

# **Malhar 2022**

## **Rules and Regulations**

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## FROM THE PRINCIPAL'S DESK

Ralph Waldo Emerson once said “Nothing great was ever achieved without enthusiasm.” and I firmly believe Malhar is possible because of the effort and enthusiasm of all those who are involved in it! From the students who conceptualise and execute events to those who showcase their creative talents it is definitely an invaluable opportunity for all to achieve their true potential. The theme this year ‘Malhar Aurora: Transcending Horizons’ offers the kind of platform for organisation, collaboration, learning and performances that our students have been waiting for. Last year Malhar had to evolve in the online format. This year we transcend that limitation! I wish our team all the very best as they work together and invite you to come to the St. Xavier’s College campus to join in and participate enthusiastically, as we embark on this new dawn.

*Dr. Rajendra Shinde*

*Principal*

# TIMELINE

DATE	DAY	EVENT
3rd August, 2022	Wednesday	CL MEET AND GREET
3rd August - 9th August 2022	Wednesday-Tuesday	CONTINGENT ONLINE REGISTRATIONS
10th August - 12th August 2022	Wednesday-Friday	PRNC ONLINE REGISTRATIONS
2nd August - 9th August, 2022	Tuesday	YARDSALE SUBMISSION - ST. XAVIER'S COLLEGE STUDENTS
10th August, 2022	Wednesday	FORM VERIFICATION DAY
10th August, 2022	Wednesday	YARDSALE SUBMISSION FOR CONTINGENTS
14th August, 2022	Sunday	YARDSALE DAY (SOCIAL CAUSE)
16th August, 2022	Tuesday	Pre-Submissions for Eliminations
24th August, 2022	Wednesday	Pre-Submissions for Finals
21st August, 2022	Sunday	ELIMINATIONS
28th August, 2022	Sunday	MALHAR DAY 1
29th August, 2022	Monday	MALHAR DAY 2
30th August, 2022	Tuesday	FINAL DAY FOR PRIZE BAGS AND CERTIFICATES COLLECTION

# PLEASE NOTE

**We request you to read and follow these regulations:**

- All participants, CLs, ACLs, CAs and visitors are required to adhere to the updated COVID-19 guidelines as given by the Government of Maharashtra. Please go through the same here: <https://arogya.maharashtra.gov.in/1175/Novel--Corona-Virus>
- Carrying sharp objects, inflammable objects and/ or any other objects that are potentially dangerous are prohibited.
- Carrying any beverages with alcohol content is prohibited.
- Attempting to use or sell narcotics, drugs, cigarettes, e-cigarettes, nicotine delivery devices (such as “vapes”, etc.) , or addictive items of any sort is prohibited.
- Any misbehaviour on part of the participants or visitors will lead to expulsion from the premises and will reflect negatively on their college.
- Provision for drinking water is available on campus.
- The Malhar Committee will not tolerate anything that can be perceived as being offensive to any national/religious/linguistic sentiments or to any gender.
- If contingents wish to bring their props in a truck, these trucks must reach college before 8 A.M. on all days.
- **All required pre-submissions (mentioned later) must be submitted to the Administration department on 16th August, 2022, at [admin@malharfest.in](mailto:admin@malharfest.in) (only) before the event(s).**
- **Pre-submissions for Eliminations (scripts, costumes, props, lyrics etc.) must be done by 16th August, 2022.**
- **Pre-submissions for Finals (scripts, costumes, props, lyrics etc.) must be done by 24th August, 2022.**
- Props are the participants' responsibility. The organizing committee will not be held responsible in case of any theft or damage.
- Participants are not permitted to leave the venue between the subsequent rounds of an event.
- Participants must not disrupt the flow of any event.
- Members of the Malhar Staff Committee are allowed access to all venues, at any point of time.
- The official website for Malhar is [www.malharfest.in](http://www.malharfest.in). Please check the website regularly for updates.
- No photography will be allowed on the days of Malhar. Security is allowed to confiscate cameras.
- The Hospitality department does not provide food to the CLs, ACLs, CAs or participants on Eliminations or Main Days of Malhar.
- The canteen area is out of bounds for the CL, ACL, participants and audience. They will not be allowed to move through the canteen under any circumstances during the Eliminations or the Finals.

- Due to logistical constraints, Outstation Colleges will directly qualify for finals of events having eliminations.
- There are a few events not open to Outstation Colleges, the details of which are mentioned further in this document.
- Malhar passes are NOT for sale.
- All rules are subject to change at the discretion of the Organising Committee. Any changes in the Rules and Regulations shall be communicated to the CLs. An online copy of the Rules and Regulations Manual will be made available on the Malhar website.
- **The decisions made by the Organising Committee will be final and binding.**

# ADMINISTRATION

## TERMINOLOGY:

Contingent Leader (CL)	The CL is the official college representative and fulfils the registration and other duties. He/She <b>cannot</b> participate in events (as PRNC, OTSE also). It is <b>mandatory</b> for a college to appoint one CL.
Assistant Contingent Leader (ACL)	The ACL aids the CL to fulfil his/her duties whenever he/she is preoccupied. The ACL can participate in events; however, no leeway will be given for ACLs falling short due to the registration of another event. A college must assign a <b>minimum of one</b> and a <b>maximum of three</b> ACLs.
Contestant Accompanist (CA)	The CA is required for specific events and the number required differs with every event. However, it must be the same individual for the Eliminations and Finals both.
Prize Bag Collector (PBC)	An individual who is responsible for collecting the certificates (participant and winner) and prize bags of the winners of their college. A CL or an ACL can be a PBC. A PBC can participate in events, if they are not a CL.

## PARTICIPANT ELIGIBILITY:

Only **undergraduate students** are allowed to take part in Malhar. However, junior college students are eligible if they have an attached undergraduate wing. At Malhar, we invite people from different colleges, locations, genders, languages and students with disabilities to actively participate. Students who have taken a drop in the current academic year (2022-23) are not eligible to participate.

## **TYPES OF REGISTRATION:**

<b>Contingent</b>	Represents a particular college. Registration to be done online.
<b>PRNC (Pre-Registered Non Contingent)</b>	They <b>do not</b> represent any college i.e. their points are not added to their college(s). Inter-college or intra-college teams can participate. Registrations to be done online.
<b>OTSE (On The Spot-Entry)</b>	Participants <b>do not</b> represent any college. Registrations are to be done at the registration desk of the event (on the spot itself), on the days of Malhar (eliminations and finals). Points awarded are not added to any college(s). Inter college or intra-college teams can participate. <b>Only allowed for solo/duet events. Subject to availability of slots.</b>

## **ONLINE REGISTRATIONS:**

### **1. CONTINGENT**

Continuing the spirit of a paperless and eco-friendly Malhar, event registrations will be done through online forms. Separate links to register for college contingents (local and outstation) and PRNCs will be put up on the Malhar website - [www.malharfest.in](http://www.malharfest.in). The Contingent Leader (CL) should register his/her college by accessing the Registration Form provided on the Malhar website. **The time period for registering online is from 3rd of August to 9th of August 11:59 PM.**

1. **Step 1:** Type the UID of your respective college - which will allow you to access the form. (The UID will be sent to you in an email, prior to the CL Meet).
2. **Step 2:** Fill in your college details, Contingent Leader details and Assistant Contingent Leader details.
3. **Step 3:** Check the boxes indicating the events you want to participate in.
4. **Step 4:** Under every event, there will be submission fields for props and other event-specific requirements that you are required to fill in case you are participating in that event.
5. **Step 5:** For trump events, you can indicate your choice in the space provided at the end of the registration form.
6. **Step 6:** After the form is submitted, a follow-up email will be sent with the confirmed details along with a link to edit the submission. Edits should be made by **11:59 PM 9<sup>th</sup> August, 2022.**

### **CL Meet:**

The CL meet will be held on **3rd August, 2022, at St. Xavier's College, Mumbai**. It is **compulsory** for the CL and/or ACL(s) to attend the CL meet. At the CL meet, the college can



clarify their doubts with respect to events, event requirements and general queries about Malhar.

### **Form Verification Day:**

Form Verification Day will be held on **10<sup>th</sup> August, 2022 at St. Xavier's College, Mumbai.**

At the end of the Rules and Regulations Manual, a **Contingent Leader Declaration Letter** is attached. This letter is an authorization from the Principal/Vice Principal of the college granting permission to the contingent to participate in Malhar and a promise to adhere to all the rules and regulations formulated by the Malhar Organising Committee. It must contain the Principal's signature, college stamp and the CL's signature.

***In addition to filling the contingent registration form online, this Declaration Letter must be duly filled and submitted (original hard copy) on Form Verification Day, 10<sup>th</sup> August, 2022 at St. Xavier's College.***

### **Guidelines for Form Verification Day:**

- The CL and ACLs are requested to carry their original college ID cards/ printed copies of their fee receipts of the current academic year, with a valid government photo identity proof. Only the following government issued photo IDs will be accepted along with the original fee receipt/bonafide at the time of registration:
  - a. Aadhar Card
  - b. Pan Card
  - c. Voters ID
  - d. Driver's License
  - e. Passport
- Without the aforementioned documents, registration will not take place on the Form Verification Day. As a result, they would not be able to register their contingents for events on the Elimination and Final days.
- The presence of a CL and/or an ACL is mandatory for the submission of the Contingent Leader Declaration Letter.
- Three passport size photographs of the CL, ACLs and the PBC must be submitted on the Form Verification Day.
- The College will be registered only upon completion of the online registration form, submission of the Contingent Leader Declaration Letter and the pictures of the respective representatives.
- The CL and the ACLs will be provided with their respective badges. These badges are to be presented to Security and at the registration venue on the Eliminations and Final days of Malhar.

## **2. PRNC (PRE-REGISTERED NON-CONTINGENT)**

The PRNC system is used for participants that are not part of the college contingent. They need to register beforehand, akin to a college contingent.

1. PRNCs do not earn any points for their college.
2. Cross-college PRNCs are permitted.
3. Winners will be awarded prizes and certificates.
4. **PRNCs can register themselves online from 10th August to 12th August 11:59 PM 2022, subject to availability of slots.** (Registration Link will be made available on the official Malhar social media)
5. PRNCs can register themselves; the presence of a CL/ACL is not required.
6. It is imperative that for each event the minimum number of participants and CAs be fulfilled.

## **3. OTSE (ON-THE-SPOT-ENTRY)**

1. **Only solo/duet events are open to OTSEs, subject to availability of slots.**
2. OTSEs carry no points for their college.
3. Winners will be awarded prizes and certificates.
4. Cross-college OTSEs are permitted.
5. OTSEs can register themselves at the event venue at the registration desk (45 minutes prior to the commencement of the event); the presence of a CL/ACL is not required.
6. It is imperative that for each event the minimum number of participants/CAs required must be fulfilled.
7. **OTSE slots will vary from event to event. OTSEs will be registered on a first come, first serve basis only, provided there is availability of slots.**

## **PROCEDURE FOR REGISTRATIONS ON ELIMINATIONS AND FINAL DAYS OF MALHAR:**

1. Only a CL or/and ACL can register a participant. Kindly note, in the absence of CLs and/or ACLs the contingent will **not be registered** at that particular event.
2. While registering participants, the CLs/ACLs must produce the badges provided to them beforehand (on the Form Verification Day) along with their college IDs.
3. The participants must carry their College ID Cards. All College ID Cards must be from the current academic year **ONLY**.
4. If the same cannot be provided, then a fee receipt/bonafide *along with* a valid government-issued photo ID card must be produced. All these fee receipts **MUST** be from the current academic year, and **MUST** contain a photo of the participant with the college stamp: stamp half being on the photo and half being on the receipt/bonafide. The receipt/bonafide must also have the principal's signature.
5. **ONLY** in the case of a College ID Card not being provided, can the fee receipt be allowed.
6. Only the following **VALID GOVERNMENT ISSUED PHOTO IDs** will be accepted along with the original fee receipt/bonafide at the time of registration:
  - a. Aadhar Card
  - b. Pan Card
  - c. Voters ID
  - d. Driver's License
  - e. Passport
7. Participants must produce their original college fee receipt issued at the time of their admissions.
8. The minimum number of participants, CAs required for each event must be adhered to.
9. All participants and CAs **MUST** be present at the time of registration:
  - a. **The contingent will not be registered until every participant and CA is present.**
  - b. As a result of non-registration the contingent may be subject to negative marking as mentioned in the 'General Scoring' section of the RnR.
  - c. **The Organising Committee will not make special provision or hold spots for any particular contingent if all participants, CAs for that event are not present with their CL/ACL (and in full costume when required).**
  - d. **In emergency situations, the Administration department shall be informed immediately by contacting their Person of Contact (PoC).** In the case of the PoC being unreachable via phone due to network issues, please approach the nearest Administration Organiser.
  - e. The contingent must be able to verify the details of the said emergency situation. In case of any discrepancies on the said emergency, the decision taken by Administration shall be **final and binding**.
10. No substitutions shall be permitted under any circumstance. Any request with respect

- to substitutes for participants and/or CAs shall not be entertained.
11. Non-college accompanists or cross-college accompanists shall not be allowed for a registered college contingent.
  12. All CAs must be registered on the Eliminations Day, even if they are only required to be present on the finals.
  13. All participants must be registered on the Eliminations Day, even if they are only required to be present on the finals.
  14. Please Note: Participants shall not be allowed to leave the campus in between event rounds.

### **Registration Venues and Timings:**

- The Registration Desk will open at the prescribed registration timing before an event (mentioned in the Registration Schedule) and will close 10 minutes after the event has started.
- The Registration Schedule for all events will be shared (via email) in advance.
- Registrations will take place at the event venue, unless specified otherwise.
- Participants are expected to be present at the registration desk 15 minutes before the desk is scheduled to open.
- The registration venue will be mentioned in the Registration Schedule mailed to the participating college.
- All participants must be present at the security gates at least one hour and a half prior to their event's schedules beginning.
- All participants are hereby expected to strictly adhere to the timings given in the Registration Schedule. Showing up late will result in a penalty (elaborated later on).

### **Rules to be followed at the Registration Venue:**

- At the venue of the event, there shall be TWO desks employed for registration, namely The Administration desk and the Events desk, both of which shall be clearly labelled.
- Participants are required to register with the Administration desk FIRST.
- After registering with Administration, they should proceed to the Events desk. If participants register with the Events desk first, it shall not be considered valid. Registration with Administration is a prerequisite for event registrations. Therefore, adherence to these norms is mandatory.
- The Administration desk shall be in charge of verifying all identification requirements and details of the participants, Events desk shall be in charge of providing slots and checking event requirements.
- Performance slots will be given on a first come first serve basis only. No exceptions to this shall be entertained.
- With regards to the slotting of events and overlapping participants, attendees participating in multiple events must remember that the same is at their own risk. The

Organising Committee shall not make special provision or hold spots for any contingent if all participants for that event are not present with their CL/ACL, CAs (and in full costume wherever required).

- During registration, participants are requested to maintain strict decorum and patience. Any inappropriate behaviour on behalf of any member of the contingent, may result in strict action being taken by the Organising Committee. Strict action may include but not be limited to, Negative marking, Disqualification and Expulsion from the Fest.

### **Certificates:**

- Participation certificates shall only be awarded to teams who qualify from the Eliminations to the Finals.
- Certificates of distinction shall only be awarded to winners, in addition to their participation certificates.
- PBCs are required to collect the participation and winner certificates for their respective contingents on the 30th August, 2022.
- Only the PBCs will be entitled to collect them, and only on the display of the PBC badge plus any one of the below mentioned government-issued photo ID proofs (Aadhaar/Voter's ID/PAN/Passport/Driver's license).
- The certificates and prize bags can be collected on the 30th of August, 2022.
- If the certificates are not collected on the aforementioned days and time, they won't be given afterwards unless an Organiser from the Administration department has been informed about the next date on which they will be collected.
- The deadline for collecting the prizes is 30th August 2022. If any prizes are left uncollected post this date, prizes will be considered forfeit.
- PRNCs and OTSEs are also expected to follow the same aforementioned system, i.e, they are also expected to collect their certificates from a room that will be specified on the days, while presenting valid ID proof when requested.
- CAs do not receive any certificates.

