



# NISER, BHUBANESWAR

presents

# TIVISHA

WHERE THE LIGHT NEVER FADES

INTER COLLEGE SOCIO-CULTURAL FEST

15TH - 19TH MARCH



EVENT BROCHURE

# INTRODUCTION

*National Institute of Science Education and Research (NISER), Bhubaneswar, the autonomous institute under the Department of Atomic Energy, GOI, is affiliated with Homi Bhabha National Institute and was founded in 2007 with the primary aim of igniting and nurturing young minds to carry out cutting edge research in varied fields and interdisciplinary areas of science.*

*Welcome to TVISHA, NISER's first ever intercollege fest! This event is a celebration of talent, creativity, and collaboration. It's a chance for students from varied colleges across Odisha to come together and showcase their skills in various fields. From music and dance to art and literature, this fest has something for everyone. We believe that a festival like this not only provides an opportunity for students to have fun but also to learn and grow. It's a chance to interact with peers from other colleges, exchange ideas, and broaden horizons.*

*We hope that this festival will inspire students to explore their passions, develop new skills, and create meaningful connections that will last a lifetime.*

*We're excited to see what our talented participants have in store for us, and we're confident that you will make this event a huge success. So, let's come together, celebrate our diversity, and make TVISHA a memorable one!*

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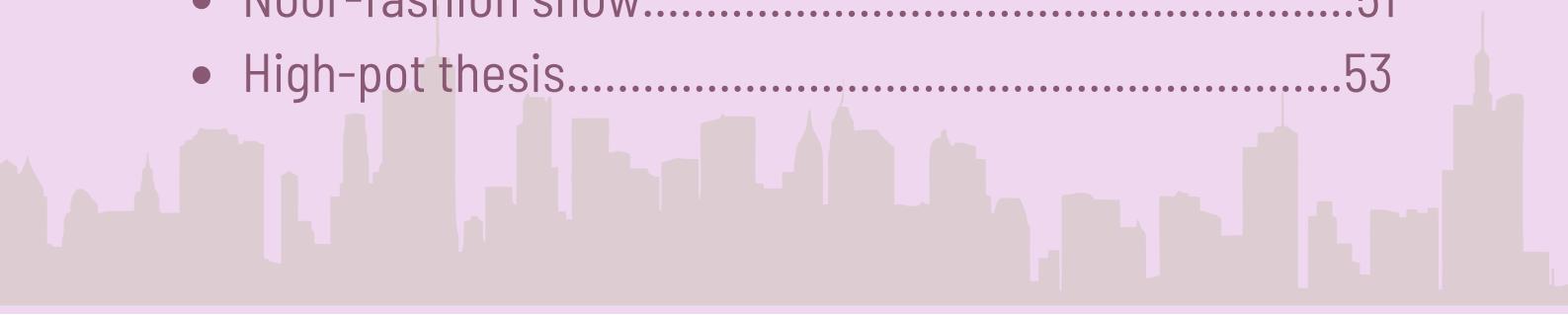
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# **RULES:**

- Standard latest ICC rules will be followed.
- The tournament will be in a knockout format.
- A maximum of 14 teams will be allowed to participate on a first-come-first-serve basis. Only one team can participate from each institute.
- A maximum of 15 players will be allowed on each side.
- All league matches will be of 15 overs per side with a powerplay of 4 overs allowing a maximum of 2 fielders outside the 30 yards circle.
- Semi-finals and finals will be 20 overs per side with 6 overs of powerplay.
- In case of a tie, the winner will be decided on the basis of Super Over.
- White leather ball will be used.
- Teams should wear coloured jerseys.
- Umpire's decision will be the final decision.
- Any indiscipline activity during the tournament will result in the disqualification of the team.
- Bowling teams have to finish their innings under the stipulated time, else a penalty will be imposed on the team.
- Every team should be at the venue at least 30 minutes before the scheduled time for the start of the match.

**REGISTRATION FEES: ₹3000 (+500 FOR BALLS) PER TEAM**

**CONTACT PERSON:**

Siddhant Mahato (Ph. No.:

# FOOTBALL (Boys)

## RULES:

- Each squad can have at most 18 players (11 playing + 5 substitutions + 2 reserves). Only one team can participate from each institute.
- Each team member, playing or substitute, should have stockings, shins and football shoes on them.
- Goalkeepers should have a distinct coloured jersey. Bibs will be available, but it is recommended that everyone gets their own team jersey.
- Standard FIFA rules apply (with exceptions stated below).
- The tournament will be a straight knockout; the bracket and schedule will be informed beforehand.
- Players should produce their college ID card or other valid identification proof during registration.
- Before the scheduled start time, each club shall submit a players list with the names of each player and their respective shirt numbers.
- Each match will have 25-minute halves with a 7-minute break. If tied, it will be decided by playing 20 minutes extra time (total) and then a penalty shootout, if required.

**REGISTRATION FEES: ₹2000/- PER TEAM**

# FOOTBALL (Boys)

## RULES:

- Matches will start on time; teams are expected to come 20-30 minutes before the scheduled time to complete their warm-up. Teams not ready for kickoff within 10 minutes of the scheduled time have to forfeit the match.
- Accumulation of Yellows in consecutive matches will not lead to suspension.
- Two Yellow cards in the same game will lead to a Red card and result in a player being dismissed for the remainder (without replacement) of the active game and a one-match ban for the next game.
- The referee's decisions regarding facts related to play are final; any dispute with the referee may lead to the team being disqualified.
- The Tournament Committee has the exclusive right to interpret these regulations, as well as all other unforeseen circumstances, and their decision will be final.

**REGISTRATION FEES: ₹2000/- PER TEAM**

**CONTACT PERSON:**

Tanush Vaka (Ph. No.:8125769420)

# FOOTBALL FOR GIRLS

## RULES:

- Each squad should have 10 players (7 playing + 3 substitutes).
- Each team member, playing or substitute, should have stockings, shins and football shoes on them. Multiple teams can participate from an institute.
- Goalkeepers should have a distinct colored jersey. Bibs will be available, but it's recommended that everyone gets their own team jersey.
- Each match will have 15-minute halves with a 7-minute break.
- Standard FIFA rules apply (with exceptions stated as below).
- There will be a straight knockout; the bracket and schedule will be informed beforehand.
- The substitution will be rolling.
- The referee's decisions regarding facts related to play are final; any dispute with the referee may lead to the team being disqualified.
- Accumulation of Yellows in consecutive matches will not lead to suspension.
- Two Yellow cards in the same game will lead to a Red card and result in a player being dismissed for the remainder (without replacement) of the active game.

**REGISTRATION FEES: ₹1000/- PER TEAM**

**CONTACT PERSON:**

Sonali Mardi (Ph. No.:8969596032)

# KNIGHTWARE CHESS

## RULES:

- It would be a team event. Each team must contain three players. At most two teams can participate from an institute.
- Standard FIDE rules will apply. In case of a dispute, the organizers shall consult the rules and the decision will be binding.
- The right to allow substitutes rest with the organizers and may be allowed only under unavoidable verifiable circumstances.
- Before the beginning of each match, the team captain must submit the playing order of his/her team. Rearrangement of players' board orders is allowed.
- Winning Team will be awarded one (1) point. In case of a draw between two teams, each gets a half (0.5) point.



**REGISTRATION FEES: ₹300/- PER TEAM**

# KNIGHTMARE

## (CHESS)

### RULES:

- Depending on the no. of participating teams, either a knockout format or a round-robin format would be adapted for the tournament. It shall be informed after the closing of registration.
- Time Control will be Fischer 5 mins + 3 secs for all matches, including the finals.
- In case of a tie in the final, the first board players of both teams shall play two matches with alternating colours. If the tie persists, then a single Armageddon match shall be played. In the armageddon match, the colour will be decided by toss; White and Black will have 5 mins and 4 mins, respectively. White wins only if White wins the match. If the match ends in a draw or the black win, the Black player is declared the winner.

