1. FLAG HUNT

TIME 9AMTO12PM

VENUE: FOOTBALL GROUND

DESCRIPTION: This event is full of hurdles that a participant to should cross it and hunt for a flag which is located at top level. Participant who completes a round quickly will be the winner. If anything happen he/she will be disqualified

1. SOLO DANCE

TIME 9 TO11

VENUE AB AMPHI

DESCRIPTION

The solo category will have 2 rounds: prelims and finals.

The prelims and finals will have different choreography.

The prelims will be a normal round.

In final round the selected contestants will dance on a different song (provided by the event coordinators) but the genre is supposed to be same.

Time limit: - Prelims: 2-3 min

Finals: 2-3 min

1. TALENT HUNT

TIME 9 TO 12

VENUE AB MUSIC ROOM

DESCRIPTION : A hunt for the best guitar, piano, drums or any other instrument player on campus.

1. Cyber geeks

Time 9to 5

Venue ab 306

Description : here we are going to conduct cyber games such as CS1.6,

NFSMOSTWANTED,FIFA 14,DOTA -2

1. **POETRY**

TIME 9TO 10

VENUE :AB308

DESCRIPTION: It is an tamil poetry competition . For participants topics will be given onspot. They have to finish it within the time limit. It is an individual event

1. **COLOUR YOUR NATION, My nation,Small Games**

TIME 9 TO 11

VENUE AB 212

Description of Event :

1.we are going to organize a painting competition in which focuses on the Indian nation.

2.Prepare a presentation about the nation and submit it online

1. **CHITRAM**

TIME 10 TO 12

VENUE AB 101

Description: Chithram is an event completely based on visual capability. Everyone of you who think that you can crack visual puzzles easily , You may be the one to win the prize this fest Remember your eyes will definitely not cheat you..

1. **FOLLOW THE LINES**

TIME 10 TO 1

VENUE AB 503

DESCRIPTION : This event is basically a team event of constructing robot capable of line

following. Maximum of 5 members can be in a team. Each team is

supposed to come up with their own robots.

Arena will be revealed on the day of event.

The dimensions of the robot must not exceed 25cm\*25cm\*25cm.

Arena specifications :

Lines will be black with white background. Lines will be 3cm in thickness.

The entire course will consist of lines of right angles, curves and acute

Each team has to complete the course in as much less time as possible.

Team with fastest lap wins.

1. **SCRABBLE**

TIME 10 TO 5

VENUE AB 401

DESCRIPTION

The game begins with the ritual, as to who goes first and that shall be by the usual procedure, i.e. one of the team member picks up a tile at random and the one that comes first in alphabetical is the one who plays first\

Each team begins their turn by picking up seven tiles at random

Three things can be done on one’s turn: one can place a word, exchange tiles or pass. If you pass twice in a row, the game ends

‘The Fifty Point Bonus ‘, when a team is able to place all seven tiles from the tile rack on the board at the same time, that player receives a 50 point bonus.

When all of the tiles have been taken from the bag and one team has used all of the tiles on their rack, then the game ends.( in our case, we shall limit that to a max of 10 rounds conducted for the eliminations and 25 rounds for the finals , depending on the time and the participation )

Players may place any word which can be found in a Standard

English language dictionary. Types of words which cannot be used are abbreviations, prefixes and suffixes. Words that require a hyphen or an apostrophe cannot be played. Words that are spelled with a capital letter cannot be used

Depending on the number of teams turning up for the event, we shall have elimination rounds. Semi-finals with four teams and finals shall be organised for the two finalist teams. A winning team and a runners-up team shall be recognised.

1. **CREATIVE WRITING**

TIME 10 TO 11

VENUE AB308

DESCRIPTION : It is an tamil short story writing competition . For participants topics will be given onspot. They have to finish it within the time limit . It is an individual event.

1. **EKO MANIA**

TIME 10 TO 12

VENUE AB402

Prelims – All the teams have to answer a set of questions projected to them. The top 6 teams will qualify for the next round.

Finals – Are you a lover of the natural resources around you? Great!! Want to plant a tree?? Superb!!

Confused? Don’t Worry! You will understand when you reach the finals!

1. **DANCING DUO**

TIME 11TO1

VENUE AB AMPHI

DESCRIPTION

The duet category will have 2 rounds: prelims and finals.

The prelims will have a barrier between the teammates to ensure zero interaction and test co-ordination.

Teams selected in prelims will be given a theme(by the event coordinators) on the same day.

Selected teams will have to prepare a choreography on the given theme for finals, which will be held the next day.

Time limit:- Prelims: 2-3 min

Finals: 2-3 min

3.Small games

**13) OUR NATION HISTORY**

TIME 11TO1

VENUE AB 212

Description of Event: we are going to organize a competition in which questions will be related to our nation history, monuments, freedom fighters, great leaders, sports persons.

**14) SUPER SINGER**

TIME 11TO1

VENUE AB 301

Description of Event : A hunt for the best male and female singer on the campus.