### **GENERAL SCORING:**

- +5 for registering for an event (ticking the box next to the event name).
- -10 for NOT SHOWING UP for Eliminations after registering (i.e., not being present and not participating in the event).
- +10 for qualifying from the Eliminations to the Finals.
- -30 for NOT SHOWING UP for Direct Finals or Finals after qualifying from the Eliminations.

### **Department Wise Scoring:**

The following points are awarded to the teams placing 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> respectively

POSITION	FLAGSHIP/CROSSOVER EVENTS	FA/LA/WPA/IPA/ETC EVENTS
1 <sup>st</sup>	150	100
2 <sup>nd</sup>	90	60
3 <sup>rd</sup>	60	40

**Flagship Events:-** Every department shall have one event that will carry the maximum number of points. These events are called Flagship Events.

**Crossover Events:-** When an event is handled by 2 departments, that event is called a Crossover Event.

Example: If IPA and WPA have an event together, it shall be a crossover event.

### **SOCIAL CAUSE: Yard Sale**

Yard Sale is a social cause event, where contingents have to donate certain things on the basis of which they get definite contingent points.

### **Yard Sale Scoring:**

Points for Registration: +5

Failure in submitting the items on the specified day: -40

Submission of the required minimum of 5 out of 8 mentioned categories: +30 (blanket score)

Upon completion of the minimum requirements for the blanket score, all additional units donated shall be tabulated, the points will be awarded as per table 2. Colleges scoring highest

as per table 2 will be awarded in the rank of points - **1st, 2nd and 3rd.**

In case of a tie, the position shall be shared by the participating contingents and both will get the allotted points.

The contingent points that will be given are as follows

1 <sup>st</sup>	+300
2 <sup>nd</sup>	+250
3 <sup>rd</sup>	+200

**Following is the table which specifies the points for each extra unit :-**

CATEGORIES AND ITS DESCRIPTION	MINIMUM REQUIREMENT OF THE CATEGORIES TO ACQUIRE BLANKET SCORE	POINTS FOR EACH EXTRA UNIT AFTER FULFILLING THE MINIMUM REQUIREMENT FOR THE CATEGORY
<b><u>EMPTY NOTEBOOKS</u></b> Notebooks should be empty and unused.	4 units	15 points
<b><u>JEWELRY</u></b> 2 pieces of jewelry = 1 unit (exceptions: watches, scarves) 5 rings = 1 unit	2 units	10 points
<b><u>TOYS</u></b> Toys should not be damaged or broken.	2 units	10 points
<b><u>ART MATERIALS</u></b> 5 brushes = 1 unit 4 bottles of paint = 1 unit Dried paints/watery paints will not be accepted.	2 units	10 points
<b><u>BAGS</u></b> Bags should have proper zips and should not be torn.	1 unit	5 points

<b><u>CROCKERY</u></b> Broken, chipped or cracked crockery will not be accepted.	1 unit	5 points
<b><u>SHOWPIECES / PAINTINGS</u></b> Paintings should be framed. Religious items will not be accepted. Broken showpieces will not be accepted.	1 unit	5 points
<b><u>NOVELS</u></b> 3 books = 1 unit	1 unit	15 points

**Please Note:**

The aforementioned items must be in **usable conditions and a complete set** (e.g. a pair of earrings).

Submitting only the minimum required units will result in **no points**. Only exceeding the minimum requirements will grant points.

Torn books and broken crockery will **not be accepted**.

Notebooks must be **unused**.

Spoons, forks and any kind of knives shall not be acceptable.

The final decision with regards to the eligibility of the donation and its scoring will be taken by the **Organizing Committee** whose decision shall be **final and binding** and not subject to any appeals.

**Trump Events:**

- Every contingent will have **1 Trump Card** that they must use to trump on the event that they believe they will win. It is **compulsory** for every contingent to use their Trump Card.
- In case you trump an event and you feature anywhere in the top 3 positions; **you will be rewarded with 60 extra points for the contingent.**
- In case you trump on an event and you don't feature anywhere in the top 3 positions, **60 points will be deducted from your contingent points.**
- Every event **except** for *Flagship events* and *Crossover events* will be open for trump.
- In the case of an **event being cancelled due to unforeseen circumstances**, the contingent shall be given the benefit of doubt and would be awarded with 60 contingent points, in case of a contingent trumping an event, which has gotten cancelled. **Note that this will happen only if the event gets cancelled and won't be applicable under normal circumstances.**
- You can indicate your trump card choice in the space provided for the same at the end of the Contingent Registration Form.



### **IN CASE OF A TIE:**

If an event has its own tie-breaking arrangement, that arrangement shall be followed; the same will be mentioned in the RnR of that respective event. Otherwise, the following is the

### **STANDARD ADMINISTRATION TIE-BREAKING PROCEDURE/SYSTEM:**

**Please note the following situations given below (non-inclusive of Direct Finals Event) :-**

#### **In case of a tie for 1<sup>st</sup> place**

We shall the total Eliminations score for the two particular tied teams for that event.

Therefore, **Finals Score = Total Eliminations Score + Total Finals Score**

Between the two teams tied for 1st place, the higher one will place 1st and the lower one will place 2nd. In the Final list of scores, the team that originally places 2nd will now place 3rd. The team that originally placed 3rd will now **not be a part of the winner's list.**

#### **In case of a tie for 2<sup>nd</sup> place**

We shall add the total Eliminations score for the two particular tied teams for that event.

Therefore, **Finals Score = Total Eliminations Score + Total Finals Score**

Between the two teams tied for 2nd place, the higher one will place 2nd and the lower one will place 3rd. The team that originally placed 3rd will now **not be a part of the winner's list.**

#### **In case of a tie for 3<sup>rd</sup> place**

We shall add the total Eliminations score for the two particular tied teams for that event to their Score for the Final Round. Therefore, **Finals Score = Total Eliminations Score + Total Finals Score.** Between the two teams who tied for 3rd place, the higher one will place 3rd and the lower one will place 4th. The team that comes 4th after the addition of the Eliminations score will now not be a part of the winner's list.

**PLEASE NOTE THE ADDITION OF THE ELIMINATIONS SCORES TO THE SCORES OF AN EVENT FOR THE FINAL ROUND WILL ONLY BE DONE IN CASE OF A TIE.**

**For the following situations ONLY, please find below the order of placing and scoring:**

1. In the situation of a Direct Finals.
2. In an event where there is a tie between a Local and Outstation College. (This is applicable for events which **do not** have eliminations for Outstation colleges)
3. In the situation that there is a tie even after the addition of Eliminations' score to the

scores of the Finals. (Non-inclusive of Direct Finals Events)

Each team will be awarded full points for an event and will be placed as follows:

In case of a tie for 1st place, the following is the order for the winner's list:-

1st

1st

3rd

The team that originally came 3rd will now not be a part of the winner's list.

If there is a tie for 2nd place, the following is the order for the winner's list

1st

2nd

2nd

The team that originally came 3rd will now not be a part of the winner's list.

In case of a tie for 3rd place, the following is the order for the winner's list

1st

2nd

3rd

3rd

Both teams that tied at the 3rd place will be a part of the winner's list.

Events can have tiebreakers other than the standard Administration tie-breaking method. The same shall be mentioned in the RnR of the respective event.

### **TIE BREAKING PROCEDURE FOR ELIMINATIONS (Working Of The Priority Judging Criteria):**

Priority Judging criteria shall be used as a tiebreaker for some of the events (mentioned in the RnR of the respective event). The below mentioned shall be its procedure-

- It will work only in the **ELIMINATIONS ROUND**.
- It will only work in a situation where there is a **tie in the last place**. It shall not be used if there is a tie on any other place except the last place.
- Eg. If an event wants to qualify only 6 number of participants to the finals and there is a tie on the 6th place, then and only then the Priority Judging Criteria will be used. If there is a tie on any other places other than 6th, Priority judging Criteria won't be used.
- The first Priority Judging criteria mentioned in the respective event will be used first. If there is still a tie then the second Priority Judging criteria will be used and so on.

## **DISQUALIFICATION AND NEGATIVE MARKING:**

Points shall be deducted from the performance or the participant(s) may be disqualified should they **fail to adhere** to the rules laid down by the Organising Committee. Following is the **general criteria of disqualification and negative marking:-**

- Engaging in **vulgarity, obscenity, profanity (VOP)** of any form.
- Any **politically/ religiously/ sexually/ culturally/ socially** inappropriate remark.
- Use of **unfair means**.
- **Indication or disclosure** in any form of the college that the participants represent.
- **Inappropriate or vulgar attire**.
- **Wardrobe malfunction** while performing due to **any reason whatsoever**.
- **Display of aggression (physical and/or verbal) towards referees, quizmasters, moderators, any Malhar workforce member(s), other contingents, event conductors and/or staff/faculty members of the host college would lead to negative marking, disqualification and in extreme cases, expulsion from the Fest.**
- **Damage to college property** intentionally or unintentionally will lead to negative marking.

### **Please note:**

If a contingent gets disqualified in a particular event then they will lose certain contingent points along with getting disqualified:

1. **If a contingent gets disqualified in the Eliminations, they will lose 5 contingent points**
2. **If a contingent gets disqualified in the Finals, they will lose 15 contingent points.**

## **CLAUSE OF DEDUCTION BY 10% IN THE PERFORMANCE POINTS FOR TURNING UP LATE FOR REGISTRATION OF ANY EVENT:**

Participants arriving late for any event will receive a deduction of 10% of performance points of the total performance points awarded to them for that respective event. Negative 10% will be applicable **one hour** after registration has begun.

The **ONLY** exceptions to the aforementioned negative 10% are when:

- A participating contingent is in the registration line for ***another event*** (in case the registration for that event is delayed) and has ***communicated this*** to the Administration and Event Organiser who has thereby informed the Administration and Event Organiser of the other event where the contingent is not present.
- A participating contingent is in the ***middle of another event*** (in case that event has been delayed) and has communicated this to the Administration and Event Organiser who has thereby informed the Administration and Event Organiser of the event where the contingent is not present.

**PLEASE NOTE: With regards to the slotting of events and overlapping participants, attendees participating in multiple events must remember that the same is at their own risk.**

**The Organising Committee will not make special provision or hold spots for any particular contingent if all participants for that event are not present with their CL/ACL, CAs (and in full costume when required).**

**ANY DECISION CONCERNING NEGATIVE MARKING OR DISQUALIFICATION IS AT THE DISCRETION OF THE MALHAR ORGANISING COMMITTEE WHOSE DECISIONS SHALL BE FINAL AND BINDING WITHOUT SUBJECT TO ANY APPEAL.**

**Transparency:**

- Transparency is a process where a CL/ACL can check **only their own scores** (OMRs and performance lists).
- On both the Eliminations and the Final Days, the score sheets will be put up on display in the ***Economics Department*** (First floor, St. Xavier's College).
- ONLY the CL/ACL will be entertained with respect to any queries regarding transparency and viewing of score sheets.
- CL/ACL can view their scores **only once**.
- Taking photographs of the score sheet is strictly prohibited.
- An event will be sent into transparency at least two hours after that event has ended. The score sheets **will remain on display only for an hour**. An event will be considered to be over only when the judge score-sheets reach LR 14 after transparency.
- PRNCs and OTSEs will also be allowed to view only their scores (OMRs and Performance Lists).
- OTSEs and PRNCs will be allowed to check their scores only on the display of their college ID card and a government-approved photo ID proof (Aadhar/ Voter's ID/ Driver's License/PAN/Passport only).
- At any given point in time, there will only be **ONE person** in the Transparency Room to check the scores.
- Once a session is over, score sheets of events for that session will not be put on display again.
- **Contingents, PRNCs and OTSEs are requested to refrain from coming without cause, and a courteous approach from all is expected. Display of aggression (physical and/or verbal) towards any Malhar workforce member(s) present at the transparency room would lead to *strict action* by the Malhar Organising Committee. Strict action may take the form of but not be limited to- negative marking, disqualification and expulsion from the Fest.**

**Following is the list of events that will *not* be going for Transparency:**

- Yardsale - Social Cause
- Field Domination: Sporting Event (ETC)
- Hum Tum Ek Kamre Mein Band (ETC)
- Let's Get Quizzical (LA)
- Jimmy J.A.M. (LA)

**PLEASE NOTE:**

- Any changes or clarifications that need to be made regarding the performance must be made within one hour of the event's conclusion by contacting the respective events department.
- If the judge does not mark a particular criterion, it will be considered as zero.
- If a judge marks a particular team twice for the same criteria, the higher score will be considered.

**TROPHY SYSTEM:**

- The Malhar Trophy is a result of cumulative scores of the *three sub-trophies* for Malhar as well as points earned for other events.
- The three sub-trophies are the *Fine Arts Trophy, the Literary Arts Trophy and the Performing Arts Trophy* (inclusive of IPA and WPA Events.) These trophies are awarded to the contingent securing the highest scores for events under that particular sub department.
- *The Outstation Trophy* is awarded to the outstation college collecting maximum points.
- In case of a tie, the colleges with equal points will share the trophy.
- **Trophies are also awarded to colleges securing second and third place overall.**
- The Finance Department shall be in charge of giving away prizes to the winners of Malhar's events. The Finance Department shall be distributing prizes in the AICUF room behind the stage in the first Quadrangle on the days of Malhar.
- For all events, the college nominated Prize Bags Collector with at least one the team members shall be present while collecting the prize bags.
- All Prize Bags Collectors must carry their *PBC Badges*.
- All PRNCs and OTSEs must carry their College ID cards/Fee Receipts and government approved photo IDs (from the list aforementioned) at the time of collecting prizes.
- Participants will be required to sign off an acknowledgement form on receiving the prize bags
- CAs do not receive any certificates.

## **ADMINISTRATION OFFICE:**

The Administration Office will be located in **LR 14** on all days of Malhar (Eliminations and Finals).

**ENTRY TO THE ADMINISTRATION OFFICE IS RESTRICTED.** The Organising Committee will not entertain interventions by staff members belonging to any participating contingent. Only a CL/ACL will be entertained with regard to a discussion of any sort.

