

OUTLAWED '17

10 – 12 MARCH, 2017

OFFICIAL RULE BOOK

I. General Rules

1. The **Registration Fee is INR 2,500**. This is a lump sum payment towards registration fee for all events (except The Great Kolkata Race and The Battle of the Bands), accommodation for 4 nights and local transport (i.e. pickup and drop from accommodation to venue).
2. The last date for the aforementioned registration is **25th February, 2017**.
3. The decision of the judges will be final and binding in all cases.
4. There is zero tolerance policy regarding obscenity. It is strictly prohibited.
5. No smoking/drinking on stage.
6. In addition to the prize money for individual events, there shall also be a **'Best Contingent Prize' of INR 30,000**. It shall be awarded to the University/College whose students win the most number of events. We would strongly urge all the Participating Institutions to ensure that they participate in as many events as possible and in as many teams as may be permitted in accordance with the rules of the Events, as prescribed under.

II. Flagship Events

1. The Battle of the Bands

RULES FOR THE PRELIMS

- a. Bands must submit their demos by the 24th of February via email to cultcom@nujs.edu.
- b. Each demo must not exceed 6 minutes.
- c. All Artists must be fifteen (15) years of age or older to enter.

- d. All Artists must perform and compete on behalf of only one band.
- e. Each band must provide a point of contact along with their demos for facilitating easy communication. Name, number and an e-mail ID must be provided.
- f. No bar on genre.
- g. Cross bands are allowed.
- h. 4 finalists will be announced on the 26th of February who will get a chance to compete in the finals held in Kolkata on the 11th of March.
- i. Prizes are only for the winners and 1st runners up.

RULES FOR THE FINALS

- j. The finalists are expected to provide us with a confirmation regarding their participation for the finals by the 28th of February.
- k. Bands are expected to plan their own transportation from their respective cities to Kolkata for the finals.
- l. Bands are expected to bring their own instruments. The organizers will provide, amplifiers and a basic five piece drum kit. (note: due to time constraints, all bands must use the drum kit provided). Any special requirements must be communicated to the organizers at cultcom@nujs.edu.
- m. Bands must carry with them valid photo ID's.
- n. A nominal registration fee will have to be paid at the venue on the day of the finals.
- o. Each band gets a total of 20 minutes on stage which is inclusive of sound check. Any additional time used will incur a penalty.
- p. Prizes worth Rs.50,000 will be given to the winners and worth Rs.25,000 to the 1st runners up.
- q. The decisions of the judges will be final and binding upon the participants.
- r. Any participant's misbehavior will lead to automatic disqualification of their band. The organizers hold the absolute authority in this regard.
- s. For any further queries, feel free to get in touch with us via email on cultcom@nujs.edu or contact Akshetha Ashok (+919620606424) or Mohit Rai (+918337030967).

2. The Great Kolkata Race

- a. There will be a cap of 40 teams which can take part in the preliminary round. Only 20 teams will qualify for the next round.
- b. A maximum of 2 teams from one institution shall be allowed to participate in this event.

- c. Maximum Members per Team - 3 Members.
- d. Registration Fee (per team) - INR 350.
- e. Total Number of Rounds – 10 (including the preliminary rounds).
- f. The Use of Electronic devices for assistance will lead instant disqualification.
- g. Prize Money [1st Position: INR 20,000] [2nd Position: INR 10,000]

3. The Dance Project

- a. There is no limit on the number of teams per university/college.
- b. The maximum duration of the dance must be 6 + 1 minutes (including entry-exit time) and minimum duration must be 3 + 1 minutes.
- c. The maximum number of participants per team is 10 while the minimum number of participants must be 4.
- d. There is no specific theme for the dance. However, concept-based dances are preferred.
- e. The basic judging criteria are as follows - choreography, concept, costume, use of stage space and props (if any), stage presence and overall impact.
- f. Music needs to be brought on a pen-drive in mp3 format. Use of live music shall not be permitted.
- g. No hazardous props to be used.
- h. The decision of the judges will be final and binding.
- i. Prize Money – [1st Position: INR 25,000] [2nd Position: INR 10,000]

4. Veni Quizzi Vici (NUJS Open Quiz)

- a. A maximum of 2 teams from one institution shall be allowed to participate in this event.
- b. Maximum number of participants per team - 3 participants.
- c. Prize Money: [1st Position: INR 12,000] [2nd Position: INR 5,000] [3rd Position: INR 3,000]

5. Fashionista

- a. Each team must carry a pen drive with their required music.
- b. Each team will have 10 minutes to showcase their fashion show.
- c. Obscene or vulgar clothes are prohibited.
- d. There is no specific theme, however theme based shows are preferred.
- e. Makeup and hairstyling is the team's concern.
- f. Props can be used if it suits the theme.
- g. Prize Money – [1st Position: INR 20,000] [2nd Position: INR 10,000]

6. Spotlight (Stage Play)

- a. A team can consist of not less than 5 and not more than 15 members
- b. Not more than one team from each college
- c. The minimum duration of the play must be 15 minutes and the maximum duration can be 30 minutes. Participants will be marked negatively for exceeding time
- d. The time limit for performances is from empty stage to empty stage. The maximum time limit is inclusive of the curtain calls et al.
- e. Any special props are to be arranged for by the performing team. Only general props like table, chairs etc. will be provided.
- f. The play should be in either English or Hindi or both.
- g. Profanities should be avoided.
- h. The teams will be judged on the basis of their acting, script, team coordination and audience interaction.
- i. The decision of the judges will be final and binding.
- j. Prize Money – [1st Position: INR 25,000] [2nd Position: INR 10,000].

