

EUPHORIA 2020

FUN EVENTS

Domain Head – Sakshi Ghadigaonkar - 9637762627

Domain Co-ordinator – Swarup Saju-8879851205

AD MAD

Venue: 706

Date: 17th February 2020

Ad Mad “where creativity meets Madness” Bring out the creativity inside you and make an outstanding advertisement of your own. Be it hilarious or sensitive, be it just your creativity and ad sense. Show us your acting and convincing skills as you make an advertisement for this bizarre and unusual product given by us!

Number of Teams from Each Class: 10

Participation Points: 02 Per Team

Maximum Members in a Team: 4

Minimum Members in a Team: 2

RULES:

- It is a team event.
- Objects will be provided on the spot.
- 5 minutes preparation time for each team.
- Time limit for performing the advertisement is 1 minute only.
- Participants shall be judged on the basis of
 - Spontaneity
 - Content
 - Adherence to the topic
 - On-stage presentation
 - Overall appeal of the advertisement.
- The caution should be taken to refrain from displaying obscenity, violence, prejudice, defamation etc while performing.
- Decision of the judges will be final and binding.
- Domain head's decision will be final.
- Certain rules will be told by the domain head or event coordinator on the spot under the discretion of the judges.

WHAT'S YOUR AVATARA?

Venue: Euphoria Stairs

Date: 17th February 2020

Number of Teams from Each Class : 1

Participation Points : 05 Per Team

Maximum and Minimum Members – 05

Depict your Avatara is a fun event which would comprise of 5 members from one class. 2 members from the class would be depicting the theme while the other 3 would be helping them. In this event the team would be provided with

Newspapers, Staplers, Cello tapes Only.

RULES:

- **In this event 2 members will have to depict the theme by using the props that would be provided.**
- **The props can be used to make various objects (Example: A Crown, chair, wings etc).**
- **Along with the objects the team will have to make costumes from the material that would provided**
- **Use of any other material is not allowed and will lead to deduction of marks**
- **The team would be given 20 minutes only.**
- **The team shall be judged the following parameters:**
 - 1. Creativity**
 - 2. Overall Fashion Appeal**
 - 3. Ramp walk at the end of the event.**
 - 4. Description of Every Element by the Team**
- **Certain rules will be told by the domain head or event coordinator on the spot under the discretion of the judges.**

CRCE'S GOT TALENT

Venue: Euphoria Stairs

Date: 18th February 2020

Number of Participants from Each Class : 20

Participation Points : 01 Per Participant

Got any talent apart from singing,dancing or painting and want to a stage to showcase your talent ? Here's your chance to impress the judges.

RULES:

- **No Dancing, Singing or Painting Allowed as a Talent. For Any decision in relation to the form of art depicted, the final decision falls under the discretion of the Panel of Judges.**
- **Time limit for performance is 5 mins.**
- **Participants should get their own props if required.**
- **Caution should be taken to refrain from displaying obscenity, violence, prejudice, defamation etc while performing. Doing any of this will lead to disqualification of the participant.**
- **Criteria For Judgement**
 - 1. Uniqueness of the Talent**
 - 2. Confidence**
 - 3. Depiction of Talent**
 - 4. Overall Performance**
- **Decision of the judges will be final and binding.**
- **Certain rules will be told by the domain head or event coordinator on the spot under the discretion of the judges.**

EUPHORIA 2020

FINE ARTS EVENTS

Domain Head – Ridhi Bauskar - 7303147742

Domain Co-ordinator – Ridhika Agarwal- 8879767222

SKETCHERS

Venue: 606+607

Dare: 12th February 2020

Number of Participants from Each Class : 20

Participation Points : 01 Per Participant

TIME LIMIT – 1 HOUR

RULES:

- 1. It is an individual event.**
- 2. You can sketch anything related to the theme given
i.e Fashion sketches, human potrait, scenery.**
- 3. Irrevelant topics sketches won't be taken into consideration.**
- 4. Points would be given on the basis of**
 - a. Imagination and Creativity**
 - b. Efficient Use of Pencil for the Purpose of Sketching**
 - c. Quality of Drawing**
 - d. Overall Appeal and Finishing**
- 5. Drawing sheets,Pencils and erasers would be provided.**
- 6. No extra time will be provided to any participant under any condition**
- 7. The decision of judges will be the final one and binding.**
- 8. Certain rules will be told by the domain head or event coordinator on the spot
under the discretion of the judges.**