*(Contingents, PRNCs and OTSEs are requested to refrain from coming without cause, and a courteous approach from all is expected. Display of aggression (physical and/or verbal) towards any Malhar workforce member(s) would lead to strict action by the Malhar Organising Committee. Strict action may take the form of but not be limited to- negative marking, disqualification and expulsion from the Fest.)*

## **COSTUME RULES**

- All costumes are subject to scrutiny.
- Participants are not allowed to wear pants/skirts/shorts/any kind of bottoms above knee-length.
- In the case of skirts, dresses or shorts, participants must compulsorily wear full length leggings or pantyhose beneath them which must not be skin coloured.
- Crop tops, low-cut necklines, ripped clothing, halter tops or dresses will not be permitted.
- Clothing items under any circumstances must not be skin coloured.
- Sleeveless is permitted as long as the strap is 2 inches wide and opaque.
- If participants fail to ensure their adherence to these rules in the screening conducted, they will have to wear a full body suit beneath their costume.
- If the costumes are perceived as vulgar or obscene, participants will be disqualified.
- Participants are not permitted to wear any top or bottom made out of very thin or netted material. Pantyhose under bottoms is an exception to this rule.
- Costumes created specifically for an event should also not display undergarments.
- To avoid any unforeseen wardrobe malfunctions, we suggest that participants wear a fitting slip and a pair of shorts to form a body box.
- **All costumes will be vetted via email (admin@malharfest.in) before Eliminations and Finals.**

**All rules are subject to change at the discretion of the Organising Committee. Any changes in the rules and regulations shall be communicated to the CLs. An online copy of the Rules and Regulations manual will be made available on the Malhar website.**

# **ENTERTAINMENT, THEATRICALS, AND CONTESTS** **(ETC)**

*None of the ETC Events are open to Outstation Contingents.*

## **Malhar Icon - A Personality and Design Contest (Flagship)**

**Number of Participants:** 6 per team

**Contestant Accompanist(s):** 0

**Maximum registrations for Eliminations:** 25 contingents

**Open To:**

Contingents

**Time Duration:**

**Eliminations:** 2 hours

**Finals:** 3 hours + 6 hours (prep time); Performance Time - 2mins + 5 mins

**Location:**

**Eliminations:** Xavier's Visual Arts Studio

**Finals:** SCAVI, prep rooms - 25, 26, 27

**Eliminations:**

**(Tri-Hurdles)**

For Each contingent:

One participant from each contingent (that has been registered before) has to perform

- Song Round: 1 minute (max)
- Dance Round: 1 minute (max)
- Question Round: 1.5 minutes (max) (30 seconds to think, 1 minute to talk)

**Description:**

- It is mandatory for participants to perform in all 3 rounds to progress to the finals.
- The rounds will take place one after the other. (Singing-Dance-Question)
- A team will stay on stage until they complete all three performance rounds.
- The teams will be sent a list of songs approved by the college. On the day of the event, teams will be required to pick a chit on the registration desk, which will be used to allot songs for dance and singing. Teams will not be allowed to pick a chit more than once.
- After the maximum time limit, a buzzer will be rung. On exceeding the time limit, if a team does not stop immediately and move to the next performance or exit the stage (in case all 3 performances are done), they will get negative marking.
- VOP is strictly prohibited, participants need to follow the host college's dress code. Sexual innuendos are strictly prohibited (example, twerking)



- If the team does not appear for their performance slot, they will not be given another slot.
- 6 teams will be selected for the final round.

## **Finals**

6 Participants from each team:

- 3 participants that will wear and showcase the designs.
- 1 hairstylist
- 1 makeup artist
- 1 designer

The theme for the finals will be given to the qualified teams on the day of Eliminations. Teams are free to interpret the theme, the theme must be visible and well explained in their designs and pitches with respect to the concept.

The teams must take inspiration from the theme and display their perception of the theme in the outfits, supported by their speeches/pitches/explanations. The decision for whether the interpretation is reflected in the designs will be decided by the judges.

The teams have to display in their designs and performances the Malhar 2022 theme 'Aurora: Transcending Horizons' as well.

## **Description:**

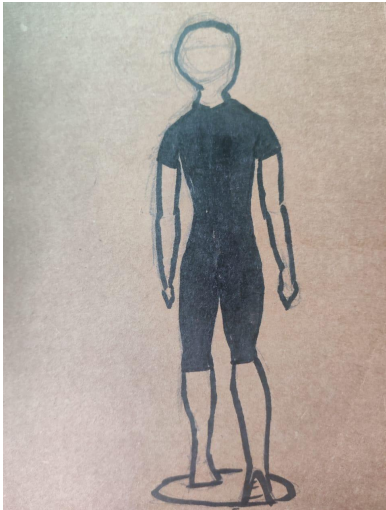
- All teams will be provided a list of recyclable items that can be used after the Eliminations, the participants must select a minimum of 5 recyclable items and use them in their designs.
- Teams are required to report to their allotted venues in college at 08:00 AM and start working on the look of the representing participants. This phase of the event does not require an audience.
- The teams will be given 5.5 hours to get ready and in the last half an hour (1:30pm) they will line-up for their performance at the venue.
- The show begins after the allotted 6 hours (2pm). This phase requires an audience.
- Each team will come and display their outfits on the stage through a performance, using modes of self expression such as poetry, music, drama, art, etc., after which the designers will explain their sustainable and innovative designs.
- The performance must be no longer than 2 minutes.
- The chosen modes of performance must be mailed beforehand.
- The designers will be given a microphone followed by which the 3 designers each will pitch their designs and talk about how they made the outfits, what material they used, their inspiration, etc. for no longer than 5 minutes.
- The judges will ask questions to the contingent, followed by which the respective contingent will leave the stage.
- After the above mentioned procedure is completed by all contingents, all participants will come and display their designs together on the stage.

## **Please Note:**

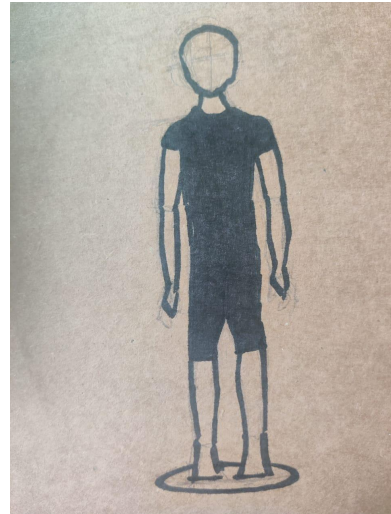
- Accessories are an integral element to the outfit being designed. This includes hair and makeup. Negative marking wouldn't be given for the same but it's encouraged.
- The designers must submit their design sketches on 24th August.

- An allotted volunteer will click a picture before and after the participants' makeovers to ensure they have been prepared in college.
- The contingents will be required to send their speeches/pitches/explanations, designs, music playlist and materials beforehand to ensure no VOP and cheating. The pre-submission date for all Eliminations and Finals is mentioned at the start of the RnR.
- It is mandatory that all the garments used for the design be stitched from scratch. The use of materials that could be sewn together using weak stitches followed by touch up on the sewing so we could be confident that you have made the outfit by yourself on the day is mandatory.
- No extra time will be provided to those who report late.
- After leaving the preparation venue, no further changes can be made to the outfit, makeup, hair or the look, apart from touching up.
- After the disqualification and negative criteria, figures are provided with respect to the dress code.

**Back of the figure**



**Front of the Figure**



Given above is the minimum coverage required (bottoms should be below knee length).

- The minimum coverage need not be homogenous fabric.
- The minimum coverage must not in any manner be transparent or translucent.

***Malhar Icon is not a fashion event but an event about self-expression.***

## **Judging Criteria**

Eliminations:

- Creativity
- Skills
- Stage presence
- Overall Performance and Confidence

Finals:

- Display of designs

- Designs
- QnA
- Explanation of the designs
- Relevance to the theme
- Overall Performance

Disqualification	Negative 10
<b>For Eliminations</b> Use of VOP  Violating the college dress code	<b>For Eliminations</b> Exceeding the time limit
<b>For Finals:</b> If make up, hair do and dressing are not performed inside the college.  Starting work beforehand.  Not mailing the design sketches, selected art of expressive art and pitches/ speeches/ explanations.  Not adhering to the dress code.  Use of VOP	<b>For Finals:</b> Introduction of any new material or content on the final day.  Exceeding the time limit

## **Fable Saga: Theatre Event**

**Number of Participants:** 4-6 participants per team

**Contestant Accompanist(s):** 0

**Maximum registrations for Eliminations:** 15 teams

**Open to:**

Contingents

**Time Duration:**

**Eliminations:** 1 hour

**Performance time:** 2 minutes per team (8 minutes prep time)

**Finals:** 2 hours

**Performance time:** 8 minutes

**Location:**

**Eliminations:** LR 20D

**Finals:** Hall

**Eliminations:**

Teams will be assigned a particular moral from the Aesop and Panchatantra Fables, on the spot and will be given 8 minutes (reading time and prep time) to write a minute long jingle based on that moral. The jingle must portray the moral assigned, in an innovative and creative manner. It must be performed as a small, 2 minute musical skit.

6 teams will qualify for the Finals.

**Finals:**

Qualifying teams will pick out chits from the Fable-O-Saga bowl on 22nd August, 2022 (ONLINE). The chits will have a title of the story and a moral. Teams will then be assigned with a modern social theme that the story/play must be set in for the final act.

For example, Hare and the tortoise – Slow and steady wins the race; the theme can be ‘planning for the long run’.

Teams must prepare an original script, with human characteristics of characters from the fable and incorporate the theme assigned in the setting of everyday life. The script/act must convey the original moral of the story through the daily life setting. The play must not be over 8 minutes.

**Judging Criteria:**

Eliminations:

- Creativity
- Originality
- Relevance to the theme
- Dialogue delivery
- Team effort

**Finals:**

- Originality of script
- Dialogue delivery
- Creativity
- Coherence with the theme
- Team effort

**Please Note:****Eliminations:**

- Teams will be given not more than 8 minutes to prepare the jingle performance. This includes reading time and prep time.
- Performance must not exceed 2 minutes
- Exceeding time will result in deduction of score.

**Finals:**

- Exceeding the time limit will lead to negative marking.
- Qualifying teams will get to pick chits online on 22nd August, 2022.
- Scripts and prop list for final play must be submitted on 24th August, 2022 for VOP check.
- Final Play must not exceed 8 minutes; exceeding which will result in deduction in score.
- Participants are not allowed to carry any kind of notepads or any other note taking devices inside the event.
- Scoring is at the discretion of the judges.
- In case of a tie in finals, standard administration tie-breaking procedure will be used

Disqualification	Negative 30	Negative 10
Inappropriate behaviour including profanity, obscenity and vulgarity.  Use of mobile phones, internet, smartwatches or any kind of other cheating methods.  Not submitting the script for vetting by due date	Carrying Notepads or note taking devices	Unruly behaviour and disruption of the flow of the event.  Exceeding the time limit.

## **Kya Improviser Banega Re Tu - Improvisational Comedy event**

**Number of participants:** 4 per team

**Contestant Accompanist(s):** 0

**Maximum Registrations for Eliminations:** 15 teams

**Open To:**

Contingents

**Time Duration:**

**Eliminations:** 2 hours

**Finals:** 2 hours

**Location:**

**Eliminations:** MMR

**Workshop:** MMR

**Finals:** MMR

**Eliminations:**

The elimination round will include a sketch comedy event of 6 minutes. The participants will have to write and perform an original sketch based on a theme provided in the events brochure.

5 teams will qualify for Finals.

**Workshop:**

Selected 5 teams will undergo a workshop on 28th August (Malhar Day 1) which will be conducted by an improv professional. Teams will learn improv basics and get acquainted with 7-8 improv games, out of which 4 will be asked in the finals.

**Finals:**

The teams will proceed to the final event where they will have to play 4 improvisational comedy games.

- Some games have time limits. A couple of games do not have a time limit but are based on verbal elimination. Nevertheless, no game will exceed more than 4 minutes.
- Strength: Some games will be played by all 4 players in the team. For games that need only 2 or 3 people, the team will decide amongst themselves as to who plays the game.

## Judging Criteria

### Eliminations:

- Originality
- Humour and wit
- Delivery
- Coherence with the theme
- Content

### Finals:

- Humour and wit
- Delivery
- Coherence with the prompt.
- Promptness

## Please Note:

### Eliminations:

- Props (self-made or bought), costumes (if any) and scripts will have to be listed and sent for vetting. A general idea of the costumes, clear pictures of the props and the whole script will be submitted (online) on 14th August, 2022, i.e. a week before the eliminations. They are subject to verification. In case they fail to adhere to the rules, participants will be informed within 1-2 days. Upon informing, the participants have 1 day to make the changes and resend.
- Except props and costumes, any kind of background audio and special light effects are not a part of the event and will not be provided for.
- On the day of the event, if the props do not match with the pictures sent online in any which way, the Organising Committee will have the discretion to deduct points.
- No new props and costumes (which were not included in the list) can be demanded to be used on the event day.
- Props that affect the original state of the stage will not be allowed. For example, the stage cannot be wet, damaged, or dirtied so as to keep it ready for the next performance.
- The performances must be limited to English and/or Hindi.
- The whistle system will be used for cases of general vulgarity, profanity and obscenity. The whistle will be used once when the participants display VOP for the first time. Upon blowing it once, 10 points will be deducted. It will be blown twice if participants display VOP for the second time and 10 points will again be deducted. Upon display of VOP for the third time, the whistle will be blown thrice and the contingent will be disqualified.
- A whistle will not be blown for this purpose.
- Any kind of sexual innuendos will also be considered as VOP and are strictly not allowed.
- For the elimination round, a buzzer will be rung **once** 30 seconds before the time is up, **twice** when the time is up and **thrice** when participants exceed the time limit by more than 30 seconds, in which case 10 points will be deducted and the sketch will have to be concluded by the participants.
- In case of a tie for the elimination event, standard administration tie-breaking procedure will be used.
- The event will be scored by judges.
- All final decisions will be at the discretion of the Organising Committee.

Finals:

- The participants must speak in English and/or Hindi.
- As improv is susceptible to Vulgarity, Obscenity, Profanity (VOP), the whistle system will be used for cases of general vulgarity, profanity and obscenity. The whistle will be used once when the participants display VOP for the first time. Upon blowing it once, 10 points will be deducted. It will be blown twice if participants display VOP for the second time and 10 points will again be deducted. Upon display of VOP for the third time, the whistle will be blown thrice and the contingent will be disqualified.
- 10 points will also be deducted every time when the content is politically or religiously offensive. A whistle will not be blown for this purpose.
- Any kind of sexual innuendos will also be considered as VOP and are strictly not allowed.
- A buzzer will be sounded ONCE when the time is up (for games that are timed). The participants will have to conclude their performance.
- As all improv games need prompts, prompts will be provided by the volunteers before the start of each contingent's performance. After hearing the prompts, the contingent has to immediately start the performance.
- In case of a tie, the participants will have to play ONE more improv game.
- All final decisions will be at the discretion of the Organising Committee.

Disqualification	Negative 30	Negative 10
If the whistle is blown thrice.	Using props not declared earlier.  Using background and special effects	If the whistle is blown once or twice.  Upon the sound of 3 consecutive buzzers: If participants exceed the time limit by 30 seconds.  Using costumes not declared earlier.  Using props that damage the original state of the stage.



# **Hum Tum Ek Kamre Mein Band Ho - An Escape Room Event**

**Number of Participants:** 2 per team

**Contestant Accompanist(s):** 0

**Maximum registrations for Eliminations:** 10 teams

## **Open to:**

Contingents

OTSEs

## **Time Duration:**

Eliminations - 15 mins

Finals - 30 mins

## **Location:**

Eliminations - 22, 23

Finals - 41, 44

## **Eliminations:**

The duo must complete two parts of the event; the first requires them to correctly answer a few trivia questions about literature, science, pop culture, etc.; the second part involves a brief game that is based on teamwork.

Both the parts have to be completed in one go, 5 teams (so 5 pairs), will go head on with each other. The 4 teams with the fastest completion times advance to the finals.

## **Finals:**

One team member, A, will be inside the room with their hands restrained by either a rope or a seal tag. Other partner - B will have to enter the one way Entry door to free 'A'. 'B' needs to find a solution in order to unlock the entrance door and to retrieve an item to release A. After rescuing A, the pair must solve a series of puzzles and activities in order to unlock a number of locks and passwords, leading them to the code or key for the Exit door. The quickest team will be declared the winners, while the second and third fastest teams will be declared second and third, respectively. The participants have to escape within 30 mins.

## **Judging Criteria:**

Eliminations:

- Time based event, the 4 fastest teams shall qualify for the finals.

Finals:

- Time based event, the first 3 fastest finishers will be declared the winners.