III. Cultural Events

7. 60 Seconds to Fame

- a. This is an open event which emphasizes on the creativity and talent of the participant.
- b. Each participant will be given 1 minute to showcase their talent.
- c. Any accompanying props or instruments should all be brought by the participants themselves. Pre-recorded music should be brought on a pen drive in the suitable format.
- d. Profanities should be avoided.
- e. The judging criteria will be announced at the start of the event
- f. The decision of the judges will be final and binding.
- g. Prize Money – [1st Position: INR 3,000] [2nd Position: INR 1,500].

8. Popping Battle

- a. Individual event.
- b. There will be two rounds – the prelims and the final dance off.
- c. Each Participant dances on stage for 30-40 seconds and switch immediately one after one without a break. This goes on till every participant has performed.

- d. After the prelim round, the judges will take top 3 or top 5 for next round and then those participants will battle again in the similar fashion except the time limit increases to 2 minutes for each participant.
- e. The judges will pick the winners the top 2 winners.
- f. There will be an in house DJ who will have a fixed playlist already made for the event. Participants will not be allowed to make requests or bring their own pre-recorded tracks.
- g. Any foul language, obscene or suggestive gestures directed towards fellow participants or the DJ will amount to immediate disqualification.
- h. The decisions of the judges are final and binding.
- i. Prize Money – [1st Position: INR 3,000]

9. Footloose

- a. The dance styles can be of the participant's choice.
- b. The music, costume, props must be arranged for by the participants
- c. Minimum time limit- 2 minutes; maximum- 4 minutes
- d. Judging will be based on technical skills, posture, stage presence, choreography etc.
- e. The music can be a medley.
- f. Props can be used in the performance.
- g. The participants will be allotted 30 seconds for any preparation before the performance including narration of the theme of performance.
- h. Prize Money – [1st Position: INR 4,000] [2nd Position: INR 2,000].

10. Chords of Fusion

- a. The soloist must perform any classical or non-classical song in any Indian language as well as any English song.
- b. The participant may perform a single or a medley of songs of each type.
- c. Each participant can have 1 accompanist only.
- d. The performance time allotted per team would be 3 minutes.
- e. The set up time for each team is fixed at 2 minutes which not inclusive of the performance time given to each team.
- f. Pre - recorded music will be allowed so long as the track entails the use of only one instrument. No pre-recorded a capellas will be allowed.
- g. The decision of the judges will be final and binding.
- h. Prize Money – [1st Position: INR 4,000] [2nd Position: INR 2,000]

IV. Literary Events

11. Slam Poetry

- a. Poems can be in Hindi, Bengali or English.
- b. Poems may be in any form (free verse, etc.).
- c. Poems must be within 4 minutes.
- d. Prize Money – [1st Position: INR 4000] [2nd Position: INR 1,500].

12. Just A Minute (JAM)

- a. This is an individual event.
- b. There is no limit on the number of participants per university/college.
- c. Time Limit: 1 minute.
- d. Prize Money: [1st Position: INR 2,500] [2nd Position: INR 1,000].

13. Hypocrisy (Turn Coat Debate)

- a. This is an individual event.
- b. There is no limit on the number of participants per university/college.
- c. Preparation Time - 4 minutes.
- d. Time Limit - 4 minutes.
- e. Prize Money: [1st Position: INR 3,000] [2nd Position: INR 1,500].

14. What's the Good Word

- a. This is a Team Event with each Team comprising of 2 participants.
- b. There is no limit on the number of teams per university/college.
- c. Each team will get 120 seconds to guess as many 'good words' as possible.
- d. A general clue will be given regarding the nature of the words.
- e. As the event progresses, more specific clues will be given.
- f. The team that guesses the most number of words will win.
- g. Prize Money: [1st Position: INR 2,500].

15. Survival of the Wittiest

a. Round One –

- i. Teams to have a minimum of four members.
- ii. Four clues to be given per team. 2 clues are location clues and 2 clues are themed clues.
- iii. Two clues will be given at the starting point to each team. (One of each type)
- iv. Teams have to necessarily guess the theme to progress to Round Two.

