetry, music, storytelling, or any other creative act. The twist: each performer draws a random “Rewired” theme card (e.g., “Nostalgia,” “Tech Evolution,” “Vintage Meets Modern,” “Digital Detox,” “Retro Revival,” “Future Past”) that must be incorporated into their performance, testing improvisation and creativity. Round Structure: Participants declare their performance type at registration, draw a theme card on stage, get 2–3 minutes to prepare, and then deliver a 3–5 minute performance incorporating the drawn theme.



1
Participant



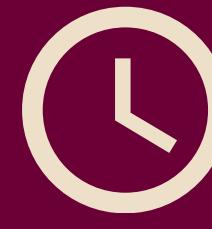
20
Capacity



50
Registration fee



₹1200*
Prize



3.00pm onwards
Time

One Mic Stand

RULES AND REGULATIONS

Rules & Regulations:

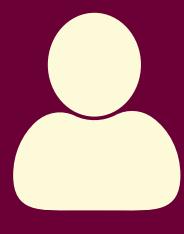
- Performance must incorporate the drawn "Rewired" theme
- Can be partially prepared, but must adapt to include the theme card
- . Performance must be appropriate (no offensive content)
- . Time limit strictly enforced (3-5 minutes)
- Props allowed if brought by participant or provided by organizers
- . Cannot refuse the theme drawn
- . English/Hindi/Mix or any language allowed
- . Stage area boundaries must be respected
- Musical performances can be with or without backing track (bring your own device if needed)

*Winners will receive a premium reward valued as per the event's prize pool. T&C apply

GAMING EVENTS

BGMI (Battlegrounds Mobile India)

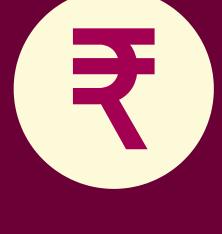
A mobile battle royale tournament where squads compete for survival, eliminations, and Victory Royale in intense matches. Format: Multiple rounds (4–6 matches) with points awarded for placement and kills, and final standings determined by cumulative points.



4
Participant
(1 substitute)



25
Capacity



200
Registration fee



₹4800 11.30am onwards



BGMI (Battlegrounds Mobile India)

RULES AND REGULATIONS

Rules & Regulations:

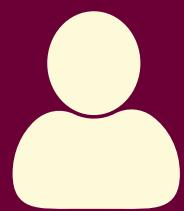
- Latest official BGMI version required
- No hacks, mods, or external tools
- Server: Asia
- TPP (Third Person Perspective) mode
- Classic Erangel/Miramar maps (announced before match)
- Custom room code provided by organizers
- All players must join 5 minutes before match start
- Screenshot of results must be submitted

*Winners will receive a premium reward valued as per the event's prize pool. T&C apply



FIFA Tournament

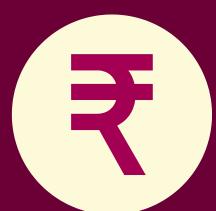
The tournament follows a single or double elimination bracket, ensuring teams have multiple opportunities to compete. Matches use standard settings, with 6-minute halves (or as per console settings), and winners advance based on overall performance. Tie-breakers, if needed, follow official game rules to determine the advancing team.



1
Participant



32
Capacity



50
Registration fee



₹1200*



2.30pm onwards
CS Lab
(Inner lab)

FIFA Tournament



RULES AND REGULATIONS

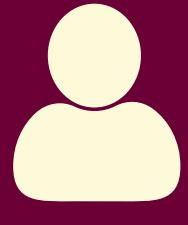
Rules & Regulations:

- Latest FIFA version (FIFA 23/24)
- Players randomly assigned teams OR pick from tier list
- No pausing unless technical issue
- Handball, offsides: Auto
- Difficulty: Professional/World Class
- Weather: Random
- Disputes resolved by organizer review
- No rage quitting (auto-loss)

*Winners will receive a premium reward valued as per the event's prize pool. T&C apply

Chess Tournament

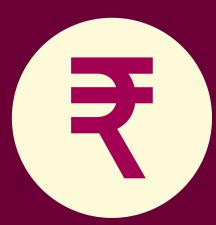
A classic chess tournament where players compete in timed matches using standard tournament rules, testing strategic thinking, patience, and tactical prowess. Format: Swiss system or single elimination (depending on registration), rapid format with 10 minutes per player, and multiple rounds until a champion emerges.