## **Please Note:**

- The players can ask for hints but extra time will be added to the teams final time, if they do so. The time penalty will keep increasing with 20 secs with each successive hint. For example- 1st hint-20 secs, 2nd hint- 40 secs, 3rd hint- 1 minute, and so on (these timings could change)
- The 2 players that participate in the eliminations can't be changed during the finals.

- In case of a tie in the eliminations, a tie-breaker task shall be played.
- All the props in the rooms need to be handled with care.
- The participant can only exit through the 'Exit door' and not through the other doors/windows in class.
- In case of a tie between any teams in the finals, the results of the Eliminations and Finals will be taken into consideration.
- The Organising Committee's discretion in any matter will be considered the final decision.

<b>Disqualification</b>	<b>Negative 30</b>
<p>Use of vulgar, profane or obscene language.</p> <p>Damaging any prop.</p> <p>Escaping through doors/windows apart from the Exit door.</p> <p>Use of Smart gadgets, internet or any other cheating material.</p>	<p>Manhandling any props.</p> <p>Unruly behaviour to disrupt the flow of the event.</p>

## **Field Domination - Sports Event**

**Number of participants:** 8 per team

**Contestant Accompanist(s):** 0

**Maximum registrations for Eliminations:** 18 teams

### **Open to:**

Contingents

### **Time Duration:**

Eliminations -

Round 1: 2 hours

Break between the rounds: 2 hours

Round 2: 2 hours

Finals - 35 mins

### **Location:**

Eliminations -

Round 1: 1st Quadrangle

Round 2: St. Xavier's High School Ground

Finals - St. Xavier's High School Ground

### **Eliminations:**

#### Round 1:

**Number of Participants:** 1 player from each team

**Description:** The game will be played amongst 18 teams. 6 rounds (5 minutes each) will be played and only 6 teams will qualify for the next elimination round (Round 2).

**Requirements:** Colour coded jersey and chest numbers.

### **Judging Criteria:**

- The first 6 teams finishing all the tasks in their respective sets will qualify for the next round.

### **Please Note:**

- The order of the contestants playing the game will be based on the picking of chits at the events desk at the time of registration.
- The entire event will be recorded. In case of malpractices, the footage will be checked for correct judgement.
- Intentionally trying to sabotage a team will lead to disqualification of the player, thus the team.

## Round 2:

**Number of participants:** 6 teams.

Each team will consist of 2 players from the original team of 8.

3 teams will compete against each other at once.

**Requirements:** Colour coded jersey and chest numbers

**Description:** This game will be played amongst 6 teams so 3 rounds will be played and out of them 2 teams will qualify for the finals, on 29th August.

### **Judging Criteria:**

- The team that crosses the finish line first in their respective set after completing all the obstacles will qualify for the finals.

### **Please Note:**

- The entire event will be recorded. In case of malpractices, the footage will be checked for correct judgement as and when needed

### **Finals:**

**Number of participants:** 2 teams.

Each team will consist of 8 participants. (6 players and 2 substitutes)

**Contestant Accompanist(s):** 0

**Time Duration :** 35 mins

**Location:** St. Xavier's High School Ground.

**Requirements :** Colour coded jersey for each team.

### **Judging Criteria:**

- The team with the most points wins. The losing team is considered as the runner up.

### **Please Note:**

- A participant is given a yellow card for aggressive tackling and misconduct and a red card after receiving two yellow cards.
- If a participant is given a red card, he/she is disqualified from the game and the team plays one man down.
- In the case of any misconduct (foul), the play will continue from that particular spot with the ball in the opposing teams hand
- The entire event will be recorded. In case of malpractices, the footage will be checked for correct judgement.

Disqualifications	Negative 30	Negative 10
Intentionally popping the other teams balloons/ hiding their chits	For each red card	For each yellow card
Use of Vulgarity, Obscenity, Profanities.		

## **FINE ARTS (FA)**

*All FA Events are Direct Finals.*

### **OH SNAP! - Photography + Painting Event (Flagship)**

**Number of Participants:** 2 (one photographer and one artist)

**Contestant Accompanist(s):** 0

**Maximum registrations:** 15 teams

**Open to:**

- Contingents
- PRNCs
- OTSEs

**Time Duration:**

Eliminations - NA

Finals - 3 ½ hours

**Location:**

Eliminations - NA

Finals - LR 27

**Materials required:** A DSLR (for photographs) with 18-55mm lens. Poster colours and pencil colours, paint brushes, pencils, eraser, sharpener, ruler, palette, water bowl, drawing marker (if required for bordering)

**Materials provided:** A3 drawing sheets.

**Direct Finals:**

Based on a given theme and a specific area in the college premises, Participant 1 (the photographer) will shoot a photograph. Each team will have to submit 1 photograph (without external flash or editing, this will be checked). The participants will be required to give their photographs a caption.

Participant 2 (the artist) will have to sketch and paint their team's submitted photograph / abstract while incorporating a surprise element revealed on the day.

Artists will be shown their submitted picture that they have to paint **4 times in total**. Once at the beginning of the event and thrice in between, after every half an hour for one minute each. Printouts of the photographs will be taken in advance by the FA department for the finals.

**Judging criteria:**

- Adherence to the theme.
- Balance and depth (the Golden ratio)
- Composition of the photograph.
- Originality.
- Use of medium.
- Resemblance between the painting and the original photograph
- Incorporation of the surprise element

**Please Note:**

- All photographs to be submitted in JPEG format without any internal or external editing. Use of external flash is prohibited.
- Additional checks: time, date, flash, last modified, EXIF and Geolocation Data by referring to the properties of the image.
- Participants must carry their own DSLRs.
- They must have **empty SD cards with no previously clicked photos.**
- In case of a tie, the event will follow the standard administration tie-breaking procedure (priority judgement criteria).

<b>Disqualification</b>	<b>Negative 30</b>	<b>Negative 10</b>
Any form of vulgarity, obscenity or profanity.  Failure to follow the lens instruction.  Failure to adhere to the theme.	Internal or external editing.  Using any other material that was not mentioned during the elims.  Going beyond the time limit by MORE THAN 15 minutes.	Going beyond the time limit upto 15 minutes.  SD card with previously clicked pictures

## **Cheeks on Fleek - Face Painting Event**

**Number of Participants:** 2 (one artist and one model) per team

**Contestant Accompanist(s):** 0

**Maximum Registrations:** 15 teams

### **Open to:**

- Contingents
- PRNCs
- OTSEs

### **Time Duration:**

Eliminations: NA

Finals: 2 hours

### **Location:**

Eliminations: NA

Finals: LR 25

### **Materials required:**

- Face paints (specifically the “pack of 6” containing the primary colours: Yellow, Red, Blue, Black, White and Green) - affordable brands for the same can be Paaroots, Face Deco, Tota, Faber-Castell.
- Paint Brushes

### **Direct Finals:**

A prompt will be given to the participants on the day of the event. Based on this prompt, they have to create a suitable look on their model's face using face paint. To make the exercise more interactive, they must explain the look that they have created through a brief pitch.

### **Judging Criteria:**

#### **Finals:**

- The precision /skill of the makeup
- The factor of uniqueness
- The effect/ message it gives
- Similarity/Adherence to the prompt given

### **Please Note:**

- Participants are allowed to mix different face paints in order to create their desired colour palette. The challenge is to use the limited resources to create the same.
- Participants must make sure that their models are not allergic to the face paints that they will be using. (A prior patch test is advised)
- The look must be relevant with respect to the prompt provided before the event begins- while participants can add abstract or unconventional aspects of the given prompt, they must make sure they do not completely deviate from it



<b>Disqualification</b>	<b>Negative 30</b>	<b>Negative 10</b>
Any form of vulgarity, obscenity or profanity.	Going beyond the time limit by MORE THAN 15 minutes.	Going beyond the time limit upto 15 minutes.
If someone is found using materials other than the ones mentioned above.		
Usage of face paint colours other than the ones mentioned above (red, blue, yellow, green, white and black).		

## **As You See It- A Still Life Drawing Event**

**Number of participants:** 1 per team

**Contestant Accompanist(s):** 0

**Maximum Registrations:** 15 teams

### **Open to:**

- Contingents
- PRNCs
- OTSEs

### **Time Duration:**

Eliminations: NA

Finals: 2 hours

### **Location:**

Eliminations: NA

Finals: 20D

### **Direct Finals:**

A bunch of objects will be arranged and placed in front of the participants (as done during still life drawing events). They will have to sketch and paint (using water colours only) the object set up.

They will also be given a theme/setting that they need to incorporate as the backdrop for the objects. For instance, settings like night in the city, halloween, etc can be given and the participants will have to paint the group of objects in the given setting.

To allow participants to have a 360° view of the object set up, they will be allowed to switch positions every 10 minutes during their sketching time to see the object set up from different angles. Once the 45 minutes of sketching time is over, participants won't be allowed to switch positions anymore.

**Materials provided:** A3 size sheets of watercolour paper

**Materials required:** Water colours, paint brushes, pencils to draw, eraser, sharpener, paint palette

### **Judging criteria:**

- Incorporation of the setting in the artwork.
- Realism with respect to the objects.
- Neatness and finishing of the painting.

**Please Note:**

- The objects should be painted in the same order as they're seen by the participant.

<b>Disqualification</b>	<b>Negative 30</b>	<b>Negative 10</b>
Any form of vulgarity, obscenity or profanity.	Using any medium other than water colours.	Not following the order in which the objects are placed.
	Going beyond the time limit by MORE THAN 15 minutes.	Going beyond the time limit upto 15 minutes.

## **Superheroes Assemble! - Comic Character Sketching Event**

**Number of Participants:** 1 per team

**Contestant Accompanist(s):** 0

**Maximum Registrations:** 25 teams

### **Open to:**

- Contingents
- PRNCs
- OTSEs

### **Time Duration:**

Eliminations: NA

Finals: 2 hours

### **Location:**

Eliminations: NA

Finals: 26

### **Direct Finals:**

- Participants are required to sketch and create their very own, original superhero within the given time limit. Participants will have to give their hero a unique superpower as well as a name. They must also be able to clearly showcase their hero's superpowers (for example- use of symbols, muscles, weapons etc to justify the superpower) in the sketch.
- Participants also have to come up with a supporting tagline for their superhero.

**Materials required:** Colour Markers/sketch pens, Pencil colours, pencils, eraser, sharpener, ruler.

**Materials provided:** Sheets of A3 size Art Paper

### **Judging Criteria:**

- Incorporation of the 'superhero' element
- Creativity with respect to the costume design
- Originality
- Adherence to creating - a unique name, a supporting tagline, original costumes and powers.

### **Please Note:**

- NO watercolour markers, paint markers, chalk markers will be allowed.
- The original superhero's costume must NOT be inspired from those of already existing characters. Participants must come up with their own original outfit design ideas.
- Participants are expected to maintain decorum and not be disruptive or disrespectful.

<b>Disqualification</b>	<b>Negative 30</b>	<b>Negative 10</b>
Any form of vulgarity, obscenity or profanity.	Usage of any mediums of colour other than the ones that were mentioned and required.	Going beyond the time limit upto 15 minutes.
Plagiarism or failure to create an original superhero	Going beyond the time limit by MORE THAN 15 minutes.	

# **INDIAN PERFORMING ARTS (IPA)**

## **‘Folk’us On Your Element - Folk Dance event (Flagship)**

**Number of Participants:** 8-12 per team

**Contestant Accompanist(s):** 1-2 per team

**Maximum registrations for Eliminations:** 25 teams

### **Open to:**

- Contingents
- PRNCs

### **Time Duration: 3.5 hours**

Eliminations: 2-2.5 minutes per team

Finals: 3-5 minutes per team

Set-up Time for both rounds: 30 seconds

### **Location:**

Eliminations: Foyer

Finals: Foyer

### **Eliminations:**

The contingent must choose one folk dance form and use at least 2 props: one being a general prop and one prop must be traditional to the dance form (for eg: Dandiya sticks for a Garba performance). The song chosen must be an authentic regional song to the dance form. A total of 12 teams will qualify from the Elimination round into the Final round.

### **Finals:**

Participants have to choose any one of the 5 following elements (Earth, Fire, Water, Wind, Aether) and perform on music that is regional and authentic. The choreography must portray the chosen element.

**The contingents need to choose their dance form from the list given below:**

- Bihu
- Garba
- Lavni
- Giddha
- Bhangra
- Dandiya Raas
- Matki Dance
- Ghoomar
- Raas Lila (Krishna Tandav)
- Chhau Dance
- Chholiya
- Kachhi ghodi

- Cheraw
- Naga dance (Dance from Nagaland)
- Oppana
- Kolattam
- Kummi

## **Judging Criteria:**

Eliminations:

- Choreography
- Costume
- Coordination
- Incorporation of props
- Overall Performance and Skill

Finals:

- Choreography
- Selection of song
- Incorporation of the element chosen (5 elements)
- Usage of props
- Costumes

## **Please Note:**

- An area (stage dimensions) will be provided for the performance. The CA is allowed to enter the performance area during set-up time. However, they must leave the area before the beginning of the performance time and will not be allowed to enter the performance area during the performance time.
- All participants must be in full costume and makeup along with their props (*props are only required for the Finals*) and Contestant Accompanist during registration.
- Music is allowed only in MP3 format in a PenDrive. Participants must carry a backup PenDrive. CDs are not permitted. It is mandatory that one CA stays near the Texxx Console before and during the performance.
- No live music will be permitted.
- Participants will not be allowed to register until they are present with all their participants in full costumes (*in adherence to our specified costume rules*), CA(s) and props for both the performances.
- Participants are to know that baggage left in the green room while performing is the sole responsibility of the participants. In case of any theft or damage, the organizing committee will not be held responsible.
- Incorporation of at least 2 props for Eliminations and Finals is mandatory. There is no maximum limit on the number of props used. At least 1 of the props should be traditional to the chosen folk dance. (for eg: Dandiya sticks for a Garba performance)
- The contingent needs to ensure that the choreography in eliminations and finals cannot be the same. In addition to that, the selection of songs should also be different in both.

- The performance time will begin from the time the track starts playing or the performer starts dancing (whichever happens first), and end when the track stops playing or the performer stops dancing (whichever happens last).
- A contingent must use a song that is traditional and authentic to their chosen folk dance form.
- The contingent needs to submit details of the following:
  1. Details of the chosen folk dance style
  2. Mention the chosen element (Finals)
  3. The names of the song chosen along with their lyrics and/or voice over dialogues (Eliminations & Finals)
  4. Costumes for the performance (Eliminations & Finals).
  5. List of props (Elimination & Finals)

Please note the timelines for submission of the above 5 points:

→ **Eliminations:** 1 week before the performance

→ **Finals:** 4 days before the performance

- The chosen songs and lyrics, costumes, and props are subject to verification. In case they fail to adhere to the rules, participants will be asked to change them.
- In case of a tie, priority judging will be based on the priorities given below -
  - Adherence to theme (*finals*)
  - Originality and uniqueness of choreography
  - Song selection
  - Overall performance
  - Incorporation of the props

Disqualification	Negative 30	Negative 10
Vulgarity/ obscenity/ profanity with respect to the overall performance, song lyrics, and costume is strictly prohibited.	Failure to incorporate the Indian folk theme through song or choreography.	Negligence in cleaning the performance area if littered by the participants.
Disclosure of the name of the institution.	Non-adherence to the theme in the Final rounds.	Usage of live music.
Wardrobe malfunction	Failure to integrate the prop in an effective way.	CA entering the performance area during the performance.
Not adhering to the costume rules.		Stepping out of the performance area during the performance time or leaving before the end of the event.