**15)LIT QUIZ**

TIME 11 TO 3

VENUE AB309

Description of Event:

* 1. How well do you know your literature? Come test your mettle
  2. Multiple rounds of quizzing
  3. 1. First round: elimination, written round
     2. Second round: audio-visual round
     3. Third round: final round, surprise

**16) Walk The Talk**

Time 12 to 2

Venue Ab 310

Decsription : Walk the talk conducted in three rounds, with a certain no. of teams getting eleminated in each round.

During the event the teams will be made to perform various tasks which will involve skill and presence of mind along with a lots of fun.

I round - It will consist of tasks which should be performed in a minute eg: Gems-straw relay, blind throw, dus ka dum, pictionary, pyramid bulding, and such simmilar games.

II round - It will consist of 5-10 single answer brain teasers and participants will have to balance between time and accuracy.

III round - It will consist of actual "walk the talk events" in which participants will be given a task in which the competetors will challenge each other

on the task one by one and if one of them says the phrase "Walk the talk" the other one will have to complete the challenge.

If they complete it they will win otherwise loose.

**17) MIXED BAG**

TIME 12 TO 4

VENUE AB 408

Description :

Switch – Given two different character and scenarios are given and on buzzer ring, they switch.

Adzap – Given product, make an ad for it.

Where did this come from – given a product, the team comes up with creative ideas to as why and how the product as invented.

**18) MELA QUIZ**

TIME 1 TO 4

VENUE AB101

Description: Quiz with questions from Music, Entertainment, Literature, Arts and Sports world. First round will be a written round with 20-30 questions. Top 6 teams go through to the finals which will have 3-4 rounds.

**19) MORIARITY**

TIME 1 TO 4

VENUE AB311, AB312

Description: This is an investigation game the team would be provided with an evidence spot and then they have to collect and analyse the clues and question the real time suspects

**20) BEG BORROW DEAL**

TIME 1 TO 3

VENUE AB 302

Description :

The organizers provide the contestants with a list of 25-30 items where contestants have to bring these items by asking or borrowing from others within our campus to the jury within a time limit of 1hr. Each item may carry 5-10 points.In case of tie the team which reaches the jury first is declared as winner.If any team reaches the jury late they will be disqualified. The Jury decision is final

**21) FOOD DECIPHER**

TIME 1 TO 4

VENUE AB211

Description of Event: we have two rounds in this event. In first round you will blind folded and fruits or vegetables will be given to you and you have to taste them and say their names in the order you have eaten them. In second round you will blind folded and you have to touch the items placed before you and say their names

**22) ADAPTUNE**

TIME 2TO 5

VENUE AB 503

Description :

1. The participant has to dance within a certain boundary that will be informed to him/her there and then!
2. Indecent,vulgar dance moves will be penalised by the disqualification of the participant.
3. Use of any kind of props,objects is strictly forbidden.
4. Time limit - 2.5-3 mins
5. The jury's decision is the final decision.
6. Songs of different genres and languages will be played and no complains regarding the music will be entertained.

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**23) FIGHT FOR THE NATION**

TIME 2 TO 4

VENUE AB 212

Description of Event : We are going to give a topic related to the issues that took place recently and we will ask them what they would do if he/she would be in that position

**24) TENTUKOTTA(Tamil Movie Quiz)**

Time 2to 5

Venue AB 308

DESCRIPTION : It is a Tamil cinema oriented quiz competition with fun games. For every team there will be 3 members .

**25) JAM**

TIME 3TO 5

VENUE AB 310

1. The panel shall have 6 participants at a time.
2. The panelists are to speak for one minute on a given subject (given on the spot), without "hesitation, repetition or deviation".
   * 1. Hesitation includes momentary pause, fumbling, tripping over words, riding a laugh
     2. Repetition of any word or phrase
     3. Deviation from the given subject, deviating from the English language as we know it, deviation from grammar as we understand it, deviating from the truth and logic (incoherence)
     4. Sudden change in gestures and pace of speaking
     5. Use of first-person pronouns like I, me or myself
3. The JAM Master has the right to add any round-specific rule.
4. Any deviation from the rules mentioned above is valid for objection.

A panellist scores one point for making a correct challenge against whoever is speaking, or the speaker gets a point if the challenge is deemed incorrect. A player who makes a correct challenge takes over the subject for the remainder of the minute, or until he or she is successfully challenged. The person speaking when the 60 seconds expires also scores a point. An extra point is awarded if a panellist speaks for the entire minute without being challenged. The speaker to end the session scores 2 points.

**26) COMIC STRIP**

TIME 12 TO 2

VENUE AB412

Description of Event : Drawing story on an interested story line

**27) VETA**

TIME 2 TO 4

VENUE AB 501

Description: treasure hunt based on telugu riddles.

**28) POP CORN MOVIE**

Time 2 to 4

Venue AB 502

Description: Pop Corn Movie is about making a 3 minutes movie of freestyle theme with group members of 3-7

**29) EXPRESSION EXPRESS**

Time:10-12

Venue: AB211

Description :. There will be a set of things, instructions given and the team has to fulfill the tasks / expressions and record them on their phones and submit to the judging panel