**REGISTRATION FEES: ₹300/- PER TEAM**



### CONTACT PERSON:

Saptarshi Datta (Ph. No.:9874192845)

# STATE

## EVENTS:

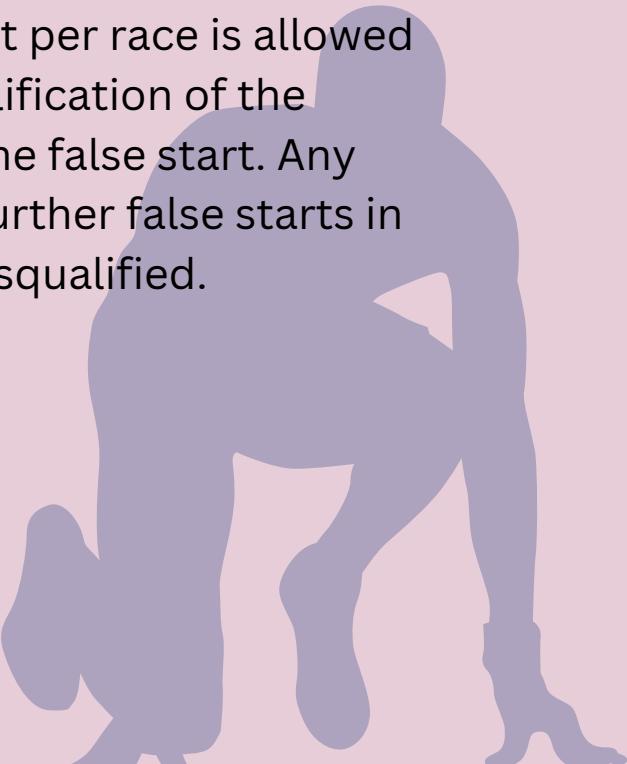
- 
1. 100 M (Men and Women)
  2. 200 M (Men and Women)
  3. 400 M (Men and Women)
  4. 800 M (Men and Women)
  5. 1500 M (Men and Women)
  6. 3000 M Cross country(Women)
  7. 5000 M Cross country (Men and women)
  8. 4X100 M Relay (Men and Women)
  9. 4X400 M Relay (Men and Women)
  10. Long Jump (Men and Women)
  11. Shot Put (Men and Women)
  12. Discus Throw (Men and Women)
  13. Javelin Throw (Men and Women)
  14. Triple Jump (Men and Women)

**REGISTRATION FEES: ₹200/- PER EVENT PER PLAYER**

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## **RULES:**

1. There is no limit to the number of events an athlete can take part in.
2. There is no limit to the number of participants from any institute.
3. Standard IAAF rules will be followed.
4. All athletes taking part in field events will get 3 attempts in their respective events and only the top 8 will qualify to get 3 more attempts.
5. Only one false start per race is allowed without the disqualification of the athlete(s) making the false start. Any athlete(s) making further false starts in the race shall be disqualified.



**REGISTRATION FEES: ₹200/- PER EVENT PER PLAYER**

**CONTACT PERSON:**

Vamsi Krishna Taviti (Ph. No.:9989312819)



## RULES:

1. There will be a singles tournament and a doubles tournament. Each institute can only have 2 teams. Both tournaments shall be open to players of all genders.
2. ITF rules (as updated for 2023) will be followed (refer to <https://www.itftennis.com/en/about-us/governance/rules-and-regulations/> for the same).
3. Each match (with the exception of the final) will consist of a single set of 11 games. The final match will have 3 sets of 11 games each.
4. Up to three deuces, two-point-deuce will be in play, and single-point-deuce will be in effect beyond that.
5. Matches will be played on a knockout basis. The host institute reserves the right to change the format depending on the number of registrations.

**REGISTRATION FEES: ₹1500/- PER TEAM**

**CONTACT PERSON:  
Ashutosh Shinde (Ph. No.:9307408025)**

# ENCOUNTER

## (TABLE TENNIS)

### EVENTS:

1. Men's Singles
2. Women's Singles

### RULES:

- Each institute may send at most 4 male and 4 female players.
- The tournament will be conducted in a league or knockout format, based on the number of participants. The participants will be informed of the same well in time.
- All games will be played till 11 points unless both players score 10 points, in which case the games will be won by gaining a lead of 2 points.
- Up to the quarter-finals, matches will be played to the best of 3 games. Semi-finals onwards, matches will be played to the best of 5 games.
- In the case of league format, the following will be the rules for the group stage ranking (in order of precedence):
  - Total Matches won
  - Set-Difference
  - Head to head result of the tied participants
- If a participant fails to report to the referee in time, a walkover will be given to the opponent.
- All players must bring their own rackets.
- All other rules apply as per ITTF regulations.
- The decision of the referee/organizing committee shall be final and must be heeded.

**REGISTRATION FEES: ₹300/- PER PLAYER**

### CONTACT PERSON:

Nehal Khoshla (Ph. No.:7888430566)

# LAWIN TENNIS

## RULES:

- There will be a singles tournament and a doubles tournament. Each institute can send as many players as they like. Both tournaments shall be open to players of all genders.
- ITF rules (as updated for 2023) will be followed (refer to <https://www.itftennis.com/en/about-us/governance/rules-and-regulations/> for the same).
- Each match (with the exception of the final) will consist of a single set of 11 games. The final match will have 3 sets of 11 games each.
- Up to three deuces, two-point-deuce will be in play, and single-point-deuce will be in effect beyond that.
- Matches will be played on a knockout basis. The host institute reserves the right to change the format depending on the number of registrations.

## REGISTRATION FEES:

**₹300/- FOR SINGLES**

**₹600/- FOR DOUBLES**

**₹1000/- FOR FOUR-PLAYER TEAM**

**₹1500/- FOR THREE DOUBLES**

## CONTACT PERSON:

Ratul Das (Ph. No.: 9453997563)

# VOLLEYBALL (Boys & Girls)

## RULES:

- Standard International Volleyball Federation(FIVB) rules will be followed.
- A team shall consist of at most 12 players, out of which 6 will be part of a team for a given match. Substitution rules apply. Only one team is allowed to participate from an institute.
- Each match shall be played on the basis of best of 3 sets and the finals shall be played on the basis of best of 5 sets.
- All the matches will be played with rotation. If number of teams participating in the tournament is less than 6, then there will be only one group and the top two teams will play finals directly.
- Matches will be played in group stage followed by knockouts or entirely knockouts depending on number of teams participating.
- For league matches, a team shall be awarded 3 points for a win, 1 technical forfeit and 0 for a lost match.
- Each team in each group will play a match against every other member of that group.
- The top two teams from each group after all the matches have been played will qualify for the semi-finals.

**REGISTRATION FEES: ₹2000/- PER TEAM**

# VOLLEYBALL (BOYS & GIRLS)

## RULES:

- In the case of teams having equal points, the ranking will be decided by the following criteria:
  - a.The total number of sets won divided by the total number of sets lost.
  - b.The total number of winning points divided by the total number of losing points.
  - c.Two teams involved: The team winning the match in which they played against each other will be ranked higher.
  - d.The tally of all matches played in a league fixture will be considered. In no case, an extra match will be played to determine the rank.
- The libero (if present) should have a distinct colored jersey than the entire team.
- Any team refusing to play a match without any justification will be eliminated from the competition and the result of the matches already played will be canceled.
- The Referee's decision will be considered as final.