		Failure to adhere to the time limits will result in the deduction of marks.
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## **Picture Abhi Baki Hai Mere Dost - Freestyle event**

**Number of Participants:** 6-8 per team

**Contestant Accompanist(s):** 1-2 per team

**Maximum Registrations for Eliminations:** 25 teams

### **Open to :**

- Contingents
- PRNCs

### **Time Duration:**

Eliminations: 3 - 4 minutes

Setup time - 45 seconds

Total time: 3 hours

Finals:

Minimum - 3.5 minutes

Maximum - 5 minutes

Setup time - 45 seconds

Total time: 3 hours

### **Location:**

Eliminations: XIMR BCR

Finals: Foyer

### **Eliminations:**

A certain decade will be given to each team on the basis of a lucky draw (online) that will be held a week before the elimination day, the team will have to prepare and present their freestyle choreography on any song from that decade and the choreography must include Bollywood style dancing.

For example:

Decade given: 90's (team can choose any popular 90's song) to depict the decade.

The Qualifying Round will see a total of 12 teams advance to the Finals. These teams will be chosen based on the marks they receive from the judging panel, with the possibility of negative marking or disqualification at the event organisers' discretion.

A lucky draw will be conducted immediately post the eliminations based on which the movie/scene for the final will be allotted.

### **Finals :**

Participants will be given a movie or an iconic scene on the basis of a lucky draw that will be held on 22nd August. They will have to depict the given movie in the best way possible (preferably on a song from that movie) but the team has full creative freedom for the choreography and concept depiction of the movie by adding elements of enactment within the choreography.

### **Judging Criteria:**

Eliminations:

- Team Coordination
- Difficulty and technique in choreography

- Uniqueness in portrayal of the movie
- Costume
- Degree of Difficulty and Energy

Finals:

- Team Coordination
- Difficulty and technique in choreography
- Uniqueness in portrayal of the movie
- Costume
- Degree of Difficulty and Energy.

### **Please Note:**

- Participants can merge two or more songs and are permitted to create a mashup.
- Use of any kinds of props is allowed, multiple props can be used.
- There should be a compulsory solo act by a performer within the team and they must perform for 30-45 seconds.
- Participants are only allowed to use HINDI song(s). Using song(s) of any other language(s) is not allowed.
- Use of A-rated songs is not permitted.
- Use of live music is not permitted.
- No accompanists allowed.
- Participants are free to use any dance styles but must include a section of Bollywood in it.
- Decency in costume, gestures, actions, background and the overall performance is expected from every participant.
- No equipment will be provided by us.
- The performance time will begin from the time the track starts playing or the performer starts dancing (whichever happens first), and end when the track stops playing or the performer stops dancing (whichever happens last).
- Participants are required to submit the following on the 16th of August 2022 11:59 PM for the eliminations and 24th of August 2022 11:59 PM for the finals to [admin@malharfest.in](mailto:admin@malharfest.in): A document (in English, Devanagari, or Hinglish) mentioning the list of styles incorporated in the dance form, the songs chosen with the lyrics, and a detailed description of the attire worn by the participants. The document must be sent in PDF (.pdf) format.
- Songs need to be carried in a pendrive and the team should carry along a backup pen drive just in case there is a technical issue.
- The chosen songs, lyrics, costumes, and track are subject to verification. Participants will be informed about the approval/disapproval of it. In case it fails to adhere to the rules, participants will be asked to change it.
- In case of a tie, priority judging criteria will be used with the priorities as follows:
  - Overall Performance
  - Originality of the Choreography
  - Song Selection

<b>Disqualification</b>	<b>Negative 30</b>	<b>Negative 10</b>
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Vulgarity of any kind with respect to dance moves, costumes etc.  Inappropriate or suggestive gesturing.	Not adhering to the movie given for depiction.	Failure to adhere to the time limits  If the performance is less than 3.5 minutes
Disclosure of the name of the institution	Not including an element of Bollywood style in the choreography	Leaving frame empty for more than 30 secs at a stretch
Failure to adhere to the dress code.  Use of A-Rated songs  Use of Live Music	No solo performance by the performers	Use of songs in any other languages apart from Hindi songs.
Wardrobe Malfunction		

## **Taal Se Taal Mila - Classical Dance Event**

**Number of Participants:** 2-8 per team

**Contestant Accompanist(s):** 0-2 per team

**Maximum registrations for Eliminations:** 25 teams

### **Open to:**

- Contingents
- PRNCs

### **Time Duration:**

Eliminations:

Total time: 3 hours

Performance time - 2-3 minutes

Finals:

Total time: 3 hours

Set up time - 45 secs

Performance time - 3-4 minutes

### **Location:**

Eliminations: Online Submission

Finals: 41

### **Eliminations:**

Participants must execute a pure classical dance to their preferred Indian classical music. The contingent is expected to perform a snippet of the routine to be performed in the finals. The Qualifying Round will see a total of 10 teams advance to the Finals. These teams will be chosen based on the marks they receive from the judging panel, with the possibility of negative marking or disqualification at the event organisers' discretion.

### **Finals:**

Participants are expected to perform pure classical dance on Indian classical music. There should be an 'x' factor which could either be jugalbandi, storytelling, props, etc which would set them apart from other performances. The x factor is a space of creative freedom and is not limited to the examples provided.

### **Judging Criteria:**

Eliminations:

- Choreography
- Creativity
- Synchronisation/coordination
- Skills(technical nuances of the dance)

Finals:

- Facial expression and body language
- Costume and presentation
- Choreography and Synchronisation

- Overall clarity and impact
- Creativity and coordination

**Please Note:**

- A google form would be released on the announcement of the opening of the IPA classical dance on the respective website. The form will contain the basic details as well as the option to add the link. The link would be of a google drive on which the team has uploaded the video and hence the judge would be able to access the video through the google drive. Once all the videos are uploaded, examined and critiqued, the results would be announced on social media platforms/emails would be sent and 10 teams will be confirmed.
- Contingent can patch two or more songs or compositions if they want to. If a team wants to start the performance with a shlok, it shall be allowed. The time consumed by the shlok will be included in the time duration of the overall song.
- For approval, a digital copy of the music audio must be delivered seven days before the elimination and final rounds of competition.
- Music is allowed only in MP3 format in a PenDrive. Participants are required to carry a backup Pen Drive prior to the event.
- Costumes should adhere to the dance form that will be performed by the participants. However, we encourage slight variation in costumes for the enhancement of the performance.
- Use of props is completely optional as long as they don't clutter the stage. Therefore, it is forbidden to use things like colours, fire, water, sand, etc. as props. The contingents are supposed to carry their own props.
- The CAs are allowed to enter the performance area during the setup time. However, they are required to leave the performance area prior to the start of the performance time. They are not allowed to enter the stage during the performance time.
- It is mandatory that one CA stays near the Texxx Console before and during the performance.
- No live music allowed.
- Participants are to know that baggage left in the green room while performing is the sole responsibility of the contingents. In case of any theft or damage, the organizing committee will not be held responsible.
- Songs, costumes, dance forms, chosen rasas and props are subject to verification. In case they fail to adhere to the rules, participants will be asked to change them.
- In case of a tie, the event would follow the priority judging criteria procedure. It will only work in a situation where there is a tie in the last place. It is only applicable for the Elimination round
- The following must be submitted online for Eliminations and Finals:
  - The dance forms chosen.
  - List of costumes and its description.
  - Soundtrack chosen by the participant.
  - List of props along with their dimensions.

<b>Disqualification</b>	<b>Negative 30</b>	<b>Negative 10</b>
Vulgarity of any kind with respect to dance moves, costumes -Inappropriate or suggestive gesturing.		Exceeding time limit/Not meeting the minimum time limit.
Disclosure of the name of the institution		If the CAs enter the stage during the performance.
No live music allowed		Leaving frame empty for more than 30 seconds at a stretch
Failure to adhere to the proper dress code.		
Using things like colours, fire, water, sand, etc. as props		

## **Malang - Street Play**

*This Event is not open to Outstation Contingents.*

**Number of Participants:** 10-12 per team

**Contestant Accompanist(s):** 1-2 per team

**Maximum registrations for Eliminations:** 25 teams

### **Open to:**

- Contingents
- PRNCs

### **Time Duration:**

Eliminations: 6-7 minutes per team

Total time: 3.5 hours

Finals: 10-12 minutes per team

Total time: 3.5 hours

### **Location:**

Eliminations: Woods

Finals: Quad

### **Eliminations:**

Each team will be given a topic one day after the registration closes through the process of lucky draw (such as sexual violence against women, caste discrimination, climate change, etc.) and a genre (horror, suspense, inspirational etc) assigned with it, along which they will have to perform a street play. Two teams sharing the same topic will be given different/contrasting genres to present. The Qualifying Round will see a total of 12 teams advance to the Finals. These teams will be chosen based on the marks they receive from the judging panel, with the possibility of negative marking or disqualification at the event organisers' discretion.

### **Finals:**

Participants will be given a list of topics on the day of the prelims after the teams are selected for the finals (eg: casteism, LGBTQIA+ rights, violence against women, etc.) out of which they have to choose one topic and prepare a play on it while incorporating a Hindustani artform (eg: ghazal, qawali, nazm, Indian instrumental music, etc.) that would be provided to them. The teams can use any of the given topics except the ones used by them in the prelims.

### **Judging Criteria:**

Eliminations:

- Overall performance
- Portrayal of the topic chosen
- Incorporating the genre provided
- Clear speech and diction
- Interactive nature of the play



- Use of space

Finals:

- Overall performance
- Portrayal of the topic chosen
- Incorporating the genre provided
- Clear speech and diction
- Interactive nature of the play
- Use of space

### **Please Note:**

- A 360-degree area will be provided.
- The eliminations and finals performance will be at an outdoor venue. Participants are advised to be prepared for any weather conditions.
- The CAs are allowed to enter the performance area during the setup time. However, they are required to leave the circle prior to the start of the performance time. They are not allowed to enter the stage during the performance time.
- The street play must be in Hindi with only occasional use of colloquial words (not more than 100) from other languages if absolutely necessary.
- Even if two teams get the same topic in the prelims, both of them can qualify for the finals.
- For the selection of topics in the finals, the teams will be asked to spin the wheel of topics and wherever the wheel lands, decides the topic allotted to them for their final performance.
- The participants are required to creatively incorporate the Indian art form given to them within the street play in their finals performance.
- No separate musical accompanists (vocalists or instrumentalists) will be permitted however, use of instruments by the participants is permitted and optional (but will not affect the judging criteria)
- Live music is allowed. The participants will not be judged on the basis of the quality of singing.
- Use of props is permitted for both the eliminations and finals.
- Any inappropriate, offensive, controversial matter must not be attributed to or connected to any specific person or group. This means that although the teams are allowed to use facts and examples drawn out of real instances, they must not name any person, group, organisation or political party whether living or dead.
- Any prop/material used during the performance by the participants that litters the performance area is not encouraged. In case of such circumstances, participants are expected to clean it.
- Deviation from the script on the day of the performance is prohibited.
- The following things have to be submitted online:
  1. The eliminations script (1 week before the prelims)
  2. The finals script (4 days before the final event)
  3. List of props along with their dimensions (for both rounds) (along with the script)
  4. List of instruments, if any (along with the script)
  5. Costume list and their description (for both rounds) (along with the script)
- Costumes, props, instruments and the scripts are subject to verification. In case they fail to adhere to the rules, participants will be asked to change them.

- The first Priority Judging Criteria mentioned in the respective event will be used first in case of a tie breaker. If there is still a tie then the second Priority Judging Criteria will be used and so on.

<b>Disqualification</b>	<b>Negative 30</b>	<b>Negative 10</b>
Vulgarity, Obscenity and profanity in terms of the overall performance.	Failure to incorporate the social issue and deviating to other socio-political issues without justifying the one provided to the team.	Stepping out of the performance area during performance time (in the elims)
Disclosure of the name of the institution	Non adherence to the genre provided to the teams in the prelims.	If majority of the street play is in any other language except Hindi
	Non incorporation of the Hindustani art form provided to the teams in the finals.	Failure to clean the performance area in case of littering by the participants during the performance
	Deviation from the script.	CA(s) entering the performance area during the performance
	Any inappropriate, offensive, controversial matter attributed to or connected to any specific person or group.	

## **Arohan - Singing Event With Live Instruments**

**No. Of Participants:** 2-3 per team

**Contestant Accompanist:** 0-3 per team

**Maximum registrations for Eliminations:** 25 teams

### **Open to:**

- Contingents
- PRNCs

### **Time Duration:**

Eliminations:

Total time: 1.5 hours

Set Up Time: 1 minute per team

Performance Time: 3 minutes per team

Finals:

Total time: 1.5 hours

Set Up Time: 2 minutes per team

Performance Time: 4 minutes per team

### **Location:**

Eliminations: SCAVI

Finals: SCAVI

### **Eliminations:**

The participants will be expected to perform a snippet of their final performance. The participants will be required to perform two songs, either one Hindi and one Marathi song or both of the same language. A total of 10 teams will qualify from the Elimination round into the Final round.

### **Finals:**

The participants must choose a minimum of two songs, maximum of four songs, released in the 21st century. The participants will then have to perform live with instruments, minimum of one instrument and a maximum of two (either melody or a rhythm instrument, or it can be both).

### **Judging Criteria:**

#### **Eliminations and Finals:**

- Overall Performance
- Choice of Songs
- Innovative blend of instruments and vocals
- Pitch and Tone
- Rhythm and Taal

### **Please note:**

- The choice of making the songs into a mash up or a medley is at the discretion of the participant.

- No use of earphones, collar mics, and/or overhead mics is allowed.
- The instruments are either rhythmic, melodic or both.
- Except for Drums, all other instruments are allowed.
- No classical pieces (carnatic and hindustani), original compositions, or Rap will be allowed.
- No A-Rated songs will be allowed.
- No use of props is permitted.
- No pre-recorded tracks will be allowed to play in the background.
- No instruments will be provided by the Malhar Organizing Committee.
- The performance time will begin from the time the instruments begin or the vocalists starts singing (whichever happens first), and end when the instrumentalist stops playing or the vocalist stops singing (whichever happens last).
- The vocalist cannot play an instrument. The roles of a vocalist and an instrumentalist will be different.
- Participants need to pre-submit a document (in English, Hinglish or Devnagri script) including the following:
  - Lyrics of the song.
  - The instruments selected.
  - The number of participants with their roles mentioned (vocalist, instrumentalist).
- The chosen composition is subject to verification. Participants will be informed about the approval/disapproval of it. In case it fails to adhere to the rules, participants will be asked to change it.
- Decency in costume, gestures, actions, background and the overall performance is expected from every participant.
- In case of a tie, priority judging criteria will be used with the priorities as follows:
  - Overall Performance
  - The participants should strictly adhere to the theme and perform a song strictly released after 1st January 2000.
  - Innovative blend of instruments and vocals

<b>Disqualification</b>	<b>Negative 30</b>	<b>Negative 10</b>
Vulgarity/ profanity/ obscenity with respect to lyrics and overall performance.	Failure to incorporate one song each in Marathi and Hindi or two songs of the same language in the eliminations and a minimum of two songs in the finals.	CA's entering the performance area during the performance.
Absence of including instruments.	Non-Adherence to the theme (songs released in the 21st century).	
Use of any other language besides the two languages mentioned (i.e Hindi and Marathi)		

Failure to adhere to the rule of no classical pieces, original compositions, rap not being allowed.		
Use of A-rated songs.		

