



STEPCONE-2025
STANDARD OPERATING PROCEDURE

EVENT NAME: Fun Fusion

DEPARTMENT NAME: Civil Engineering

EVENT TYPE: Spot Event

EVENT DESCRIPTION:

FUN FUSION is an engaging spot event aimed at refreshing participants with a mix of outdoor games and fun challenges. It includes various interactive games such as Lip Sync Battle, Temple Run, Cup Stack Relay, Hands and Feet Hopscotch, and Relay Pictionary. Each game is designed to offer a lively experience and encourage teamwork. Throughout the event, participants will encounter surprise challenges and must complete all five games within a given timeframe. Teams who finish within the set time are eligible for exciting prizes. Participants can choose to play one or more games based on their preference.

EVENT GUIDELINES:

GAME DETAILS:

1. Lip Sync Battle:

- Players are divided into pairs. Player 1 wears headphones with high volume, while Player 2 is given five words to lip sync.
- Player 1 must guess the words based solely on Player 2's lip movements within the time limit.

Rules:

- Player 1 must not remove the headset.
- No hand or leg movements allowed for word clues.
- Minimum 2 players required.



2. Cup Stack Relay:

- **Round 1:** Identify a song after hearing its first 5 seconds. Correct guesses allow players to advance.
- **Round 2:** Build a cup pyramid in the shortest time possible to win.

Rule: Strictly adhere to the tasks set by coordinators.

3. Hands and Feet Hopscotch:

- Each player must match their hands and feet to specific markings, progressing row by row.
- Requires coordination and agility to complete within the time limit.

4. Relay Pictionary:

- A team of 4 works together in a drawing relay.
 - Player 1 views a picture for 30 seconds and draws it.
 - Each subsequent player observes the last drawn picture for 30 seconds before drawing it again.
 - The final player must guess the original picture based on the last drawing.
- Correct guesses earn rewards.

5. Aim the ball:

- Player will be given 5 balls. player should throw the balls into the glasses, where placed at some distance.
- No. of balls thrown by the player in the given time limit can earn gifts.
- **Rules:** Strictly maintain the distance set by coordinators.

Team Size/No of Participants: 2 to 5 Members

PLAN OF ACTION:

Day Shift

Duration of event: 2 Days

Day 1:



- Registration and team briefing.
- Conduct games in sequence – Lip Sync Battle, Cup Stack Relay, Hands and Feet Hopscotch, Relay Pictionary and Aim the Ball.
- Monitor teams' progress and track times for each game.

Day 2:

- Continue games for remaining teams.
- Announce winners based on fastest completion times and rule adherence.
- Distribute prizes to winning teams.

Judging Criteria:

1. Completion Time (40 Points)

- **Objective:** Measure how quickly each team completes each game.
- **Scoring:** Teams earn points based on their finishing times for each game:
 - 1st Place: 40 points
 - 2nd Place: 35 points
 - 3rd Place: 30 points
 - 4th Place and below: 20 points or fewer, based on completion order
- **Note:** Points are awarded for each game individually, and total points are accumulated at the end.

2. Accuracy and Rule Compliance (30 Points)

- **Objective:** Ensure each team follows the rules and completes tasks accurately in each game.
- **Scoring:** Points are awarded based on adherence to game rules, such as:
 - **Lip Sync Battle:** No gestures; clear word guessing attempts.
 - **Cup Stack Relay:** Proper song identification and correct cup stacking.
 - **Hands and Feet Hopscotch:** Accurate hand and foot placements without errors.



- **Relay Pictionary:** Accurate drawing based on observation.
 - **Aim the ball:** Proper throwing of the ball.
- **Deductions:** Rule violations or incorrect task execution may lead to point deductions.

3. Teamwork and Coordination (20 Points)

- **Objective:** Evaluate how well team members communicate and work together to complete tasks.
- **Scoring:** Points are awarded based on:
 - Clear communication among team members.
 - Effective coordination during relay-style games.
 - Positive teamwork dynamics (e.g., encouragement, fair play).
- **Bonus Points:** Exceptional displays of teamwork, such as creative problem-solving, may earn additional points.

4. Creativity and Enthusiasm (10 Points)

- **Objective:** Reward teams for their enthusiasm, creativity, and energy during the event.
- **Scoring:** Points are awarded based on:
 - Enthusiastic participation and engagement in each game.
 - Creative and fun approaches to tasks (where applicable).
 - Positive attitude and sportsmanship.
- **Deductions:** Lack of enthusiasm or disruptive behavior may lead to point deductions.

Expected no of participants: 25 Teams