**REGISTRATION FEES: ₹2000/- PER TEAM**

### CONTACT PERSON:

Shyamali Naikwade (Girls) (Ph. No.: 9405650548)  
Jeevan Nayak (Boys) (Ph. No.: 8280372850)

# **HAI'R PIN (BADMINTON)**

## **EVENTS**

1. Men's singles
2. Women's singles
3. Men's doubles
4. Women's doubles
5. Mixed doubles.

**REGISTRATION FEES: ₹300/- PER PLAYER**



# **RULES**

- The format will be decided according to the number of interested participants. The teams will be informed of the same well in time.
- A team consists of a minimum of 4 boys and 4 girls and a maximum of 6 boys and 6 girls. No player is allowed to play in more than one match in a tie (repetition is not allowed).
- The team that wins 3 out of the 5 matches will win the tie.
- The team list has to be submitted to the referee at least 15 minutes before each match.
- Each match will consist of three sets of 21 points each. The player who wins 2 out of the 3 sets, wins the match.
- A break of 1 min will be provided when one of the player's/team's scores reaches 11. A break of 2 mins will be provided in between sets. Timeouts or excessive delays in between are not allowed.
- Standard Yonex Mavis 350 shuttles will be used to conduct the tournament. All participants must have non-marking shoes, without which they will not be allowed to step on the court.
- All the teams are required to report 15 mins prior to the tie. Delay in the match schedule will not be tolerated and a walkover shall be given to the opposition.
- The referee's decision (based on the linesman's judgment) is final and may not be questioned

**REGISTRATION FEES: ₹300/- PER PLAYER**

**CONTACT PERSON:**

Priyanshu Parida (Ph. No.:7978658290)

# KHOKHO (BOYS AND GIRLS)



## RULES

- The format will be decided according to the number of interested participants. The teams will be informed of the same well in time.
- A team consists of a minimum of 4 boys and 4 girls and a maximum of 6 boys and 6 girls. No player is allowed to play in more than one match in a tie (repetition is not allowed). Only one team, each for boys and for girls, from an institute is allowed.
- The team that wins 3 out of the 5 matches will win the tie.
- The team list has to be submitted to the referee at least 15 minutes before each match.
- Each match will consist of three sets of 21 points each. The player who wins 2 out of the 3 sets, wins the match.
- A break of 1 min will be provided when one of the player's/team's scores reaches 11. A break of 2 mins will be provided in between sets. Timeouts or excessive delays in between are not allowed.
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- All the teams are required to report 15 mins prior to the tie. Delay in the match schedule will not be tolerated and a walkover shall be given to the opposition.
- The referee's decision (based on the linesman's judgment) is final and may not be questioned.

## REGISTRATION FEES:

- ₹2000/- PER TEAM FOR GIRLS
- ₹3000/- PER TEAM FOR BOYS

## CONTACT PERSON:

Bhairab Chand (Boys) (Ph. No.:  
Sumedha (Girls) (Ph. No.:9967352733)

# **EVENTS:**

- 5 × 5 (Registration fees: 2000 per team)

# **RULES:**

- Standard FIBA rules will be applied throughout the tournament.
- A team should consist of 12 players (5 playing + 7 substitutes) at max, out of which any 5 should be present on the court at the time of the match. Substitution rules apply. Only one team is allowed to participate from an institute.
- The game shall consist of 4 quarters of 10 minutes each. Referees may decide to shift a game into running time.
- If the score of both the teams is tied at the end of the scheduled time, the game shall continue into overtime of 5 minutes, until the tie is resolved.
- A team forfeits the match by either refusing to play or not being able to have 5 players on the court even after 10 minutes of the scheduled start time of the match.
- Forfeiting 2 matches in the tournament will lead to the dismissal of the team from the tournament and the gains of that team will be dismissed.
- Only non-marking shoes are allowed on the court.
- In case of any dispute, the decision of the organizers will be final and binding to all.

## **CONTACT PERSON:**

Sachin Sahoo (Ph. No.:9777361281)

# **EVENTS:**

- 3 × 3 (Registration fees: 500 per team)

# **RULES:**

- Standard FIBA rules will be applied throughout the tournament.
- A team should consist of 4 players (3 playing + 1 substitute), out of which any 3 should be present on the court at the time of the match. Substitution rules apply. Only one team is allowed to participate from an institute.
- Multiple teams from the same institute are allowed to participate. The teams may be selected on a first-come-first-serve basis.
- The game shall consist of 2 halves of 10 minutes each. Referees may decide to shift a game into the running time.
- If the score of both the teams is tied at the end of the scheduled time, the game shall continue into an overtime of 5 minutes, until the tie is resolved.
- A team forfeits the match by either refusing to play or not being able to have 5 players on the court even after 10 minutes of the scheduled start time of the match.
- Forfeiting 2 matches in the tournament will lead to the dismissal of the team from the tournament and the gains of that team will be dismissed.
- In case of any dispute, the decision of the organizers will be final and binding to all.

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Sachin Sahoo (Ph. No.:9777361281)

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# RULES:

- Standard FIBA rules will be applied throughout the tournament.
- A team should consist of 12 players (5 playing + 7 substitutes) at max, out of which any 5 should be present on the court at the time of the match. Substitution rules apply. Only one team is allowed to participate from an institute.
- The game shall consist of 4 quarters of 10 minutes each. Referees may decide to shift a game into running time prior to the start of a match.
- If the score of both the teams is tied at the end of the scheduled time, the game shall continue into an overtime of 5 minutes, until the tie is resolved.
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- Only non-marking shoes are allowed on the court.
- In case of any dispute, the decision of the organizers will be final and binding to all.

## CONTACT PERSON:

N Sneha (Ph. No.:9380092276)

# **CARROM**



**FOR DETAILED RULES**

## **RULES:**

- Preparation:
  - To decide who goes first, one player should hold a piece concealed in one hand. If the opponent guesses correctly on which hand, the opponent chooses who goes first, otherwise, the player concealing the piece chooses. The person who plays first aims to pocket the white pieces. The game is played by two opponents sitting opposite each other.
  - To begin, the Queen is placed in the center of the board. Six pieces are put around the Queen directly in a circle, each touching the Queen and their neighbors. The remaining twelve pieces are positioned around the inner circle of six pieces so that each outer piece touches the inner circle. Both circles should have pieces alternating in color.
  - To begin, the Queen is placed in the center of the board. Six pieces are put around the Queen directly in a circle, each touching the Queen and their neighbors. The remaining twelve pieces are positioned around the inner circle of six pieces so that each outer piece touches the inner circle. Both circles should have pieces alternating in color.
  - The two circles are oriented so that the Queen, a white piece from the inner circle and a white piece from the outer circle lies in a straight line pointing towards the center of the side of the board where the player who will play first is sitting.
  -
- Objective:
  - Players take turns to play. A turn consists of one or more strikes. A player wins by pocketing all of the pieces of their chosen color first. However, neither player can win until one or the other player has "covered the Queen".
  - To cover the Queen, a player must pocket one of her own pieces immediately after pocketing the queen. If the Queen is pocketed but not covered, the Queen is returned to the board (by the umpire). Both players normally try to cover the Queen in addition to trying to win the game because a player who wins and also covers the Queen receives 5 bonus points.

### **REGISTRATION FEES:**

- **₹500/- PER TEAM OF 5 PLAYERS**
- **NO LIMIT ON MAX. NUMBER OF TEAMS FROM EACH COLLEGE**

### **CONTACT PERSON:**

Prasannajit Sahoo ( Ph No.:8328805911)



# SHORT FILM

## Rules:

- The film should be an original creation and not published before in any other platform.
- The duration of the film should not exceed 5 minutes, including the credits.
- Use of Original music is encouraged or copyright free music from the public domain.
- A theme would be revealed about 1 and 1/2 week before the deadline for submission, such that there would be at least one weekend in between the theme announcement and submission deadline.
- Each film crew can consist a maximum of 6 individuals, including actors.
- The film can be in any language but should have English subtitles.
- There is no binding theme.
- The short films should be uploaded to a Google Drive folder which will be shared later.
- The films will be evaluated by the judges and graded according to the following.
  - Story
  - Structure
  - Performances
  - Direction
  - Editing
  - Cinematography
- Any hateful, obscene or bigoted content, as judged by the organizers and the judge, will lead to disqualification.
- Judge's decision will be final and binding to all.
- The organizers reserve the right to make any amends to these rules.