PARIV-ART-AN

Venue: 606+607

Date: 14th February 2020

Number of Participants from Each Class : 20

Participation Points : 01 Per Participant

Time Limit – 1 Hour

RULES:

- 1.It is an individual event.
- 2.Topics will be provided on the spot, you have to recreate the same giving it a new Avātār.
- 3.Basic water colors and drawing sheets will be provided. Participants have to bring their own stationary.
- 4.You will be judged on the basis of
 1. Relativity to the content
 2. Recreation of art
 3. Best use of color combinations.
 4. Overall Appeal And Finishing
5. No extra time will be provided to any participant under any condition
6. The decision of judges will be the final one and binding.
7. Certain rules will be told by the domain head or event coordinator on the spot under the discretion of the judges.

RANG DE RANGOLI?

Venue: Old Canteen Area

Date: 15th February 2020

Number of Teams from Each Class : 1

Participation Points : 05 Per Team

Maximum and Minimum Members – 05

RULES

1. It is a group event
2. Potray the Euphoria theme in your rangoli and bring out the avātāra that know one has ever seen before.
3. The colors for the rangoli and other requirements are to be brought by the participants themselves. Please Note Colors won't be provided by the organizing committee.
4. The rangoli you make must have maximum contribution of the Color of your branch.
5. You will be judged on the basis of
 1. Creativity
 2. Portrayal of theme
 3. Best use of color combinations.
 4. Overall Appeal And Finishing
6. No extra time will be provided to any participant under any condition
7. The decision of judges will be the final one and binding.
8. Certain rules will be told by the domain head or event coordinator on the spot under the discretion of the judges.

EUPHORIA 2020

PERFORMING ARTS EVENTS

Domain Head – Anu Thomas: 7738456280

Domain Co-ordinator – Ruben Lobo : 7045195369

The Voice of CRCE

Venue : Samvaad

Date :15th February 10:00 am

Number of Rounds in the Game: 2 (Elimination & Finals)

Time Period of Each Performer: 3 mins inclusive of set up time

Number of Players: 2 singers Maximum

Limit Per Class - 25

Participation Points - 1

JUDGES

- All Judges decisions are final.
- Arguments with the judges will result in disqualification.
- Judges will deal with all fouls and misconduct which will be punished accordingly.

GENERAL RULES

Eliminations

- Songs must be sung in English.
- 3 mins inclusive of set up time. Once the time limit is crossed, the Participant should wind up as soon as possible, failing to do so would lead to deduction of marks of the participant.
- One accompanist will be allowed.
- Karaoke tracks are allowed. (Participants have to arrange for a player/laptop). If you wish to use a karaoke track, the event in-charge should be informed prior to the event.
- 3 finalist will be selected.
- Maximum 2 singers from the same class can participate at a time.
- **Each judge will be provided with a buzzer/bell, if during your performance atleast 3 of 4 Judges press the buzzer/ bell your performance stops immediately and the participation point received for that performance will be considered null/void.**
- There are certain rules that will be announced by the Head of The Domain under the discretion of the Cultural Incharges right before the performances. The participants have to follow the same.

Finals

- 4 mins inclusive of set up time
- One accompanist will be allowed
- Karaoke tracks are allowed. (Participants have to arrange for a player/laptop). If you wish to use a karaoke track, the event in-charge should be informed prior to the event.

Saṅgītam

Venue : Samvaad

Date :17th February 10:00 am

Number of Rounds in the Game: 2 (Elimination & Finals)

Time Period of Each Performer: 3 mins inclusive of set up time

Number of Players: 2 singers Maximum

Limit Per Class - 25

Participation Points - 1

JUDGES

- All Judges decisions are final.
- Arguments with the judges will result in disqualification.
- Judges will deal with all fouls and misconduct which will be punished accordingly.

GENERAL RULES

Eliminations

- Songs must be sung in Hindi.
- 3 mins inclusive of set up time. Once the time limit is crossed, the Participant should wind up as soon as possible, failing to do so would lead to deduction of marks of the participant.
- One accompanist will be allowed.
- Karaoke tracks are allowed. (Participants have to arrange for a player/laptop). If you wish to use a karaoke track, the event in-charge should be informed prior to the event.
- 3 finalist will be selected.
- Maximum 2 singers from the same class can participate at a time.
- **Each judge will be provided with a buzzer/bell, if during your performance atleast 3 of 4 Judges press the buzzer/ bell your performance stops immediately and the participation point received for that performance will be considered null/void.**
- There are certain rules that will be announced by the Head of The Domain under the discretion of the Cultural Incharges right before the performances. The participants have to follow the same.