# **LITERARY ARTS (LA)**

## **Let's Get Quizzical - Quiz event (Flagship)**

*This Event is not open to Outstation Contingents.*

**Number of Participants:** 2 (in a single team)

**Contestant Accompanist(s):** 0

**Maximum registrations for Eliminations:** 20 teams

### **Open to:**

- Contingents
- PRNCs
- OTSEs

### **Time Duration:**

Eliminations: 60 minutes

Finals: 180 minutes:

30 minutes [Round 1]

45 minutes [Round 2]

45 minutes [Round 3]

20 minutes [Round 4]

40 minutes [Buffer time for scoring between rounds]

### **Location:**

**Eliminations:** 25

**Finals:** MMR

### **Eliminations:**

Theme: General Literature

- There will be a total of **20 questions** out of which 3 are star marked questions for tie breakers.
- Each question gives you **+5 points** if answered correctly.
- Time is also a factor in eliminations, if two teams have the same score, the one that submitted first will be chosen.
- The star-marked questions give **+7 points** only if there is a time and score tie. The star marked questions will not be revealed unless it is required during a tie-breaker
- The questions will be read aloud from a presentation and a question will stay on the screen for 30 seconds. Questions will be repeated once after all the questions have been read. Teams are free to make short notes.
- Teams will have a total of **60 minutes** to answer the questions.
- 8 top scoring teams move on to finals.
- Score of the eliminations does not carry over to finals.

## **Finals:**

### *Round-1*

#### *Infinite Bounce*

Theme: Guess The Author/Playwright/Poet etc. (Who am I?)

- A total of 16 questions will be presented to the participants (2 direct question per team)
- These questions will be asked in a set manner i.e. 8 clockwise and 8 anticlockwise.
- Each team will get **15 seconds** to answer their direct question after the question has been read.
- If a team answers their direct question incorrectly, passes it or does not answer it at all within those 15 seconds, it will be passed to the next team which has **5 seconds** to answer this passed question.
- Failing to answer will result in it getting passed again till it reaches the team just before the original recipient of the question.
- **+10** will be awarded to the team for answering passed or direct questions correctly, which must include full name of the author/playwright/poet
- There will be no negative points for incorrect answers to both direct as well as passed questions.
- Next question will go to the team after the team that was asked the direct question, only in the event that all participants pass the question.
- **+10 points** will be awarded for a correct answer, and no score for incorrect/passed answers.
- The last name of the author/playwright/poet etc. will also be accepted as the correct answer.

### *Round-2*

#### *Pounce*

Theme: Movie Adaptations of popular books, plays, epic poems

- There will be 8 questions, and most will have partial marks.
- One clockwise round will occur, which means one direct question per team.
- The team gets asked direct questions. Before the team answers, questions are put up for 'pouncing' for the other teams.
- Teams which pounce (indicated by raising hands) can answer the question confidentially before the direct answer by having them pre-written legibly on a chit (with the team number on it) before the QM crosses all the teams that pounced on that question. As soon as the QM acknowledges your answer and informs the scorekeeper, the chits are to be discarded discreetly or hidden.
- The direct answer is heard by QM, out aloud, only after the round of pouncing is closed, and the team gets **+10** direct points for a correct answer, +5 for partial answers but no negatives for incorrect answers.
- The pounced answers on the other hand, give **+20** points for a correct answer, and **-10** points for an incomplete or incorrect answer.
- If more than one team pounces and answers correctly, all those teams will receive **+20**.

- Questions are not passed if skipped, as they were already available for pounce. The team whose direct question is up for pounce waits till the round of pouncing is over.

### *Round-3*

#### *Buzzer round*

Theme: Young Adult Literature

- Total of 8 questions will be asked
- Team that presses the buzzer first and provides answers within **10 seconds** of pressing the buzzer get points, or a negative if they fail to do so.
- **+20 points** will be awarded for a correct answer, **-10 points** will be taken for an incorrect answer or failure to answer within stipulated time.

### *Round-4*

#### *Rapid Fire*

Theme: General English Literature

- There will be 15 questions to answer within 90 seconds per team.
- Teams must answer 15 questions within 90 seconds.
- Questions that are passed (by saying "pass" aloud to QM) are cycled back to and asked again if there is time left on the clock.
- Attempting the answer ensures the question will not be cycled back to, even if time is left.
- **+5 points** awarded per question. There are no negatives for incorrect answers or passed questions.

## **Judging Criteria:**

Eliminations:

- Highest Score- Priority #1
- Order of Submission- Priority #2
- Star Marked Questions- Priority #3

Finals:

- Highest score at end of round 4 wins
- In the event of a tie, scores of the tied team will be compared per round with the order of priority being Round 2, Round 1, Round 3 and Round 4 and the team which had the higher score in these rounds is declared winner, in that order.

## **Please Note:**

- Teammates are allowed to communicate within themselves, but crosstalk between teams is strictly not allowed. Teammates must keep their communication discreet, and attenuate their volume accordingly.
- Speaking Pounce answers aloud will be reprimanded with a negative 10, but teams can also be disqualified for repeated offences of the same kind.



Disqualification	Negative 30	Negative 10
<p>Unfair means of any form, electronic, or verbal help, reference material etc. during elims or finals</p> <p>Repeated Offences of Negative 10 and Negative 30 criteria</p> <p>Vulgarity, Obscenity of any kind, directed towards QM or other participants</p>	<p>Disturbing the flow of the quiz, speaking out of turn</p> <p>Answering out of turn.</p>	<p>Incorrect/Incompleteness in your pounce answer</p> <p>Incorrect answers/Incomplete answers/Time Limit violation in buzzer round</p> <p>Speaking aloud pounce answers</p> <p>Crosstalk between</p>

## **Con-verse with us (Performance Poetry Event)**

**Number of Participants:** 1 per team

**Contestant Accompanist(s):** 0

**Maximum registrations for Eliminations:** 25 teams

### **Open to:**

- Contingents
- PRNCs
- OTSEs

### **Time Duration:**

Eliminations: 2.5 hours

Finals: 3 hours

### **Location:**

Eliminations: 24

Finals: SCAVI

### **Eliminations:**

All Participants will be given a common topic, and then time to prepare.

The poem needs to contain 5 verses, with each verse being of 4 lines each (Total 20 lines).

They will have to follow an Alternate Rhyming Scheme in the ABAB format, that is, the first and third line of each verse should rhyme.

Example:

The way a crow (A)  
Shook down on me (B)  
The dust of snow (A)  
From a hemlock tree (B)

They will be given a total of **25 minutes** to write the poem. They will then submit the content to us, after which we will be vetting the poem submitted.

If any material needs to be changed after the vetting process participants will be given **15 minutes** to do so. We will take **20 minutes** to vet the content before we submit feedback and proceed with delivery of the poem.

Participants should know that Plagiarism will result in disqualification. Participants should try to be as original with their content as possible, in the sense that they should not take quotes or ideas **directly** from anywhere while writing the poem.

Final delivery of the poem should be **1 minute 30 seconds**. A timer will be displayed on the screen and a warning buzzer will be given at **1 minute 15 seconds** to remind participants of how much time they have.

12 participants will advance to the Finals.

## Finals:

Participants will be given uniformly themed prompts that the participants must adhere to. They will be given a total of **45 minutes** for writing their entire poem.

After **30 minutes** of the time has passed, a bell will be rung and an additional prompt will be introduced.

Participants will be required to incorporate the additional prompt in their poetry along with the initial prompt given to them. Both prompts hold equal weightage.

They will have to write a poem of **five** verses. However, they have the freedom to choose their preferred rhyming scheme as long as it adheres to the maximum and minimum time limit (not less than 2 minutes and not more than 3 minutes).

After the entirety of their writing time, the poems will be taken for vetting.

Once the vetting process is over (which should take a maximum of 20 minutes) they will be given back their written material which they can refer to while performing.

In case any parts of the poem need to be changed (because of hurtful or insensitive comments, or any other reason) participants will be given **15 minutes** to do so.

Final delivery of the poem should be a minimum of **2 minutes** and a maximum of **3 minutes**.

A warning buzzer will be given to participants at **2 minutes 40 seconds** indicating that they have to wrap up their poem. Another one will be given at **3 minutes** indicating that the time allotted is over.

## Judging Criteria

Eliminations:

- Sticking to the format mentioned above (verses, rhyming scheme)
- Ability to stick to the topic given
- Creativity and Originality
- Balance of content and performance of the poem
- Poetic Style

Finals:

- Incorporation of **all** the prompts is very important
- Balance of content and performance of the poem
- Creativity and Originality
- Poetic Style

## Please Note:

- This event involves a balance of writing and performing. Both the content, as well as the performance of the poetry are important for the judging criteria.
- The only medium of language used should be **English**.
- Participants are expected to adhere to the time limit and theme given to them.
- Variations of poetry style are allowed in the Finals as long as they fit into the requirement of five verses.
- The Eliminations have a minimum performance time of **1 minute** and the Finals have that of **2 minutes**.

- Participants may very well involve hand gestures and voice modulations to a certain extent but they should keep in mind that they will be judged both on content and performance.
- The poem must be written in English. No slang or foul language is permitted.
- During the vetting process, participants are expected to change certain lines or verses that do not fit the expected requirements (i.e. if they include slang or are hurtful to a particular community). They will be given **15** minutes to do so.
- The decision of the Organizing Committee is final and should not be questioned.
- Disqualification for Plagiarism is according to the judges' and Organizing Committee's discretion.
- In case of a tie in the Elimination round, the above-mentioned Priority Judging Criteria will be used.
- In case of a tie in the Finals, the event will follow the standard Administration tie-breaking procedure.

<b>Disqualification</b>	<b>Negative 30</b>	<b>Negative 10</b>
Plagiarism	Use of overly dramatic or symbolic movements and actions that distract completely from the content of the poem	Not adhering to given time limits
Use of props and costumes	Not incorporating all the prompts in the poem	
Use of obscene gestures and use of racist, homophobic, sexist, religious or political statements	Interrupting and/or distracting other participants	
Use of vulgarity, obscenity and profanity during participation.	Using any language other than English	
Use of slang or foul language		

## **(Word) Size Matters - Creative Writing Event (Microfiction)**

**Number of Participants:** 1 per team

**Contestant Accompanist(s):** 0

**Maximum registrations for Eliminations:** 25 teams

### **Open To:**

- Contingents
- PRNCs
- OTSEs

### **Time Duration:**

Elimination: Pre-submission

Finals: 2 hours

### **Location:**

Eliminations: Pre-submission

Finals: 20G

### **Eliminations:**

Participants must submit a short story in exactly **56 words**.

Two prompts (one abstract idea and a physical object) shall be provided. These prompts shall be the same for every participant.

The short story must definitely have a proper structure with a resolution. It shouldn't have an obscure ending. The story shouldn't be left hanging.

The protagonist (preferably just one) must have some desire that motivates their actions (or inaction).

The submitted short stories will be checked for following the word limit, basic grammar and incorporation of prompts. Later they'll be scored on the basis of the judging criteria.

**10** participants will be selected for the Finals.

An example has been provided below:

For example:

Prompts: Love (abstract) and Window (physical)

#### Silent Night

Hrithik opens the only window of his room with his shuddering arms. He pushes himself through and lands on his feet, disturbing the stillness of the garden bedecked with wedding lights. Dragging his luggage, he tiptoes to the gate, where he sees a familiar face. Holding his lover's hand tight, he runs into the silent night.

## Finals:

Participants will be provided a dialogue prompt. For instance, the prompt can be:

“Don’t forget the milk,” she said.

“Okay,” he said.

The prompts will be the same for every participant.

Participants will be required to write a short story (not just dialogue) **in less than 200 words**.

There must also be a surprise ending in the plot that is clear, logical and convincing.

**One hour** will be allotted for writing the short story, after which the sheets should be submitted for evaluation. The first warning bell will be given when **30 minutes** are left and the second warning bell will be given **10 minutes** before the final bell at the end of the event. Two sheets will be provided. One for writing a rough draft and the other for submission. The submitted sheets will be checked for following the word limit, basic grammar and incorporation of prompts. Later they’ll be scored on the basis of the judging criteria.

## Judging Criteria

Eliminations:

- Creativity and Originality
- Incorporation of prompts
- Personal style of writing: diction, figures of speech and punctuation.

Finals:

- Creativity and originality
- Incorporation of prompts
- Cogency of the surprise ending
- Believable dialogue i.e., it must sound like a real character.
- Personal style of writing: diction, figures of speech and punctuation.

## Please Note:

- The short stories shouldn’t be mere descriptions. Desire, conflict and ending are integral for it to be considered a short story.
- Hyphenated words will be considered as one single word.
- The short story should be titled. It will not be counted in the word limit.
- **English** is the only language allowed. One can only use two words from other languages.
- In case of a tie in eliminations, priority judging criteria will be used, in this order:
  - 1) Creativity and originality
  - 2) Incorporation of prompts
  - 3) Cogency of the surprise ending
  - 4) Believable dialogue
  - 5) Personal style of writing: diction, figures of speech and punctuation.

- The dialogue must be natural i.e. it should sound like what a real person would say. It should make sense in the universe of the story. A teenager of the 21st century would most probably not say "thou" and "thine" in their speech.
- Plagiarism of any form, and in any intensity will not be tolerated. Pre-submitted entries will be thoroughly checked. Constant and suspicious peeking at other participants' sheets during the final event will be labelled as unfair means. Likewise, the use of mobile phones is strictly prohibited.

<b>Disqualification</b>	<b>Negative 30</b>	<b>Negative 10</b>
Plagiarism, Unfair means (copying from other participants and use of mobile phones)	Exceeding the word limit	Unintentional poor grammar
Use of vulgarity, obscenity, and/or profanity during participation	Interrupting and/or distracting other participants	Using more than two words from other languages apart from English
Use of transphobic, racist, ableist, sexist, homophobic, religious or political statements.	Non-incorporation of prompts	
	Talking to other participants during the event.	

## **The Jimmy J.A.M. Games (Just A Minute) - On The Spot Speaking Event**

**Number of Participants:** 1 per team

**Contestant Accompanist(s):** 0

**Maximum registrations for Eliminations:** 30 teams

### **Open To:**

- Contingents
- PRNCs
- OTSEs

### **Time Duration:**

Eliminations: 6 hours

Finals: 3 hours

### **Location:**

Eliminations: 27

Finals: MMR

### **Eliminations and Finals:**

Participants will be provided with a topic and instructions by the J.A.M. master. They will be required to speak continuously for a minute without any discontinuity, incoherence, inaudibility, slurring, stuttering, grammatical mistakes, or mispronunciations.

7 teams will qualify for the Finals.

### **Judging Criteria for Eliminations and Finals:**

- Grammatical proficiency
- Wit
- Originality
- Spontaneity
- Use of language
- Ability to speak continuously
- Alertness

### **Please Note:**

- This is an on-the-spot performance event.
- Multiple rounds will be conducted by the J.A.M. master.
- Scoring and judging criteria will be at the J.A.M. Master's discretion.
- Use of profanity and vulgar language is strictly prohibited.
- The decision of the Organising Committee will be final in all instances.



- In case of a tie in the eliminations, the priority judging criteria will be used, which are as follows:
  1. Grammatical proficiency
  2. Wit
  3. Originality
  4. Spontaneity
  5. Use of language
  6. Ability to speak continuously
  7. Alertness

<b>Disqualification</b>	<b>Negative 30</b>	<b>Negative 10</b>
Undermining the authority of the JAM master.		
Use of vulgarity, obscenity, and profanity.		

# **WORLD PERFORMING ARTS (WPA)**

## **STARRIN' THE STREETS - A Street Dance Event (Flagship)**

**Number of Participants:** 5-7 per team

**Contestant Accompanist(s):** 1-2

**Maximum registrations for Eliminations:** 18 teams

### **Open to:**

- Contingents
- PRNCs

### **Time Duration:**

Total Time : 3 hours

Eliminations:

Setup time: 1 minute

Performance time: 3-4 minutes

Finals:

Setup time : 1 minute

Performance time : 5-6 minutes

### **Location:**

Eliminations: Quad

Finals: Quad

### **Eliminations:**

Participants are required to incorporate the decade of popular music assigned to them into their performance with the help of era appropriate songs and costumes.