## Contacts:

Gayatri P. (9633704534)  
[gayatri.p@niser.ac.in](mailto:gayatri.p@niser.ac.in)



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## Contacts:

Gayatri P. (9633704534)  
[gayatri.p@niser.ac.in](mailto:gayatri.p@niser.ac.in)

# INTEGRATION

BEE

## Rules:

- Participants should be physically present at the venue during the competition.
- Any kind of electronic device is prohibited during the competition.
- All the integrations will be indefinite. There is no need to worry about the constant of integration during the competition.
- The basic results that can be used while integrating will be communicated to the participants. No other advanced results can be used.
- All of the integrals appearing in the competition will be defined on real-valued functions. Moreover, any complex analytic methods such as Contour Integration or complex variable substitutions will not be permitted.
- The integrations will be given on the blackboard. Participants will have to solve it on paper or on the blackboard itself in a given amount of time.
- There will be a preliminary round on paper, from which a certain number of participants will be selected based on their performance in that round.
- After that, there will be multiple knockout rounds of two people each, where they will compete against each other. The first one to get the correct integration on board will go to the next round.
- If neither of the two are able to get the correct answer in time, the winner will be decided by the judges based on their performance in that question or by a tie-breaker, as and when necessary. This will be upto the discretion of the judging committee.
- The competition's exact format and grading criteria will be explained on spot.
- The necessary stationary like pen, paper and chalk will be provided on the spot.
- The decision of the judging committee in all situations will be considered final.

## Contacts:

Sandipan Samanta (7085342557)  
[sandipan.samanta@niser.ac.in](mailto:sandipan.samanta@niser.ac.in)

# LOK SABHA

## **General Rules for the mock parliament:**

- Individual participation is allowed.
- Dress code for the event: Indian traditional attire is recommended, but not mandatory.
- The mode of communication must be only in English or Hindi.
- Constituencies will be allotted anonymously.
- There is no upper bound on the number of participants from one institution.
- Participants creating any kind of indiscipline may be disqualified on the discretion of the judges. Everyone thereby must adhere to the rules and regulations of the event.

## **General ROP for the mock parliament:**

- During the Morning session, the agenda will be introduced, and the MPs will give their opening remarks. The opening speeches will be 2 minutes at max, and the MPs should prepare them beforehand.
- The opening speeches can be given in any of the 22 Scheduled languages of India. If any MP has to give his/her opening speech in any language other than English/Hindi, he/she must submit a translated version (soft copy) of their speech to the speaker, in English, before speaking. *The translated version will be used for evaluation purposes.*
- The MPs must ensure that their opening speeches resound completely with their MP's political stand.
- The end of the opening statements gives way to the question hour. Here, the non-governmental MPs can raise 'Starred Questions' about any aspect of Administrative activity, and the concerned minister is obliged to answer to the parliament. The MPs are advised not to deviate much from the agenda while framing questions for the question hour. The exact format will be explained by the speaker on the spot. *It is within the discretion of the speaker to allow or disallow starred questions.*
- Unstarred questions should be asked in a written format addressed to the concerned MP, where the replying is up to the concerned MP's discretion. The speaker reserves the right to grade the chits passing through the speaker's desk.



# LOK SABHA

- After the end of the Question Hour, the speaker will ask MPs to propose motions for discussion on sub-agendas, individual speaking time, and total discussion time. Each motion for discussion will be first voted upon, and a simple majority will be required to accept a particular motion. Once a motion has been accepted, the MPs who wish to speak on that particular sub-agenda will be recognized by the speaker and speak in the order of recognition. 2-3 such discussions may take place.
- After [Lunch Time], the MPs can propose a Motion for Suspension of debate for lunch break of a specific time period.
- Similarly, after [end time], the MPs can propose a motion to adjourn the session and end the discussion.
- During the entire discussion, the MPs must address only the speaker.
- At any point in time, the MPs can raise a Point of Order if something is not according to the rules of procedure specified here. However, it is up to the discretion of the speaker to accommodate the same.
- The MPs can also raise a point of Parliamentary Inquiry if they wish to ask something, or a point of personal privilege if they wish to speak on a matter not directly related to the floor debate.
- In case of any dispute, the decision of the speaker will be **final, and binding**.
- Apart from the opening speeches, the rest of the discussion will be done only in the Official Languages as defined by article 343 of the Indian Constitution and The Official Languages Act, 1963.

The organizing committee reserves the right to amend the rules of procedure, with prior notice. The decision of the organizing committee, in these regards, will be final.

## Contacts:

Vanshaj Vidyan  
8929025773  
[vanshaj.vidyan@niser.ac.in](mailto:vanshaj.vidyan@niser.ac.in)

# BEST BYE

## C:\Eligibility Criteria and team composition>

1. Each team can have a maximum of three members.
2. Each team member must be a college student with a valid college ID.
3. A team may have members from different colleges.

## C:\Format>

1. There will be challenges from categories like crypto, web, and pwn.
2. The solution to each problem will lead you to the next problem.
3. Each problem is supposed to be harder than the previous and will carry more marks.
4. There will be a skip option in each question. If you skip one, you will be redirected to the next problem. However, the point for that question will not be added.
5. The total number of points will decide the winners.
6. You have to solve the problems sequentially.

## C:\Rules>

1. Teams must arrive at the venue at least 30 minutes before the start of the competition to check in and set up.
2. Teams are not allowed to share their challenges or solutions with other teams.
3. Teams should keep a record of the answer strings (not the sha1's), which should be produced in case of a dispute.
4. Any form of cheating or misconduct will result in immediate disqualification from the event.
5. Participants may not DoS or otherwise disrupt the challenge server. Doing so will result in disqualification.
6. Each team is responsible for bringing their devices and any necessary cables or adapters.
7. The event organizers will provide power and internet access, but teams should come prepared with backup power solutions.
8. In case of any conflicts or disputes, the decision of the moderators will be final and binding.

C:\Contact>> aritra.mukhopadhyay@niser.ac.in || 6290887099

# **POP GOES THE CULTURE**

## **Rules:**

- Participation is open to all college students.
- Inter-college teams will not be allowed.
- Topic: MELAs (Music, Entertainment, Literature and Arts) with more emphasis on movies.
- Each team shall consist of at most two members and at least one.
- The Quiz will consist of a written prelims and an on stage finals with the six top performing teams (on the basis of marks scored) in the prelims participating in it.
- Rules for each round of the finals shall be explained immediately prior to the commencement of each round.
- In the case of any disputes, the decision of the Quizmaster will be final and binding.

## **Contact:**

Om Prakash Swain  
9437554361  
[omprakash.swain@niser.ac.in](mailto:omprakash.swain@niser.ac.in)

**LONE WOLF: RS 25**

**TWO-MEMBER TEAM: RS 50**

# Khat (खत)

## A LETTER WRITING COMPETITION

1. Participants are expected to pen a letter.
2. The letter must hold some bearing to at least one of the word prompts, to be declared later on the spot. Linking several word prompts is encouraged.
3. The form of the letter is left up to the participant's fancy. Be it an elegant love-stricken ballad or towering walls of incomprehensible ramblings; we are not partial to any literary form.
4. Starting from the announcement of prompts, the event shall be 2 hours long.
5. Each college may send up to 2 participants.
6. There is a participation fee of Rs. 50 per participant.



CONTACT: PRAYAG RANJAN SAHU  
(7735880682)

# CAPTIVATING COVERS

## Event description:

A short story will be given to the participants at the event's commencement. Assuming the story will be published in a magazine, they should capture a cover image and provide a good title for your photograph that binds it with the narrative. Both the image and the title must be relevant to the story's theme and will be assessed on creativity, relevancy, ingenuity, and other photographic features.

This cover image aims to catch the eye of the audience and pique their curiosity to read the story. That sense of mysteriousness will be apparent to them after they read the story and should be able to appreciate the cover image for its ingenuity.