Finals

- 4 mins inclusive of set up time
- One accompanist will be allowed

- Karaoke tracks are allowed. (Participants have to arrange for a player/laptop). If you wish to use a karaoke track, the event in-charge should be informed prior to the event.

Let's Nacho

Venue : ED Hall

Date :18th February 10:00 am

Number of Rounds in the Game: 2 (Elimination & Finals)

Time Period of Each Performer: 60 seconds

Number of Players: 2 dancers Maximum

Limit Per Class - 20

Participation Points - 1

JUDGES

- All Judges decisions are final.
- Arguments with the judges will result in disqualification.
- Judges will deal with all fouls and misconduct which will be punished accordingly.

GENERAL RULES

Elimination

- Multiple entries are permitted
- Participants are required to prepare a 60 seconds long routine on their choice of music
- The top 4 candidates will be selected by the judges

Finals

- The top 4 participants will be given a common song by the event-incharge 30 minutes prior to their final performance
- Two participants will compete at a time according to the draws made by the event-in charge.
- When the music starts, the first participant dances for the first 30secs followed by the next participant for the next 30secs. Both of them then dance together for 30 secs.
- The top 3 will be decided and the winners will be declared

EUPHORIA 2020

PERSONALITY EVENTS

Domain Head – Ninad Shetty - 8451941231

Domain Co-ordinator – Surya Pratap- 9146675169

CRCE Roadies

Venue: 511

Date: 15th February 2020

Get the first hand experience of a roadies interview. An experience not for the weak hearted. Show the world, 'Tu roadie banega?!'

Maximum Number of Participants from Each Class : 20

Participation Points: 01 per Participant

RULES:

- **A questionnaire will be provided to the players, which has to be answered by the said player.**
- **You will be then judged by a panel of judges, who will then cross question you.**
- **These questions might be related to the answers provided by you on the given questionnaire.**
- **The participants will then have to perform tasks given by the judges.**
- **The judges will then decide the winners of CRCE's Roadies.**
- **The judges' decision is the final decision and the Students' Council will not intervene in any way.**
- **Not abiding to the judges' and/or The students' Council's decisions will result in instant disqualification of the said player.**

CRCE'S FITTEST

Venue: Basketball court

Date: 13th February 2020

Maximum number of participants from each class: 20 (10 boys & 10 girls)

Participation Points : 01 per Participant

Brag about your fitness to everyone? Here's a chance to walk the talk. Participate in this event to show the College no one's fitter than you. Get the bragging rights of being CRCE'S FITTEST

RULES:

- The participants will be judged completely on the basis of their physical fitness.

Round 1:

- In round 1, a race will be organized for the participants.
- The details of this race will be given on the spot.
- The winners of these races will move on to round 2.

Round 2:

- In round 2 the participants will have to perform a plank.

BOYS: for 4 minutes

GIRLS: for 2 minutes

- The best performed planks will then be moved to the next round

Round 3:

- In the final round the candidates have to perform

Boys: 30 continuous push-ups

Girls: 20 continuous push ups

And then perform a special talent to impress the judges.

- The judges will then declare the winner of the CRCE's fittest.
- The judges' decision is the final decision and the Students' Council will not intervene in any way.
- Not abiding to the judges' and/or The students' Council's decisions will result in instant disqualification of the said player.

EK ANEK

Venue: 511

Date: 18th February 2020

Maximum Number of Participants from Each Class : 25

Participation Points : 01 Per Participant

Called a Drama-queen all your life? Think acting runs through your blood? Do you think you can harness the actor in you? The Students' Council of CRCE is giving you an opportunity to embrace your hidden AVATAR, the true Performer.