Allocation of Musical eras will be conducted at random by the Organisers well in advance for the Eliminations. Non adherence to the theme will result in negative marking.

For Example: 1950s- Rock 'n' Roll, 1970s- Disco, etc.

Participants must perform 1 or more street dance styles from the following list:

Hip-hop, Commercial jazz, Jazz funk, Whacking, Tutting, Popping, Locking, Krumping, Freestyle, B-Boying

12 participants will advance to the Finals.

### **Finals:**

Participants are required to pay homage to any iconic musician or dancer from the era they have been assigned. Teams will be required to submit the chosen personality by 16th August 2022.

Participants must perform 1 or more dance styles from the following list:

Hip-hop, Commercial jazz, Jazz funk, Whacking, Popping, Locking, Krumping, Freestyle, B-Boying

### **Judging Criteria for Elimination and Finals:**

- Team coordination
- Engagement with the theme
- Choreography
- Dance technique
- Creative costumes
- Overall performance

### **Please Note:**

- A 360-degree area will be allotted as the performance area, with a fixed orientation, i.e. a designated front and back. The judges will be seated in a single row at the front.
- Presence of a CA is mandatory at this event to handle the pendrive. However they are not allowed to enter the performance area during the performance time.
- All participants HAVE to be in full costume and makeup at the time of registration.
- Props are optional and do not have a separate criteria in the judging process.
- Participants MUST also be present with their CAs and props at the time of registration.
- Teams are solely responsible for handling their respective props.
- Teams are required to clear the performance area of any and all props used. Props like party poppers and colours that dirty the performance area are strictly prohibited.
- Participants are required to carry a separate pen drive that contains the MP3 track to be used during the Eliminations as well as the Finals.
- Music must be mailed in an MP3 format to the email address provided before the deadline. This is only for cross checking purposes for the Organisers and will not be used for the performance.
- Only pre-recorded music will be permitted. Voiceovers are allowed. Live music will not be permitted.
- Sexually explicit dance moves like twerking, disrobing etc will be DQ'd since it is a violation of the clause on vulgarity, obscenity, and profanity.
- The use of any characters of Indian origin will NOT be permitted.
- The following lists must be submitted during online registration:
  1. The names of the songs chosen along with their lyrics (Eliminations).
  2. Costumes for the performance (Eliminations).
  3. List of props (if any)
- The same submissions must be made by the Qualifying teams by 24th August

- The chosen songs and lyrics, costumes, and props are subject to verification. In case they fail to adhere to the rules, participants will be asked to change them.
- Only verified props and costumes will be allowed on the day of the performance (Eliminations and Finals).
- In the case of a tie, the event will follow the standard Administration tie-breaking procedure.
- The decisions made by the Judge(s) will be final. Any discrepancies observed by participants must be conveyed to the volunteer appointed to the team.

<b>Disqualification</b>	<b>Negative 10</b>	<b>Negative 30</b>
<p>Vulgarity, obscenity, and/or profanity with respect to lyrics and overall performance.</p> <p>Malfunctioning of any costume.</p>	<p>Non-adherence to the Musical Era chosen.</p> <p>CAs entering performance area during the performance.</p> <p>Participants leaving the performance area during the performance.</p>	<p>Use of Bollywood/Indian/Regional language songs.</p> <p>Use of any characters of Indian origin.</p> <p>Use of live music during the Performance.</p>

## **Toon It Up! - DJ Event**

*This Event is not open to Outstation Contingents.*

**Number of Participants:** 1 per team

**Contestant Accompanist(s):** 1

**Maximum registrations for Eliminations:** 18 teams

### **Open To:**

- Contingents
- PRNCs
- OTSEs

### **Time Duration:**

Total time 2.5 hours

Eliminations:

Setup time - 2 minutes

Performance time – 3 minutes

Finals:

Setup time - 2 minutes

Performance time - 5 minutes

### **Location:**

Eliminations: Foyer

Finals: Hall

### **Eliminations:**

Participants are required to incorporate at least one pop song from the 2000s. The rest of the performance is at the participant's discretion. 10 participants will advance to the Finals.

### **Finals:**

Participants are required to incorporate the theme song of at least one recognisable animated show (E.g. Mickey Mouse, Doraemon, Popeye, Rick and Morty, Anime shows etc.) for a minimum duration of 30 seconds. (Multiple theme songs may be incorporated too. However, no extra points will be awarded for the same). The rest of the performance is at the participant's discretion.

### **Judging Criteria:**

Eliminations:

- Creativity

- Clean Mixing Skills
- Track Selection
- Technical Skills
- Incorporation Of Theme
- Confidence and Overall Performance

Finals:

- Creativity
- Clean Mixing Skills
- Incorporation of Theme
- Track Selection
- Confidence and Overall Performance

### **Please Note:**

- The theme for the eliminations is the incorporation of any 2000s pop song and for the finals is the incorporation of a recognisable animated show theme song, into the performance.
- A 2000s pop music refers to a genre of music, specifically from the 2000s, that has mass appeal and commercial success.
- An animated show can be defined as a television show, created from static drawings, models, or objects posed in a series of incremental movements that are then rapidly sequenced to give the illusion of lifelike motion.
- A mixer with **DDJ-400, DJM 900** decks will be provided. Participants will be required to bring their own headphones. However, they will not be allowed to bring any other equipment.
- All music must be on a blank pen drive which contains only the tracks that will be used in the performance.
- Participants will need to submit their pendrives at the registration desk. They will be handed over the same right before their performance starts.
- Participants must carry a backup pen drive (other than the one they submit). CDs will not be permitted.
- Only English and Foreign language songs will be allowed.
- No Hindi/ Regional Language songs will be allowed
- Computer operated software/hardware or any other equipment (other than headphones and CDs) is NOT allowed.
- All mixing needs to be done live.
- Use of pre-mixed mash-ups will not be permitted and will lead to disqualification.
- Vulgarity, obscenity, and/or profanity with respect to lyrics, physical gestures and overall performance will lead to disqualification.
- In the case of a tie, the event will follow the standard Administration tie-breaking.
- The decision of the judges will be final.
- **The following lists must be submitted during online registrations:**
  - List of songs being used along with their lyrics (Eliminations and Finals)

- The animated show theme song that is being incorporated into their set.
- The chosen songs and lyrics and the theme song to be incorporated are subject to verification. In case they fail to adhere to the rules, participants will be asked to change them.
- The last date of pre-submissions is mentioned at the start of the RnR.

<b>Disqualification</b>	<b>Negative 30</b>	<b>Negative 10</b>
<p>Vulgarity, obscenity, and/or profanity with respect to lyrics, physical gestures and overall performance.</p> <p>Use of pre-mixed tracks (Including use of pre-mixed mash-ups).</p> <p>Use of computer operated hardware and software or any other equipment (other than headphones and CDs).</p>		<p>Use of Bollywood/Indian language songs.</p> <p>Use of Indian/regional language dialogues.</p> <p>Participants leaving the performance area during the performance.</p>

## **Multi-verse of Madness - Duet Song Event**

**Number of Participants:** 2 per team

**Contestant Accompanist(s):** 1

**Maximum registrations for Eliminations:** 15 teams

### **Open to:**

- Contingents
- PRNCs
- OTSEs

### **Time Duration:**

Eliminations: 3 hours

Performance time: 2-2.5 minutes

Finals: 3 hours

Performance time: 6-8 minutes

### **Location:**

Eliminations: MMR

Finals: Hall

### **Eliminations:**

For the elimination round, participants are required to pick TWO songs in accordance with the theme provided and must rewrite the lyrics from a different perspective.

Egs: Anytime you need a friend by Mariah Carey- Rewriting the lyrics to portray the song through the perspective of the friend.

A total of 12 teams will qualify from the Elimination Round into the Finals.

### **Finals:**

Teams will be given a prompt/theme based on which they may pick two or more songs and rewrite the lyrics in a way that changes the original narrative of the songs. For instance, rewrite a song about love and change it into a heartbreak anthem. The tune of the original song must be maintained.

Egs: All too well by Taylor Swift - changing the narrative to a happy ending instead of a heartbreak.

### **Judging Criteria:**

Eliminations:

- Vocal arrangement
- Lyrics
- Adherence to the theme
- Overall Performance and Skill

Finals:

- Vocal arrangement
- Lyrics
- Stage Presence



- Overall Performance and Skill

**Please Note:**

- For the Eliminations and the Finals round, we will provide:
  - 2 Handheld Microphones
  - 1 Standing Microphones
  - 2 Amp Cables
  - 1 Speaker
- A (stage dimensions) area will be provided for the performance. The CA is allowed to enter the performance area during set-up time. However, they must leave the area before the beginning of the performance time. They are not allowed to enter the performance area during the performance time.
- Participants must include harmonies into their performance. A minimum of 30 consecutive seconds of harmonisation is mandatory in the performance.
- All participants must be in full costume and makeup along with their instruments and Contestant Accompanist during registration.
- Music is allowed only in MP3 format on a Pendrive. Participants must carry a backup Pendrive. CDs are not permitted. It is mandatory that one CA stays near the Texxx Console before and during the performance.
- The chosen songs must either be in English or a Foreign language. No regional languages are allowed.
- For *the Finals*, participants must use their own instrument.  
A maximum of one instrument is permitted per performance. A background score is mandatory in the Eliminations as well as the Finals.
- Pre-recorded vocals are not permitted in the background score.
- A total of 12 teams will qualify from the Elimination Round into the Finals. The selection of these teams will depend on the marks they are given by the judging panel subject to negative marking or disqualification at the discretion of the event Organisers.
- Failure to adhere to the time limits will result in the deduction of marks. The performance time will begin from the time the track starts playing or the performer starts singing (whichever happens first), and end when the track stops playing or the performer stops singing (whichever happens last).
- The following lists must be submitted during online registration:
  1. List of chosen song(s)
  2. Transcript of lyrics
  3. Type of instrument (Finals, if applicable)
- The chosen songs and lyrics, and instruments are subject to verification. In case they fail to adhere to the rules, participants will be asked to change them.
- In the case of a tie, the event will follow the standard Administration tie-breaking procedure.

<b>Disqualification</b>	<b>Negative 30</b>	<b>Negative 10</b>
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<p>Vulgarity/ obscenity/ profanity with respect to the overall performance and/ or costume is strictly prohibited. In the case of vulgarity/ obscenity/ profanity, the participants will be disqualified at the Organising Committee's discretion.</p> <p>Disclosure of the name of the institution</p>	<p>Negligence in cleaning the performance area if littered by the participants</p> <p>Failure to adhere to the theme and/or concept of the event.</p> <p>Failure to include harmonies as stipulated above.</p>	<p>Use of Indian/Regional languages</p> <p>CA entering the performance area during the performance</p> <p>Stepping out of the performance area during the performance time or leaving before the end of the event.</p>
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# **CROSSOVERS**

## **DISS IS IT - Rap Battle (LA and WPA Crossover)**

*Both Crossover Events are not open to Outstation Contingents.*

This is a duo rap battle event that aims to put pop culture figures against one another in a rap battle format.

**Number of Participants:** 2 per team

**Contestant Accompanist(s):** 0

**Maximum Registrations:** 12 teams

### **Open to:**

- Contingents
- PRNCs
- OTSEs

### **Time Duration:**

Eliminations-

Location: LR 26

Auction: 1 hour

Scripting: 2 hours (depending on time bid)

Finals -

Location: Foyer

Performance: 2-3 half minutes

### **Round 1:**

Auction:

- The organisers will put characters up for auction one by one and the participants will be required to raise their hands and state the amount of time they want to bid in exchange.
- Teams will be required to bid an amount of their writing time in order to procure their desired characters.
- Participants must bid in **increments of 5 mins** only.
- Participants are only allowed to bid a maximum of 1 hour of their total time (which is 2 hours).
- All participants have to compulsorily **bid at least once** to gain characters.

Scripting:

- A starter pack containing basic information about all characters will be provided to all the participants after the auction, however, the participants are allowed to include any information about the character other than what is provided in the pack to make their rap.

- The rap must have **4 verses and a chorus that repeats twice**.
- The language of the rap will be English. However, **minimum 10 Hindi Or Marathi** words must be compulsorily used and **maximum 20 Hindi or Marathi** words can be used.
- The participant will be notified by the organising team **5 minutes** before their writing time ends.
- At the end of the writing time, all raps will be vetted by the organising committee. In case of failure to comply with the rules mentioned in the RnR, participants will be asked to make changes as per our guidelines. Only **15 minutes** will be provided to make any such modifications.

### **Finals:**

- This round will take place on the main days of Malhar.
- The performance should be for a minimum of 2 and half minutes and must not exceed 3 and half minutes.
- The clock starts from the beginning of the first syllable spoken by the participant.
- During the performance round, a buzzer will be sounded to notify that 30 seconds of the total time is remaining. The buzzer will ring twice to indicate the end of performance time.
- The track on which the participants will perform on the final day will be given by the organising team. During the registration process on the day of the elimination round, participants will be asked to select a chit which will determine the track they will perform on. The tempo for all the tracks would be the same however the beats may differ slightly.
- In the case of a tie, the event will follow the standard Administration tie-breaking procedure.

### **Judging Criteria:**

- Quality of lyrics and the effective use of vocabulary
- Flow of the rap and fluency in Language
- Tone, expression and voice modulation
- Creativity and originality
- Impact of the performance

### **Please Note:**

- No participant will be eliminated from the event, each participant will make it to the final day of the performance.
- The organising team will keep a strict check on the scripting time of each duo.
- Using the internet or any other resources apart from the starter pack will not be permitted.
- Hyphenated words will be counted as one during the vetting process with regards to the compulsory addition of 10 Hindi or Marathi language words.
- For the final performance, we will be providing the following:
  1. Two vocal microphones

2. 2 chairs to sit on

- Participants can neither perform with a beatboxer nor an instrumentalist.
- Each team would be given a track by the organisers. All tracks will have similar tempo and beats.
- Any alteration and deviation in the rap lyrics from the original submission would result in negative marking or disqualification depending on the degree of deviation.
- The set shall not contain any vulgar words and sexually explicit lyrics.
- The rap lyrics should not offend any opponents.
- Participants who are rude, abusive or deemed otherwise unsuitable by the organisers will be disqualified from the competition.
- Participants who dress up as the character will not attain any extra points. The contingents would have to adhere to the overall Malhar dress code.

Disqualification	Negative 30	Negative 10
<p>Usage of the internet or any outside resources other than the starter pack.</p> <p>Any form of vulgarity, obscenity and profanity in the form of language, symbols or gestures.</p> <p>Use of unfair means during the scripting of rap.</p> <p>Plagiarism.</p> <p>Using tracks other than the one provided by the organising committee.</p> <p>Deviating from the original rap while performing.</p>	<p>Disrupting the flow of the event.</p> <p>Changing two lines from the original submission.</p>	<p>Changing 4 words from the original submission.</p>

## **Malhar Studio - Band Event (IPA and WPA Crossover)**

*Both Crossover Events are not open to Outstation Contingents.*

**Number of Participants:** 3-7 per team

**Contestant Accompanist(s):** 0-2 per team

**Maximum Registrations for Eliminations:** 25 teams

### **Open to:**

- Contingents
- PRNCs

### **Time Duration: 3 hours**

Eliminations:

Total time: 3.5 hours

Set up time - 4 minutes per team

Performance time - 2 to 3.5 minutes per team

Finals:

Total time: 2.5 hours

Set up time - 4 minutes per team

Performance time - 3 to 5 minutes per team

### **Location:**

Eliminations: Hall

Finals: Quadrangle

### **Eliminations:**

Participating teams will be given one out of 6 Indian music genres (Indian classical/ Ghazal/ Thumri/ Sufi/ Folk/ Film : 1980s-90s).