**Registration Fee: NIL**

### Contact :

Karthik (Coordinator)

**Phone:** +91 8128465931

**E-mail:** [shots@niser.ac.in](mailto:shots@niser.ac.in)

[karthik.kv@niser.ac.in](mailto:karthik.kv@niser.ac.in)

### Prizes :

Prizes worth ₹6000.



# CAPTIVATING COVERS

## Rules:

- This is an individual event, and each participant is only allowed to submit one entry.
- Each entry should include a photograph and a corresponding title; both of them must adhere to the theme of the narrative provided.
- The narrative will be provided at the event's commencement, and all participants must submit their entries before the event concludes. No late entries will be accepted under any circumstances.
- This will be an online event and the form for submission of entries will be shared with registered participants at the commencement of the event.
- The submitted images should be in JPG/JPEG format.
- The title should be short and should not exceed 5 words.
- Each photograph should be a genuine capture of the participant exclusively.
- The image must have been taken during the event, and EXIF data will be used to verify the same.
- The EXIF data for the image must be accessible. Corrupted/manipulated EXIF data will result in disqualification.
- Only basic editing, limited to sharpening, contrast adjustment, color correction, and simple cropping, is allowed; digital enhancements that alter the reality of the image are prohibited.
- Color and monochromatic photographs are acceptable, and there should be no watermark on the submissions.
- The judging will take into account both the image and the title given.
- The judges' decision will be final and binding.
- If any of the provided regulations are violated, the candidate will be disqualified immediately.
- For each entry submitted, it is presumed that the participant has given **Sapsara** permission to use the photos for promotional and other purposes.

# ANTARIKSH

## AN ASTRONOMY & SPACE SCIENCES QUIZ COMPETITION

### Eligibility:

The competition is open to all students of colleges with a valid ID card and a working pen.

### Specifications:

#### DAY - 1

- **Elimination Round 1:**
  - 30 Questions in 20 minutes.
  - Sheets with the questions will be distributed; teams have to fill in their details and mark their answers.
  - Teams ranking in the bottom half will be eliminated.
- **Elimination Round 2:**
  - 20 Questions in 15 minutes.
  - Sheets with the questions will be distributed; teams have to fill in their details and mark their answers.
  - Only the Top 8 Teams in the rankings will proceed to the Final Rounds.
- **Final Prelim Round:**
  - All the top 8 teams will randomly pair up in pairs of 2. Then in a series of non-transferable questions, they will compete against each other. Whomsoever in the pair scores lower will be eliminated.
  - 4 Teams proceed to the final rounds.

#### DAY - 2

- **Final Round 1:**
  - The teams selected in the previous round compete in a series of transferable questions.
- **Final Round 2:**
  - The teams selected in the previous round compete in a rapid-fire buzzer round.
- **Final Round 3:**
  - The teams selected in the previous round compete in a mysterious round in which we will disclose no details until the round begins.
- **THE FINAL ROUND:**
  - The teams who make it through the previous rounds will compete against each other on a topic of their choosing. The team can choose a topic among the offered topics and answer the given question.

# **ANTARIKSH**

## **AN ASTRONOMY & SPACE SCIENCES QUIZ COMPETITION**

### **Rules:**

1. This is a team event with a maximum of 3 participants on each team.
2. The decision of the NAC Quizmaster(s) will be considered final and binding. The rules and format of the Quiz may be subject to change as per the circumstances.
3. The team with the least incorrect answers wins if a tie is found. Any further tie will be resolved by looking at correct answers to the questions in numerical order.
4. Electronic media such as mobile phones, portable imaging devices, internet are not allowed. Students violating rules will be eliminated and will not be considered for the next round.
5. On-the-spot registrations are allowed. However, all teams, especially teams from colleges other than NISER, willing to participate are requested to register beforehand.
6. Certification of participation will be given to all who register and attend the quiz competition.

**For queries, contact:**

Abhinav Roy - 8093834509 (Preference: Text),  
[abhinav.roy@niser.ac.in](mailto:abhinav.roy@niser.ac.in)



# ASTROPHOTOGRAPHY CONTEST GAGAN

## Event description:

Time to gear up, point your cameras to the sky, and click your Astro-Photograph!

## Eligibility:

The competition is open to all students of colleges with valid ID cards and a passion for capturing the cosmos.

## Rules:

1. This is an individual event, but each participant can submit at most two entries.
2. The participant can take an image of any celestial body to their liking, relevant and appropriate to the contest's theme.
3. The theme for the contest is '**Nightscapes.**'
4. Each entry must contain the following:
  - Raw & Processed Images\*
  - Caption
  - Target Celestial Body
  - Time & Location
  - Technical Specifications (Eg: Total exposure time, Number of photos stacked (if stacked), ISO, gear used, etc)
  - \*Participants may only upload the raw photo if they want, but a raw image is a must when uploading a processed image.
5. Plagiarised entries will be eliminated and will not be considered for evaluation.
6. There is no restriction on the usage of cameras or smartphones; the quality of the entry will be considered for final evaluation.
7. The decision of the NAC judging committee will be considered final and binding.
8. Participants must register using the above-mentioned link and submit their entries.
9. Certification of participation will be given to all who register and participate in the competition.

## For queries, contact:

Aheesh Chandrakant Hegde - 8431875757 , [aheesh.hegde@niser.ac.in](mailto:aheesh.hegde@niser.ac.in)

# TERPSICHORE

CONQUER THE FLOOR

## DANCE BATTLE

### Rules:

- A maximum of 4 members from each institute can register for the dance battle of solo participants.
- There will be a preliminary knockout round from which 8 participants will be selected to form a league with two pools (participants will be made into pools through a chit system).
- Participants will compete amongst each other within the pool. The top two dancers from each pool will move on to the semifinals (the opponents will be decided based on a chit system). Winners of the semi-finals will move on to the finals.
- The order in each battle will be decided by a coin toss. Three songs will be played and the dancers should perform alternatively for all the three songs. The person who is dancing first for a particular song will be alternative (for example, if person X wins the toss and decides to perform first, the other person should perform first for the next song and so on).
- The songs played for each participant in all rounds will be of one-minute duration. The songs played will be a mix of hip-hop, Bollywood etc.
- There is no restriction on the dance style.
- Judgement will be based on rhythm, clarity of steps, expression, versatility, creativity and overall stage presence.
- The decision of the judges will be final and binding for each dance battle.

### Registration fees:

Rs 300

### Prizes:

to be announced...

### Contact:

Vaishali Agarwal (7277439924)



# GROUP DANCE

## Rules:

- Only one team from each institute can register for this.
- Each team can have 3 - 15 members.
- The time limit for each team is 6 to 10 minutes. Exceeding this time limit will lead to a negative marking.
- Judges will be seated approximately 20 ft away from the stage.
- Props are not allowed. Participants can carry their accessories. However, no extra points will be given for their usage.
- The use of fire, water or any item that could damage the stage or hinder the performance of other teams will lead to disqualification.
- Every team must carry a CD, and pen-drive with their tracks, to avoid technical glitches. The tracks should be sent at least 1 day prior to the event.
- Provision of light, sound and green rooms will be taken care of by the volunteers. No practice space will be provided.
- Judgement will be based on creativity, rhythm, formation, synchronization, expression, coordination, costumes, makeup, and overall impact.

## Registration fees:

Rs 600 per group

## Prizes:

to be announced...

## Contact:

Vaishali Agarwal (7277439924)

# **SOLO DANCE**

## **Rules:**

- Maximum of two entries per college.
- Time duration of 3-5 minutes including entry and exit. If the performance doesn't fall within the allotted time duration the participation shall be disqualified.
- The performances should be confined to the stage.
- No live music is allowed during the performance.
- The song should be submitted to coordinators at least one week before the event.
- No extra points will be allotted for theme.
- Judges will be seated approximately 20 ft away from the stage.
- Props are not allowed. Participants can carry their accessories. However, no extra points will be given for their usage.
- The use of fire, water or any item that could damage the stage or hinder the performance of other teams will lead to disqualification.
- Every team must carry a CD, and pen-drive with their tracks, to avoid technical glitches. The tracks should be sent at least 1 day prior to the event.
- Provision of light, sound and green rooms will be taken care of by the organizers. No practice space will be provided.
- Judgement will be based on creativity, rhythm, expression, coordination, costumes, makeup, and overall impact.
- The decision of the judges will be final and binding.