- v. Clues have to be handed over to the Volunteers to progress.
- vi. Only FIVE teams will progress to the second round.
- vii. Rounds One and Two are TIMED and have to be completed within 45 minutes.

b. Round Two –

- i. Only five teams will attempt the cross word. (ie, 20 participants) However, the members of the teams will individually take the crossword and progress.
- ii. Twelve people will advance to the next round grouped into four teams of three members each.
- iii. The participants are not allowed access to the internet at any point of time during the crossword.

c. Round Three –

- i. Improvisation Event has two sub-rounds which will be judged on audience reaction.
- ii. The first round is a game called, “One Line to the Laugh.”
- iii. In this game, participants are given a general theme or suggestion based on which they must come up with one line jokes, or amusing actions. For example, suggestion might be, “Things a toothbrush would say if they could talk”. The participant would say something like, “Well, at least I’m not toilet paper.”
- iv. The participants may use imitations and actions to get the audience to laugh.
- v. No vulgarity or obscene language or gestures are allowed.
- vi. Per suggestion, participants may spend only 15-20 seconds on a joke.
- vii. The second round is a game called, “Uncontrollable Outbursts.” In this game the participants are in groups of 3, and group must perform a skit provided by us. However, the groups are given three items and each item is to represent either a famous actor or character, or an emotion that they are not able to control. The items are to be passed around during the skit and accordingly the participants must change their role.
- viii. Each skit is to last for 5 minutes.
- ix. No participant can hold any item for more than 35-40 seconds.
- x. However, there is no bar against one participant holding more than one item, and naturally, there is no bar against a participant not holding an item at all.
- xi. But at all times during the skit, the items must be held by someone.

- xii. The participants are requested to keep within the theme of the skit, however, they need not do so strictly. The point is to make the skit as amusing as possible.
- xiii. Out of the 4 teams of three, from these two games, 2 teams will move to the next round.
- xiv. The teams are to be judged by the audience and the laughter their skits produce.

d. Round Four –

- i. The Pop Culture Quiz round will have only six participants.
- ii. The Quiz will be taken individually by each member.
- iii. The participants will have to answer the question posed to the previous participant. For example if Participant A is asked “What is the square root of 25?” that question must be answered by Participant B. Participant B’s question is answered by C, and so on.
- iv. They will be awarded 1 point for each question they answer correctly. The most points accumulated win the first second and third prizes, in order.

e. General Rules –

- i. The First and Second Rounds are time based elimination rounds.
- ii. Round Three will be conducted on the Outlawed Stage and will be judged by the Audience members.
- iii. Round Four is a Quiz, the scores of which will be tallied by the Organizing Committee Members.
- iv. The ruling of the Organizing Committee is absolute in case of any discrepancies.
- v. Prize Money: [1st Position: INR 3,000]

V. Informal Events

16. Skinstrokes

- a. Each team must consist of three participants: one as the model and the other two will paint.
- b. There is no cap on the number of teams per university/college.
- c. Basic paint and brushes will be supplied to the participants.
- d. The participants must bring other things that they might require.
- e. Each team will be given 60 minutes to paint the model’s face.
- f. Each team will be given 2 minutes to explain their interpretation of the theme.
- g. Prize Money: [1st Position: INR 3,000] [2nd Position: INR 1,500].

17. Gangland

- a. This is an individual event.
- b. There is no limit on the number of participants per university/college.
- c. Paints and other art supplies will be provided.
- d. The participants will have a maximum of 45 minutes to make the Graffiti.
- e. Prize Money: [1st Position: INR 3,000] [2nd Position: INR 1,500].

18. Mad Ads

- a. This is a team event with each team comprising of 5-6 participants.
- b. There is no limit on the number of team per university/college.
- c. Teams will be given a theme on the spot.
- d. Each team will be allotted 20 minutes as preparation time.
- e. Each team's skit must be 3 minutes or longer.
- f. Prize Money: [1st Position: INR 2,500]

19. Hashtag That Challenge

- a. This is an individual event
- b. No limit on the number of participants per university.
- c. The video will be uploaded on Facebook and trended with hashtag provided
- d. Each video may not be more than 90 seconds.
- e. Prize Money: [1st Position: INR 2,500]

20. The Perfect Moment

- a. This event is to be held on the first two days of the Fest and the submission of photographs is to be done by 6PM on the second day.
- b. Participants are requested to submit photographs of anything under the sun that they conceive to be a “perfect moment”.
- c. Participants are requested to submit along with the photograph a tagline of some sort that best in their opinion suits the photograph.
- d. Photographs submitted are not permitted to be violent, gruesome or vulgar in any way.
- e. The photographs will be judged on the basis of how interesting, amusing, quirky or unusual they are, as well as the wittiness and suitability of the tagline submitted alongside it.
- f. Photographers to keep in mind: Use of any camera is permissible, there is no compulsion to use only DSLRs. Clarity of the picture will be a factor upon which it is judged, unless the lack of clarity in anyway adds to the unusualness of the photograph.

- g. There is no restriction on the subject matter of the photograph.
- h. The events are to be judged by the members of the committee, on the abovementioned grounds.
- i. An individual may not submit multiple photographs. However, groups of individuals may submit a series of photographs, but each photograph must be assigned to an individual, and the prize will be awarded to the group as a whole.
- j. If participants intend to submit photograph(s) as a group, they must specify such intention, otherwise the participant in whose name the photograph was submitted will be considered an individual participant.
- k. Prize Money: [1st Prize: INR 1,500]