1
Participant



32
Capacity



50
Registration fee

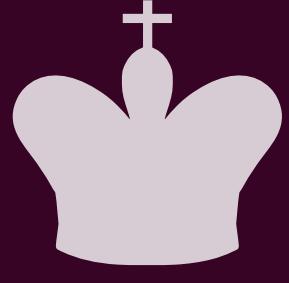


₹1200*



11.30-4.00pm
Sports Room

Chess Tournament



RULES AND REGULATIONS

Rules & Regulations:

- FIDE (International Chess Federation) rules apply
- Touch-move rule enforced
- Clocks provided by organizers
- Players must record moves if requested
- No electronic devices allowed
- Arbiters' decisions are final
- Draw offers allowed after 20 moves
- Time forfeits result in immediate loss

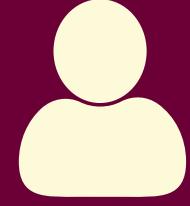
*Winners will receive a premium reward valued as per the event's prize pool. T&C apply



Table Tennis Tournament



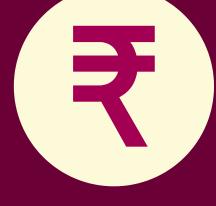
A fast-paced table tennis singles competition following standard rules, testing reflexes, precision, and competitive spirit. Format: Single elimination or round robin (depending on number of entries), with matches played as best of 3 or best of 5 games using the standard 11-point scoring system.



1
Participant



32
capacity



50
Registration fee



₹1200*



9.00-1.00pm
Sports Room

Table Tennis Tournament

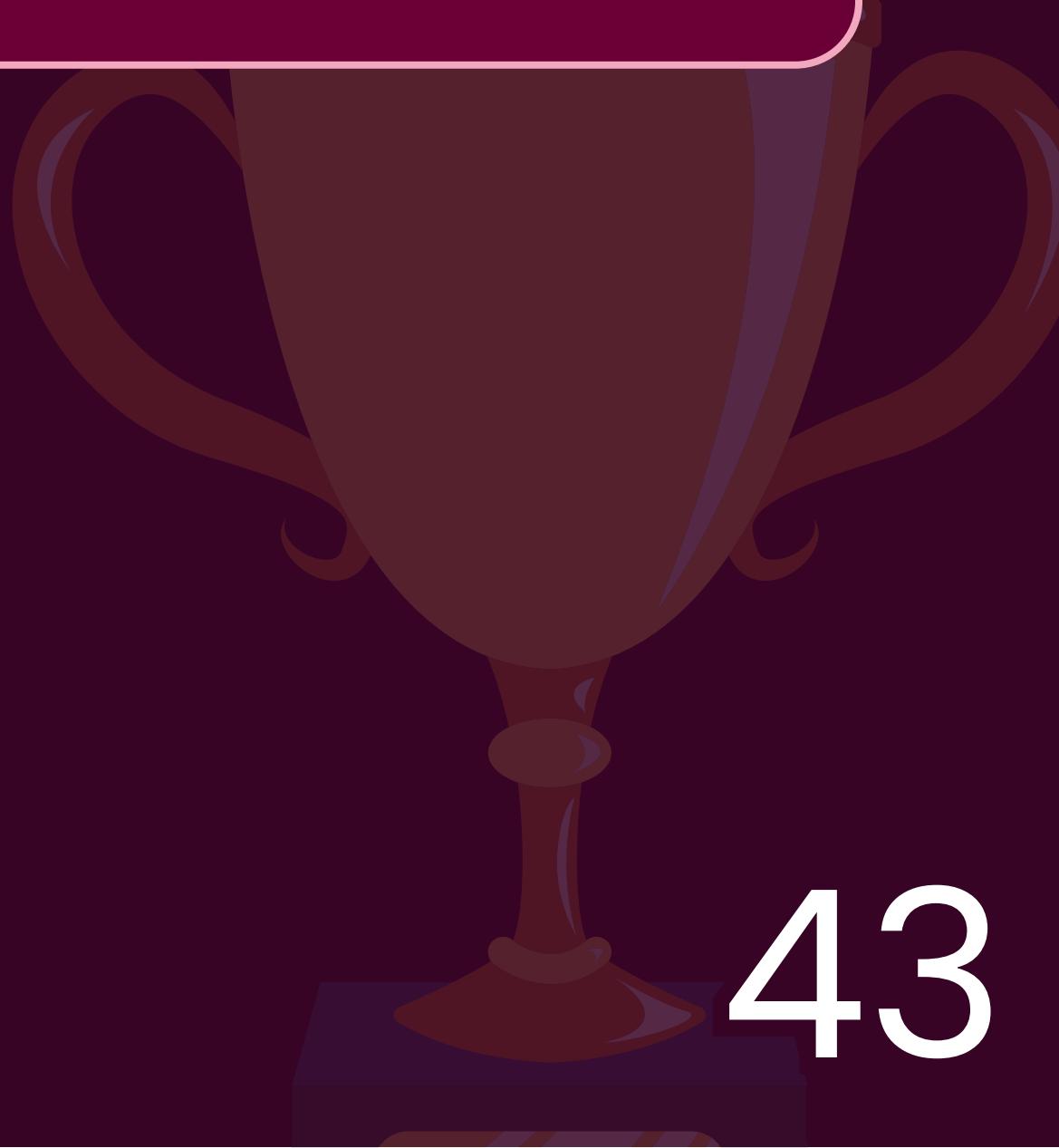


RULES AND REGULATIONS

Rules & Regulations:

- ITTF (International Table Tennis Federation) rules apply
- Service must be diagonal
- Let serves replayed
- Players alternate serving every 2 points
- Must win by 2 points if tied at 10-10
- Equipment provided by organizers
- No time-wasting tactics
- Referee's decision is final

*Winners will receive a premium reward valued as per the event's prize pool. T&C apply

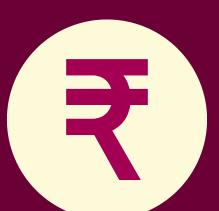
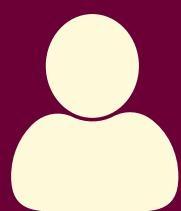




Carrom Board Tournament

A traditional board game competition following international carrom rules, where players use a striker to pocket carrom men, combining precision, strategy, and skill.

Format: Best of 3 boards per match, 29-point board system, with knockout or round-robin structure depending on the number of entries.



2
Participant

16 - 24
Capacity

100
Registration fee

11.30-4.00pm
Sports Room

Carrom Board Tournament

RULES AND REGULATIONS

Rules & Regulations:

- International Carrom Federation (ICF) rules
- Queen must be covered to count
- Striker position: anywhere behind baseline
- Foul penalties apply (return pocketed piece)
- Time limit: 1 minute per shot
- Due (3 chances) rule for covering queen
- No physical contact with pieces except striker 8. White carrom men first, then black

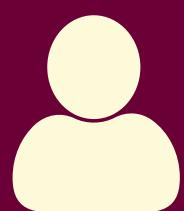


Box Cricket Tournament



A thrilling on-ground Box Cricket Tournament where teams showcase teamwork, coordination, and strategy in an energetic, fast-paced format.

Format: T10 matches (5 overs per game) played in a standard box setup using a tennis ball, with knockout or round-robin structure depending on entries.



6
Participant
(1 substitute)

8
Capacity

300
Registration fee

₹7200

11.30am onwards
Quadrangle



Box Cricket Tournament



RULES AND REGULATIONS

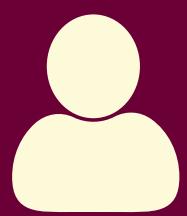
Rules & Regulations:

- Each team consists of 6 active players + 1 substitute
- Standard box cricket rules apply
- Umpires' decisions are final and binding
- Teams must report 15 minutes before match time
- Overstepping, wides, and no-balls penalized as per format
- Players must wear sports shoes (no spikes allowed)
- Misconduct or argument with umpire results in disqualification
- Matches will follow a fixed time schedule – delays lead to forfeit

*Winners will receive a premium reward valued as per the event's prize pool. T&C apply

NETFLIX Trivia Challenge

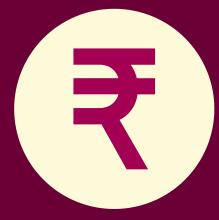
A comprehensive quiz competition testing knowledge of Netflix original series, movies, documentaries, and pop culture moments from the streaming platform. Format: Matches follow a knockout or round-robin structure depending on entries.



2
participants



30
capacity



100
Registration
fee



3.30pm onwards



48

NETFLIX Trivia Challenge

RULES AND REGULATIONS

Rules & Regulations:

- No phones or internet access during quiz
- Answer sheets must be submitted at end of each round
- No communication with other teams
- Judges' decisions are final
- Ties broken by bonus question



CARNIVAL GAMES (All Games - ₹30 per entry)

1. Coin Drop Challenge
2. Stack Attack
3. Ticket Toss to the Line
4. Brick Balance (Wet Brick Challenge)
5. Elbow Flip Coin Catch
6. Blow the Ball Table Challenge
7. Rubber Band Cup Shooting
8. Straw Suction Ball Transfer
9. Emoji Riddle / Ice Cream Scream
10. Color Chart Mind Trick
11. 7 Up 7 Down (Dice Game)
12. Confusing Word Challenge
13. Penny Stack Race
14. Paper Ball Basketball



Thank You!



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kccs.techclub@gmail.com



kc.techclub



Registration Link (Click)