## **Registration fees:**

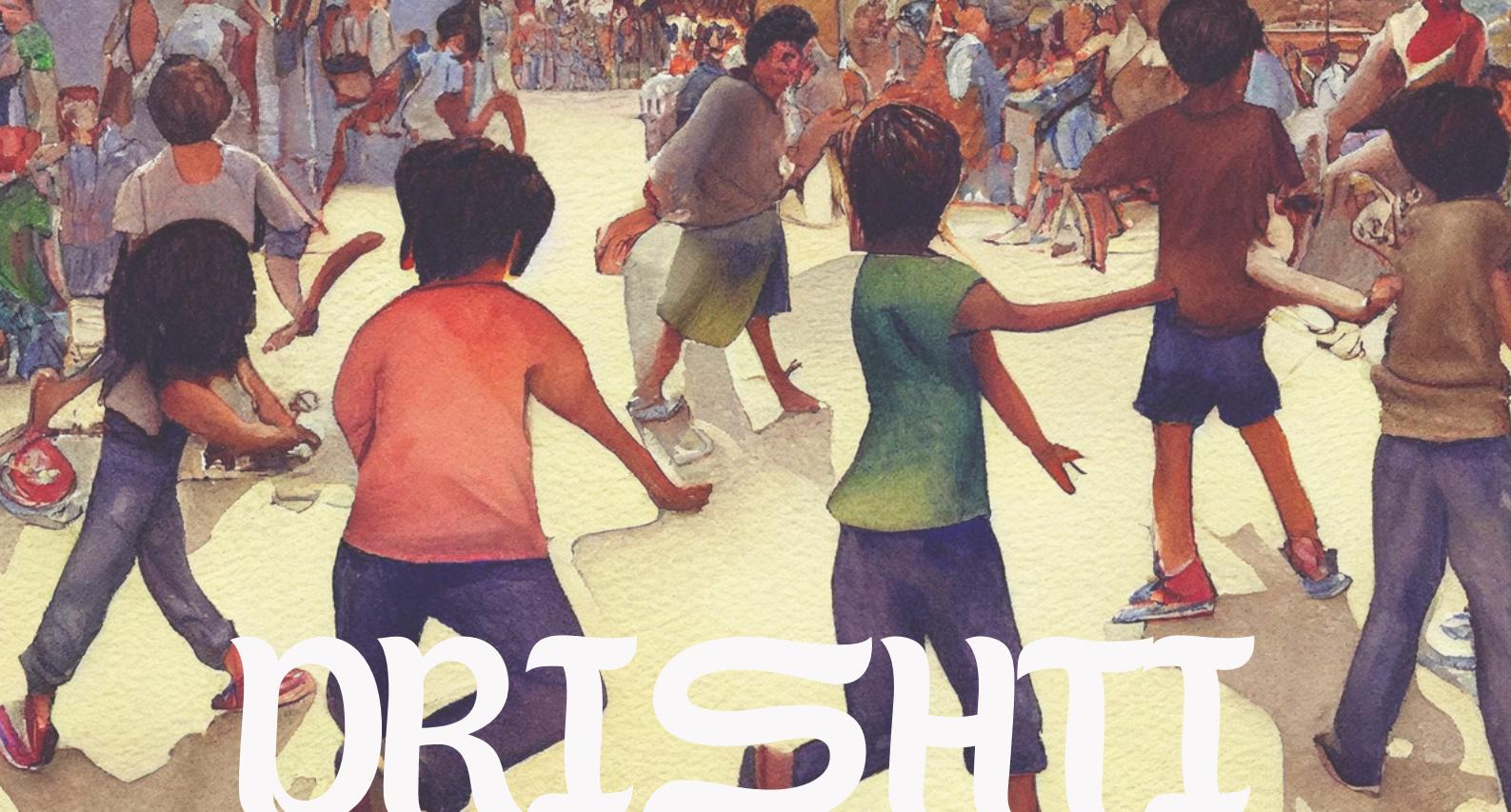
Rs. 300

## **Prizes:**

to be announced...

## **Contact:**

Vaishali Agarwal (7277439924)



# ORISHI

## NUKKAD NATAK

### Rules:

- One team from each institute can participate.
- A team can have at most 20 participants including actors, make-up artists and other non-performing crew members (if needed).
- The teams are expected to bring their own props for their performance.
- The time limit for the act is a maximum of 20 minutes. The judges have the liberty to penalize the team in case they exceed the time limit.
- Keeping in mind the safety of all, participants are requested not to use any hazardous substance during the duration of the play.
- The play must highlight any social issue to increase social awareness among the common mass.
- The judging criteria for the act are as follows: coordination, clarity, energy, topic relevance, acting and delivery, costume/makeup, dialogue writing and overall appeal.
- The decision of the judge(s) will be final and binding.
- Vulgarity and obscenity is strictly prohibited.

**ENTRY FEES: 999/- ONLY**

**CONTACT : SAHIL SAHARAN (9306811985)**

# BATTLE OF BANDS

- One team from each institute can participate.
- A team can have 3-8 participants.
- Participants are free to perform any genre of music.
- Drum set, stage monitors, and microphones will be provided. Bands are requested to bring all the other required equipment.
- No guide tracks, backing tracks, presets in the keyboard, pre-recorded music or computed beats should be used. Usage will lead to immediate disqualification.
- The performance time limit per team is 15 minutes (including stage set-up and performance time). Teams will be penalized if they exceed the time limit. A warning will be given at 13 mins. If the participation is heavy, the time limit for each performance is subject to change.
- Judging will be based on vocal quality, quality of performance, song selection, presentation and sync amongst the band members.
- The decision of the judge(s) will be final and binding. No further complaints shall be entertained.

*PRIZES WORTH 12,000/-*

*ENTRY FEES: 999/- ONLY (PER TEAM)*

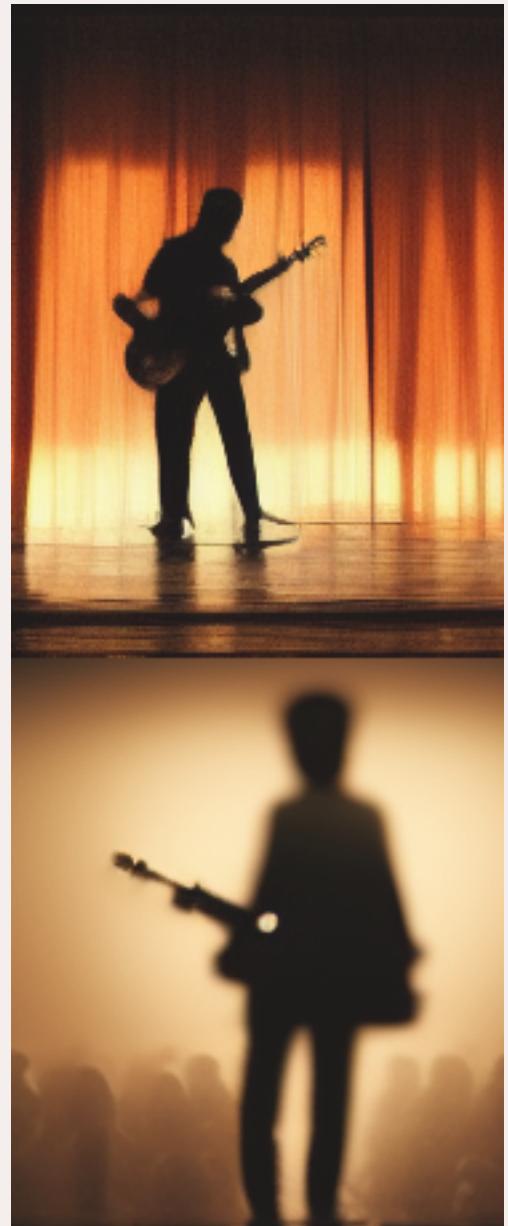
**CONTACT: PRATIK JENA (9178067383)**





# Solo/Duet (vocal)

- One team from each institute can participate.
- Every team can have at most 2 participant(s). Every team must have at least one vocalist.
- Backing tracks/ pre-recorded music is allowed. Every team must carry pen-drives having their tracks (if needed), to avoid technical glitch.
- The performance time for each team is 7 mins(including set-up). A warning will be given at 5 mins. Exceeding the time limit will be penalized.
- Songs in any language can be performed.
- Each team is free to perform any genre of music.
- The participants will be judged on vocal quality, presentation, song selection, confidence and stage presence.
- The decision of the judge(s) will be final and binding. No further complaints shall be entertained.