They must choose ANY 1 SONG of their choice WITHIN the assigned genre and perform the chosen Indian song in any western musical arrangement of their choice (Eg: Jazz/ pop/fusion/ RnB/ Country/world music, etc)

A total of 10 teams will qualify into the Finals.

### **Finals:**

- The bands will have to perform a **mashup** of 2 songs.
- The mash up will consist of :-
  - The Indian song performed in the elimination with the western arrangement twist (Teams are free to perform any other musical arrangement as well/retain the indian music arrangement from the original song)
  - An additional western song of their choice

### **Judging Criteria:**

Eliminations:

- Creativity in musical arrangement
- Degree of innovation in remake
- Band teamwork

Finals:

- Band teamwork
- Creativity in arrangement / Innovation in overall remake
- Uniqueness of performance
- Musical Skill of team
- Ability to blend one song into another

### **Please Note:**

- A total of 10 teams will qualify from the Elimination round into the Final round.
- There is no restriction in the scope/type of instruments used. The songs' lyrics and basic melody lines will remain the same. Improvisations and creativity in performance/music arrangement are expected.
- For the elimination round, All teams have to fill a 'Preference Sheet' with 3 of their preferences from the mentioned genres (Indian classical/ ghazal/ thumri/ sufi/ folk/ film :1980s-90s.)
- This preference sheet (google form) will be given to teams on the day they register for the event.
- Teams will be allotted any ONE genre from the three preferences they select
- They will be updated on the genre given to them via mail within 2 days.
- All participants must be present along with their instruments and CAs (if any) during registration.
- In Indian classical, participants can either perform a raga or choose a classical based film song.
- The following must be submitted online:
  - List of instruments (if any) should be mentioned with the smallest details regarding instruments (e.g. hammer with the tabla/ sticks with drum kit)
  - The choice of song for both Eliminations and finals. (4 days after registration closes )
- **For the Eliminations and the Finals round, we will provide:**
  - 3 Handheld Microphones
  - 2 Standing Microphones
  - 1 Drum Kit
  - 1 Keyboard
  - 5 Amps
  - 5 Monitors
  - Jacks and Cables
  - 1 Chair
  - 1 Table
- The chosen songs, their lyrics and the instruments are subject to verification. In case they fail to adhere to the rules, participants will be asked to change them.
- No recorded music is allowed, only live performances.
- A western song is not limited to the english language.
- An Indian song is not limited to the Hindi language.
- Use of A-Rated songs will NOT be allowed.

- The set-up time for the performance will commence once the technicians leave the stage.
- Decency in costume, gestures, actions, background and the overall performance is expected from every participant. ( No short dresses/skirts, sleeveless/spaghetti tops are permitted)
- In case of a tie, the event would follow the priority judging criteria procedure. It will only work in a situation where there is a tie in the last place. It is only applicable for the Elimination round

<b>Disqualification</b>	<b>Negative 30</b>	<b>Negative 10</b>
Engaging in vulgarity, profanity or obscenity of any form directly or indirectly.	Non-adherence to the theme - If there is no <b>VISIBLE REMAKE</b> of the song's music arrangement.	Exceeding time limit/Not meeting the minimum time limit.
Use of A-Rated songs :Use of abusive language in the selected song.	CAs entering during performance time.	
Use of pre- recorded music tracks/Lip-syncing to a pre-existing vocal/instrumental tracks.		
Disclosure of the name of the institution		



# **SECURITY**

## **Rules for CL:**

- College ID card/fee receipt of the present academic year along with a valid government approved photo ID proof is mandatory for the CLs, ACLs and CAs on both the Eliminations and Final days of Malhar.
- The Prop List must be provided to the respective department well in advance.
- Prop lists should clearly mention not only the number of the props but also the dimensions, materials and description of each prop.
- Extra props (i.e. props not mentioned on the Prop List) shall not be permitted entry on the Eliminations and days of Malhar.
- Prop lists have to be approved by security and any decision made by them will be final. The Prop List shall be verified by security during the time of entry.
- If a banned item is absolutely necessary for an event, the CLs and the ACLs will have to ensure that the item is mentioned in the Prop List with a justifiable explanation.
- If any of the CLs, ACLs, CAs and participants exit the college premises, they will be frisked once again during re-entry.
- CLs cannot demand the entry of another individual on the pretext that he/she is required for helping the participants.
- The CL must be present with the contingent during the time of entry.
- If contingents wish to bring their props in a truck, please keep in mind that no parking area will be provided for the trucks for any time duration.
- Colleges entering with big props should come to college an hour before college gates open. They will not be allowed to enter once Malhar gates have opened.
- The CL and ACL must have a lanyard on, at all times.
- All CLs and ACLs must have their face masks on at all times.

## **Rules for Participants:**

- College ID card of the present academic year or a fee receipt and a valid government approved photo ID proof is mandatory for all the participants on both the Eliminations and Final days of Malhar.
- Participants must be present at least one and a half hours prior to their events at the gates.
- Participants who have consumed any sort of intoxicating substances will not be permitted entry to Malhar.
- Participants are only allowed to carry items included in the Prop List approved by Security on the Form Verification Day.
- Entrance will not be granted to choreographers and make-up artists unless they have an official Malhar pass for each day.
- Parents will not be allowed to accompany participants in order to help them change costumes or makeup.
- Any misbehaviour on the part of the participants will lead to expulsion from the premises and will reflect on their college.
- All participants must have their face masks on, whenever they aren't performing.

## **Rules for Audience:**

- College ID card of the present academic year or a fee receipt of the current year along with valid government approved photo ID proof is mandatory for entry on the days of Malhar.
- E-passes will be made available online and will be scanned upon each entry and exit on the days of Malhar.
- Only college students of the current academic year will be permitted entry on the days of Malhar.
- Every person will be frisked and bag checked before entering the premises.
- Entry is based on a first-come-first-serve policy.
- Process of Entry:
  - Queue
  - Identity card check
  - Body frisk
  - Bag check
- Items on the Banned List below will be confiscated.
- Security is NOT responsible for any items that are confiscated. Confiscated items will be returned at the end of each day.
- Items that are not mentioned on the banned items list may also be confiscated by Security, if they deem the item to be unsafe.
- Avoid carrying valuable items, as the college will not be held responsible for them.
- Attempting to use or sell any narcotics, drugs, cigarettes or is prohibited.
- Carrying sharp objects, inflammable objects and/or any other objects that are potentially dangerous is prohibited.
- Carrying any beverages with alcoholic content is prohibited. Only sealed bottles will be allowed in the premises.
- Any misbehaviour on the part of the visitors will lead to expulsion from the premises.
- Provision for drinking water is available on campus.
- Security will be present at all times throughout the days of eliminations and Malhar.
- Malhar passes are NOT for sale.
- People without face masks will not be allowed to enter the premises.

## **Banned List:**

- Alcohol, glass bottles, fuels, or any flammable liquids.
- Sanitizers – Dispensers will be placed around the premises instead.
- Drugs, pipes, smoking paper, E-Cigarettes. Cigarettes, lighters, matchboxes, candles.
- Any harmful, pointed or sharp objects—knives, blades, pen knives, Swiss knives, scissors, unpacked mirrors, nail cutters, metal forks.
- Geometry boxes with compasses and dividers; steel and wooden foot rulers.
- Whiteners and thinners.
- Deodorants, perfumes, hand sanitizers and other aerosols.
- Laptops and Cameras (ONLY batteries are removed and confiscated).
- Portable adapters/ Power Banks.
- Condoms.
- Balloons.
- Water bottles/ Liquids.
- Medication required only for the day will be allowed.

- Packaged or branded food of any kind.
- Any item not on the authorised prop list will not be allowed.

## **TECHNICALS**

- All music must be in MP3 format only, on a pen drive.
- Music cannot be played through an iPod, Laptop, Mobile phone etc.
- All pen drives must be submitted to the Technicals desk immediately after the registration process for the event has been completed, labelled with your college UID, the event name and performance number.
- CDs, audio or video tapes will not be accepted.
- All pen drives must be collected from the Technicals desk immediately after the performance has been completed. The department will not be held accountable if you are unreasonably late in collecting the pen drive.
- All performance pendrives must be cued in advance in order containing only the track that has to be played during that specific event. You will not be allowed to cue the pendrive before the event using our equipment. The Technicals team cannot be held responsible for any miscue. The Technicals team will not mix any music. They will simply play the track given to them.
- The Technicals team will not be held responsible for any pendrive related glitches such as pen drives not being recognized.
- No professional and/or CAs/CLs/ACLs will be permitted to operate the technical equipment. The equipment will only be operated by the Malhar Technicals crew.
- For each event, one CA will be allowed at the Technicals desk. For events in the Hall, it is compulsory to have one CA at the Technicals desk, if you have any sound and light requirements.
- Blackouts are permitted for Hall events.
- Additional light and sound props such as bulbs, tube lights, microphones etc. will not be permitted.
- There will be a reasonable time limit provided for the setup of equipment for each event. Exceeding the limit would reduce performance time, which may lead to the termination of your performance.
- On-stage equipment will not be rearranged for any performance.
- Any other technical queries must be cleared in advance during the CL meet.
- Relevant queries can be clarified by members of the Technicals department.
- Keyboard players/ DJs are not allowed to use any pre-recorded patches.
- The script (with light and sound cues and requirements) must be submitted and will be verified on the Pre-Submission Day (16th August, 2022). This is compulsory for all drama events. Failure in submitting a hardcopy of the script with the cues will result in the assumption that there are no technical requirements. No verbal cues as a replacement for a hardcopy of the script will be accepted.
- A drum kit with all hardware and cymbals will be provided. However, participants are allowed to use their own kick pedal.
- Last minute technical requirements or changes will not be entertained.
- No liquids or powder are allowed on stage, unless specified in the approved prop list.
- The Technicals department of Malhar reserves the right to disallow any prop if it has the potential to affect the equipment being operated.
- The participants/contingent will be responsible for any damages or loss caused to the equipment. The cost of the same will be borne by the participants/contingents themselves. The Technicals department will not be responsible for any glitches caused before, during or after the performance.

# **ASSISTANCE**

## **General Rules:**

- No one is allowed to meet any of the judges. NO COMMUNICATION SHALL TAKE PLACE IN THE FOYER OR HALLS FOR ANY EVENT.
- No one is allowed to eat or drink in the foyer, the hall or along the floors.
- Assistance has First Aid Kits. Approach Assistance volunteers/OGs/OC in case first aid is required. They are placed in the Hall (2), Judge Room (1), Floors (2), and Foyer (2) and at the Reception (1).
- No liquids will be allowed on stage even if they are in a container.
- Inappropriate behaviour will lead to expulsion from campus. In case of verbal abuse, the person will be escorted out by Security immediately.
- Participants are only allowed to carry items included in the Prop List. Props being signed into the Prop room will be checked against the approved list.
- All participants will individually have to carry their college ID cards.
- There is a policy of a first-come-first-serve basis of entry for all events.
- All CLs, ACLs and CAs have to carry their college identity cards with them at ALL times.
- If the costumes are perceived as vulgar or obscene, participants will be disqualified.
- Any prop/material used during the performance by the participants that litter the performance area are not encouraged. In case of such a circumstance, participants are expected to clean it.
- Participants are to know that baggage left in the green room while performing is the sole responsibility of the participants. In case of any theft or damage, the organizing committee will not be held responsible.
- Props (if any) are the sole responsibility of the participants.
- No one is allowed to enter the galleries to watch the event or for any other purpose.
- Assistance will be present at all times throughout the days of Eliminations and Final days of Malhar.
- No food or drinking items are allowed inside the Halls or the Foyer.
- In the Foyer, No CL/ACL or technical representatives are allowed into the green room. Only the CAs are allowed to enter along with the participants.
- Contingents can come back into the event only as an audience member once they are done with their performance.
- The CAs are required to collect all the participants' belongings while they are performing on stage and exit along with the participants.
- All CLs and ACLs will be allowed only in the audience area and NOT in the contingent area.
- All CLs, ACLs, CAs and participants, except when they are performing, are required to wear their masks on the premises.

## **Rules for Prop Room:**

- ONLY CL/ACL(s) can check in props and a token will be issued in return. Multiple props can be stored under one token. The CL/ACL is required to show the CL/ACL badge and college ID card while storing the props. The CL/ACL will also have to sign in a logbook.
- While props are being registered, only the CL or ACL, along with a maximum of two participants will be allowed in the prop room.

- No participant is authorised to withdraw any prop from the prop room. Storage of props after the event is over is not allowed.
- We will not be responsible for any damage to props.
- It is mandatory to stick the given token number on all props kept in the prop room. The token must be shown at the time of collecting props from the prop room. Props will not be given if the token is not provided at the time of collecting the prop.
- No repairs or last minute adjustments to the props will be allowed in the prop room or anywhere else on college premises. All repairs should be done outside college.
- Stationary or other supplies are not provided in the prop room.
- Large props will not be allowed into the green room. They will have to be taken directly on stage before the performance begins.

### **Rules for BCR/GCR/UNISEX ROOM:**

- No eating is allowed in the Boys Changing Room or Girls Changing Room; participants can rest and have snacks in the Unisex Room.
- Makeup to be done only in the Unisex Room and not in the BCR/ GCR.
- Practising is strictly prohibited anywhere on the college premises.
- Good conduct should be maintained in all the rooms.

# **LOGISTICS**

## **Venue Layouts:**

The following rooms have been allocated for:

- LR 32 - Prop Room
- LR 33 - Unisex Changing Room
- LR 34 - Girls Changing Room
- LR 35 - Boys Changing Room

## **Dimensions:**

- Foyer/Gymkhana/Quadrangle circle dimensions - 24 feet diameter
- Foyer Green Room (LR 02) door dimensions – 8 feet × 4 feet 5 inches
- Foyer stage– 18 feet x 12 feet
- 1st Quad stage – 28 feet x 18 feet
- Prop Room - 32 feet 4 inches x 19 feet
- Prop Room Door - 7 feet 8 inches x 3 feet 10 inches
- Hall Door dimensions - 7 feet × 5 feet 10 inches
- Hall Stage - 26 feet 8 inches × 24 feet
- Hall Stage (excluding wings) - 22 feet 8 inches x 24 feet
- SCAVI stage – 18 feet x 8 feet
- Xavier (school ground) - 218 feet x 127 feet

## **General Rules:**

- The prop-room door measurements (LR 32) have been provided, so kindly take the measurements into consideration while deciding your props.
- All Logistics requirements are to be given to the events desk during registration, before the events starts.
- Care must be taken as to not damage college furniture/property. All furniture and props provided must be returned in the condition that they were originally presented to the participants.

# **AUTHORIZATION LETTER**

## **Contingent Declaration Letter**

I \_\_\_\_\_, the Contingent Leader of \_\_\_\_\_ College,  
UID:\_\_\_\_\_ promise to abide by all the Rules and Regulations of Malhar 2022 which have been stated in the Rules and Regulations Manual. I have been granted all necessary permissions by the concerned authorities of my institution to take part in Malhar. I understand that failure to abide by the said rules may result in strict action being taken in accordance with the severity of the transgression and that this will reflect negatively on my institution. I promise to abide by the procedure for any event related queries as set by the Malhar Organising Committee. I am also aware that all decisions taken by the Malhar Organising Committee are final and binding.

COLLEGE SEAL

PRINCIPAL'S SIGNATURE

CL'S SIGNATURE