RULES:

- The participants are required to perform an act of any theme (of their choice)
- time limit 5minutes, including preparation (if there is any)
- Each judge will be provided with a buzzer/bell, if during your performance atleast 3 of 4 Judges press the buzzer/ bell your performance stops immediately and the participation point received for that performance will be considered null/void.
- the participants would be judged by a panel of judges on the basis of the following criteria:
 - Voice Modulation
 - Flow of expression
 - Acting Skill
 - Honesty to theme
 - Overall impression
- The judges' decision is the final decision; students' council members will not interfere with their decision.
- Not abiding to judges' or students' council's decision would lead to disqualification of the player.

EUPHORIA 2020

LITERATURE EVENTS

Domain Head – Joshua Godinho - 9769496112

Domain Co-ordinator –Pranay Bagrecha :9082515479

REBUILDING SARAH PARKER

Venue: 706+707

Date: 14th February 2020

Maximum number of Participants from each class: 20

Participation Points : 01 Per Participant

TIME LIMIT – 60 minutes

After a reader finishes a book or a short story, it's often the ending that resonates most strongly. In some ways, the whole book is about its ending.

But great endings are hard to do well. They require a writer to have a lot of control over the narrative tension and pacing. They often gather many plot elements together into a singular compelling moment to create a high-tension climax.

The “right” ending. A good ending is in line with what came before it. Consider the deus ex machina technique of ancient playwriting. At the last second, the gods swoop in and save the right people. The end.

These days, that kind of contrived ending doesn't sit well with readers. The ending needs to be a logical, appropriate conclusion for what came before—not an ending that comes out of the blue.

The writers can choose any of the elements which they seem fit to dwell on their ending, for example elements such as the unpredictable element, the plot twist, the dark moment, the emotional epiphany, the comingling happy and sad and many more.

RULES:

- **The plot of the story will be provided and the students will be given maximum of one hour to write their interpretation of the ending.**
- **It is an individual event .**
- **If any student fails to come late for the paper, then he will be only allowed to write the paper till the end of the given allotted time.**
- **The minimum number of words for the eligibility of the story besides the plot provided is 500 words, and will be inspected by the teacher in charge only.**
- **No student is allowed to leave the venue before the given allotted time.**
- **A registration link will be sent out by the council and only the students who have registered themselves on the link will be allowed to enter the venue.**
- **The decision of the judges is final and binding.**
- **If necessary, certain rules will be told by the domain head or the event coordinator on the spot.**
- **Certain rules will be explained in detail along with the aforementioned plotline soon.**

DEVIL'S ADVOCATE

Venue: 306

Date: 17th February 2020

Number of Participants from Each Class : 20

Participation Points : 01 Per Participant

Duration of one Round: 1 Minute.

The speaker will be given a random topic by the judge and immediately within a time span of 10 seconds has to begin his speech by starting with the pros of the topic.-During the middle of the speech, the judge will ring a bell and the speaker has to oppose whatever he just declared and list the cons of the scenario.

RULES:

- **It is an individual event.**
- **Topics would be provided on spot by the teacher in charge.**
- **The speaker once given a topic by the judge, within a time span of 10 seconds has to begin his speech by starting with the pros of the topic.**
- **During the middle of the speech, the judge will ring a bell and the speaker has to oppose whatever he just declared and list the cons of the scenario.**
- **The decision of the judges is final and binding.**
- **If necessary certain rules will be told by the domain head or the event coordinator on the spot.**

CRYPTIC CLUES

Venue: 410

Date: 18th February 2020

One Team (max & min no. of members in the team- 04) per Class

Participation Points : 01 Per Participant

Duration of one Round: 30 Minutes.

A court case involving the judge, jury and executioner along with two parties, the plaintiff's and the defendant's, where the plaintiff claims for damages incurred. Both the sides will be given same weightage of clues prior for the discovery stage. The parties prepare for trial which is heard by the judge or jury. Based on the arguments and evidence provided, the verdict will be declared.

RULES

- **It is a team event. Each class is supposed to send a team of four members.**
- **The plot of the story, the evidence and the format of the court case will be provided a few days prior for the discovery stage.**
- **The decision of the judge or jury is final and binding.**
- **If necessary certain rules will be told by the domain head or the event coordinator on the spot.**

EUPHORIA 2020

SPORTS EVENTS

Domain Head – Felin Patel -7045465080

Domain Co-ordinator – Simran D'souza -9167251215

RINK FOOTBALL(BOYS)

Venue : Basketball court

Date : 15th February (10am to 3pm)

One team per class (minimum 5+3 players)

Participation points: 10 per team

Number of Halves in the Game: 2

Time Period of Each Half: 7 Minutes

Each Half Number of Players: 5 + 3 (5 On Field + 3 Substitutes)

Nature of Substitution: Rolling Substitution

REFEREES

- All refereeing decisions are final.
- Arguments with the referee will result in disqualification of the team.
- Referee will deal with all fouls and misconduct which will be punished accordingly.