**ENTRY FEES: 299/- ONLY (PER TEAM)**

**CONTACT: SAINA RATH (9438449993)**

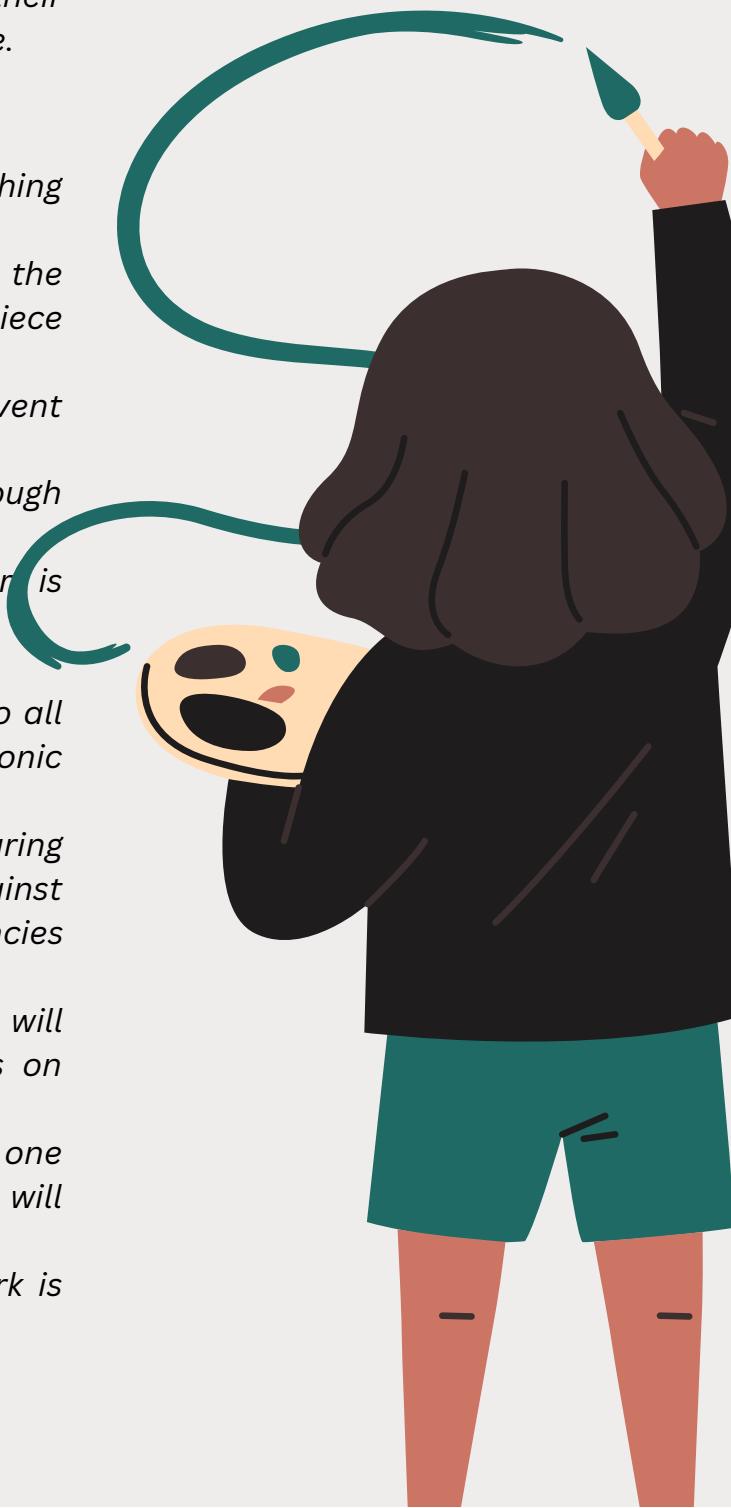
# KALPA (कल्प)

## 2023

*Kalpa means idea. So, participants need to express their ideas related to the topic through their artwork. The topic will be provided at the venue.*

### **Rules:**

- Participants are free to express anything through art relevant to the topic.
- The duration of the event is 3.5 hr; the participant must plan their art piece accordingly.
- Art Paper having the signature of the event manager will be provided by organizers.
- The process to register for the event is through online mode.
- The medium of art is free but no digital art is allowed.
- The topic will be given on the spot.
- Half an hour of buffer time will be given to all the participants where the use of electronic devices will be allowed.
- No electronic devices shall be permitted during the event (Strict action will be taken against the participant in case of any discrepancies found during the event).
- Artwork must be done on the paper which will be provided (containing a sign). Artworks on other papers are strictly rejected.
- Each person will be provided with only one paper and requests for additional sheets will not be encouraged.
- This is an individual event and group work is not allowed.



# KALPA (कल्प)

## 2023

### **Rules (contd.):**

- There is no restriction on art medium or materials, participants are free to use any medium. But they must use their own art supplies (except for the Art Paper).
- Plagiarism or external reference for the event is strictly not encouraged.
- Judging criteria depends on - creative expression of thoughts and making the audience understand them, artistic skill in the medium used, originality of the artwork, realistic appeal (abstract art is judged in different criteria), differentiation in objects, light and shade, color contrast and mixing, aesthetic quality, design, theme and neatness in the artwork.
- Cash prizes along with certificates will be given in the prize distribution ceremony. All the events will be judged by an external judge/panel of judges.
- Any objections shall not be entertained as the decision of judges shall be final.

Entry fees: 99/- only (per person)

Prizes will be awarded as follows:

1. 1st prize 3000
2. 2nd prize 2000
3. 3rd prize 1000
4. a. Consolation prize 500  
b. Consolation prize 500

Contact:

Aher Jayesh Bhausaheb (8080487403)



# Stage play

One team from each institute can participate.

- A team can have at most 15 participants including actors, make-up artists, sound and light coordinators.
- The teams are expected to bring their own props for their performance.
- Participants are free to perform any piece of art. A short description of their play should be mentioned while registering for the same.
- Any technical assistance needed, like audio tracks should be brought by the team themselves and a group member must be present to manage the audio settings during the play.
- Lights can be adjusted according to availability and need of the play. A crew member of the performing team will be allowed to accompany the technician for the required modulation.
- The time limit for the act is a maximum of 25 minutes (including stage set-up). A warning will be given at exactly 20 mins and the teams will be penalized if they exceed the time limit of 25 mins.
- No spillage or use of hazardous substances is allowed on the stage. The team might be penalized in case of such an event.
- The judging criteria are as follows: Theme/story line, acting and stage presence, speech delivery, props and stage set up, costume/makeup, overall appeal.
- The decision of the judge(s) will be final and binding. No further complaints shall be entertained.
- Vulgarity and obscenity is strictly prohibited.

**ENTR $\Upsilon$  FEES: 999/- ONL $\Upsilon$  (PER TEAM)**

**CONTACT: SAINA RATH (9438449993)**

OORNA PRESENTS.....

# BUNGLE IN THE JUNGLE

## **Rules:**

- *The maximum number of teams we can accommodate is 20 (Seats are limited; first-come, first-serve).*
- *Each team can have a minimum of 5 players and a maximum of 7 players.*
- *Any in-disciplinary behavior can lead to the disqualification of the entire team.*
- *In totality, there will be three rounds; elimination will start from the first round itself. Five teams will be eliminated in the first round, and the rest will qualify for the second round, from which only the first five teams will play the final.*

- Team members might have to climb some rugged and sloppy regions and pass through forested areas during the seizure procedure. So it is advisable to wear full sleeve clothes, covered shoes, and carry water bottles and umbrellas.
- Each team in the hunt is assigned a number. A paper with this number is provided to the team member at sign-in on the hunt day. Hunt coordinators will use it to spot-check compliance with the safety rules.

*Registration fee per team is enumerated at Rs. 100/-.*

*For food coupons, each of the members has to pay Rs. 30/-.*

**contact:**

**Dipam Naskar  
9051064838**

**dipam.naskar@niser.ac.in**



# COGNIZZIA

## The General Quiz

- Participation is open to all.
- Cross-college teams will be allowed.
- Topic: General.
- Each team shall consist of at most three members.
- The Quiz will consist of a written prelims and an on-stage finals with the six top performing teams (on the basis of marks scored) in the prelims participating in it.
- Rules for each round of the finals shall be explained immediately prior to the commencement of each round.
- In the case of any disputes, the decision of the Quizmaster will be final and binding.

Registration:

Lone wolf: Rs. 50

Two-member team: Rs. 100

Three-member team: Rs. 150

Contact:

Rabmit Das 9348101439

[rabmit.das@niser.ac.in](mailto:rabmit.das@niser.ac.in)

# Asanakusala



## Yogasana competition

- There will be four rounds of asanas that a participant will go through.
- Each round will have certain sets of asanas which will be of differing consequences as per the rounds.
- Break of 5 minutes between the rounds.
- In case of a tie, depending upon the number of participants involved in it, the tie-breaker method will be decided by the organizers.

A (Compulsory, One Random Choice for all the participants, at the Spot, Duration: 1 min)	Paschimottanasana, Poorna Dhanurasana, Sarvangasana, Poorna Mathsyendrasana, Uttana padasana
B (Compulsory, Choice by participant, Duration: 30 sec)	Poorna Chakrasana, Bakasana, Garbha Pindasana, Bhumasana, Kukkutasana, Poorna Shalabhasana
C (Compulsory, Choice by participant, Duration: 30 sec)	Vyaghrasana, Utthita Padahastasana, Tittibhasana, Urdhva Kukkutasana, Tittibhasana, Sankyasana, Shirshasana
D	Asana of the participant's choice performed after mentioning the name of it for 20 sec.

- Each asana will carry 10 points based on the accuracy, difficulty, ease and procedure of performance, time endurance, etc. and the decision of the respective judge and organizers will be final.

### Contact:

**Aheesh C. hegde, 8431875757  
Kartika Sahu, 637101106**

**Registration fees: 80/-  
Prizes upto 1000 /-**

# **FASHION SHOW NOOR**

## **Rules:**

- One team can register per institute for the event.
- The team must have 5 participants and at max 5 coordinators along with them (for makeup, design and logistics management). If the coordinators want to take part, they have to accommodate themselves those 5 participants.
- Each team should have one head coordinator (included in those 10 mentioned above) with whom the organizers will communicate.
- The themes for this event are:

Seasons

Emotions

Indian Royalties

Victorian Era

Cultural fusion

- Four (4) themes per team are a must.
- The event comprises 3 different rounds, in which qualifying in the former will fix the participant's candidature in the latter round.
- Teams must inform about the kind of props being used to the coordinators beforehand.
- Use of any elements like fire, water, etc., which can damage the stage or can obstruct others' performance is prohibited and might lead to disqualification.
- Teams are responsible for clothing, makeup, choreography etc..
- If any specific soundtrack and special effects are needed for the performance, they should be submitted to the event coordinators at least 2 days before the event.
- Any further changes will be coordinated with the head coordinator, 3 days prior to the event.

**ENTRY FEE : RS. 300 PER TEAM**

# FASHION SHOW NOOR

*The decision of the judges will be final.*

1. Creativity
2. Thematic incorporation
3. Costumes, makeup, and style
4. Ramp walk
5. Confidence and attitude (coordination in a couple round)
6. Speech (in the third round)
7. Overall presentation

## JUDGING CRITERIA:

*There will be 3 rounds,*

- *In the 1st round, you will be judged on your dress, confidence, and walking style.*
- *Qualified participants will be randomly (it can be inter-college also) paired up for*
- *the 2nd round. Participants will also be judged individually and in coordination with their partners.*
- *And the participants entering the final round will have to state how their attire justifies the theme and the overall performance will be assessed in the final round.*
- *The top 3 finalists and best pair will be awarded*



**EVENT COORDINATORS:**  
**SWARNIMA SHRIVASTAVA - 9934239231**  
**DEEKSHA TILANTE - 9131464224**  
**SRIMAN MISHRA - 9348938497**

# HIGH-POT THESIS

*High-pot-thesis includes participants creating a hypothesis that is obviously false but is presented to the audience in a logically sound way. Participants need to prepare 5-minute long presentations which describe their original bad theories. Participants will be judged on the basis of their:*

1. "Scientific Reasoning" - the amount of "scientific" evidence used, like graphs and actual citations.
2. Artistry: The humour and creativity of the concept and presentation, as well as the quality of the delivery.
3. Strength of Defense: This refers to how thoroughly you persuaded the judges of your position.
4. Originality: Participants have to come up with their own theories. Recycling old and debunked theories from the past (e.g., Creationism or Flat Earth Theory) is not allowed. Plagiarism from other sources will lead to disqualification.

***Event coordinators:***

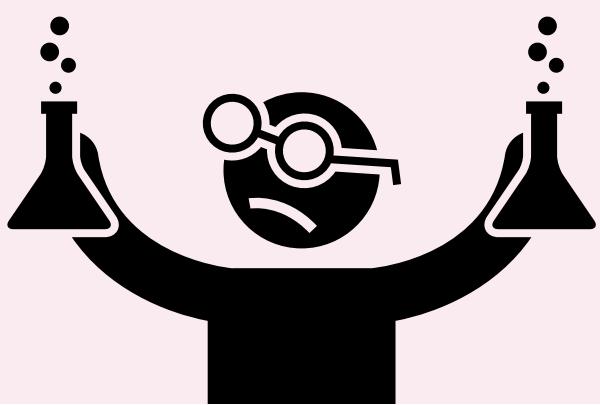
***Abha Vishwakarma (abha.vishwakarma@niser.ac.in)***  
***& Ayush Panda (ayush.panda@niser.ac.in)***

# HIGH-POT THESIS

## **Rules:**

- Any team can have a maximum of 4 members.
- The teams are required to present pseudo scientific or misleading theories but in a “scientifically sound” way.
- There is a strict upper limit of time, which is 5 minutes for each presentation.
- Teams are allowed to use powerpoint or similar presentation software. You can also bring any props to present, as long as the presentation respects the time limit.
- Any presentation that disrespects any community based on nationality, religion, caste, age, language, gender and sexual orientation will be disqualified at any moment. Any inappropriate behavior during the presentation will not be tolerated.
- The decision of the judges will be final and binding. The above rules may be amended at any point of time, with prior notice.

*The time and venue of the event will be informed to the participants well in advance.*



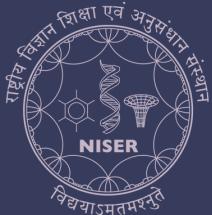


*Where the lights never fade*

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[tvisha@niser.ac.in](mailto:tvisha@niser.ac.in)  
[studentsgymkhana@niser.ac.in](mailto:studentsgymkhana@niser.ac.in)

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Designed by the  
Tvisha Design Team