CARD

- Yellow card - player will have to sit out for 2 minutes
- Red Card - player will play no further part in the game. And will miss the next game too.

GENERAL PLAYING RULES

- Kick-ins - All outside kick-ins should be carpet role. All kicks should be below waist level.
- All free kicks are indirect.
- There are NO OFFSIDES.
- In case of a draw there will be no extra -time and the match will proceed to penalties.
- Any kind of objection should be taken before the match begins.
- For all other rules the organizers will inform accordingly.

BOX CRICKET (BOYS)

Venue : Basketball court

**Date :17th February (10am to
3pm)**

**One Team per class (minimum 6+3 players)
Participation points: 10 per Team**

Number of Overs in an innings - 3 Overs

Maximum Number of overs bowled by one bowler - 1 Overs

Number of Players in each team - 6+3(6 On field + 3 Substitutes)

BATTING RULES

- Batsmen to bat with at least one leg inside the batting crease before the ball is delivered only then runs will be valid.
- Bats Won't Be provided and Each Team will have to get their own Cricket Bats

BOWLING RULES

- Underarm bowling is compulsory.
- Ball should be pitched beyond the no ball line otherwise it will be called no ball.
- Bowler has to ball within the given box i.e bowling crease.
- Any deviation from the above rules will be "No Ball".
- Usual No ball, Wide ball, Byes and Overthrow will be applicable
- Side arm bowling is not allowed.

MODE OF DISMISSAL

- Ball going directly over the provided line of the box will be out
- Ball going directly over the provided line hitting a player will be given associated runs • Ball going directly over the provided line on a no ball will result in the dismissal of the player along with a run allotted for a no ball
- Bowled.
- Caught out.
- Stumped out.
- Run out.
- Stumping on No ball will not be considered

GENERAL RULES

- If the keeper collects the ball before it passes the stumps for stumping, then stumping will be not valid.
- If the match is tied, then the winner of the match will be the team who won the toss.
- 2 players should be behind the bowling crease and 2 players should be ahead of the bowling crease.
- Umpire's Decision will be the final. No argument will be entertained with the umpire.

KHO KHO (GIRLS)

Venue : Basketball court

Date :12th February (4:30pm-6:30pm)

**Only One Team per class (minimum 9+3 players)
Participation points: 10 per Team**

Number of Halves in the Game: 2 (5 Mins of Break Between Each Half)

Time Period of Each Half: 7 Minutes Each Half

Number of Players: 9 + 3 (9 On Field + 3 Substitutes)

RULES:

- **Kho Kho will be played according to standard rules.**
- **In Kho-Kho there are two teams-Defenders and Chasers.**
- **Eight players of the chasing team have to sit in a straight line alternately facing the opposite direction, that is north and south respectively. The remaining one player of chasing team will work as an Active chaser.**
- **Active chaser has to run in only one direction. He/she cannot change the direction while chasing the defender player and also cannot run in between the players of chasing team. If he/she commit this mistake he/she have to fill a penalty (he/she will have to again start chasing the defender team from initial point).**
- **The players of defender team have to move around the sitting players of chasing team in any direction either in the clockwise, anticlockwise or in between the chasing players.**
- **The sitting member of chasing team can become active member only when the Active chaser touch behind anyone of the player by saying" KHO" in a loud voice.**
- **Runners come in batches of 3.**
- **For all other rules the organizers will inform accordingly.**

SCORING:

The side of the chasers scores 1 point for putting out each runner. If one team scores 9 points more than the other team, the winning team may ask the losers to chase without losing their option to chase afterwards. A substitute shall be allowed to replace an injured player at the discretion of the referee.

FINAL DECISION:

A team is considered to be a winning team in Kho-Kho only if the individual team is able to complete its task i.e eliminate all the members of defender team in the given interval of time. If all the players of defending team didn't get eliminated in the given interval of time then defender team will be declared as the winning team. If both the teams fail to eliminate all the members the team which has eliminated more players will be considered as winner.

