

# **AURA@2K24**

## **Fun Rooms**

### **Rules & Regulations**

#### **Registration process:**

- Registration fee is 50/- per head.
- Individuals are allowed, no teams.

**Date and Time :**

**Venue :**

#### **Competition Process:**

- . First all the registered candidates are gathered at the venue ,and only play in one room,that is any 2 games in particular room.

#### **Materials :**

- Small Balls
- Bottles 4
- Straws
- Paper cups

#### **Room 1: paper sucking**

- Players or teams gather around a flat surface where the paper squares are spread out.

- On the signal to start, players use their straws to suck up individual paper squares and transfer them to their respective bowls.
- Players are not allowed to use their hands to pick up the paper squares; they must use only the straw.
- The game continues for a set duration or until all paper squares have been transferred to the bowls
- **Coin fitting:**
- Coin Fitting (Second Task):
- The participant proceeds to the area designated for the second task.
- A cap with a coin slot will be provided, and the participant must successfully fit the coin into the cap.

## **Room 2: Bottle Flipping and pyramid building**

- each player or team starts with a set of cups placed in a single stack or pile.
- On the signal to start, players or teams race to stack the cups into a pyramid shape.
- Players or teams are only allowed to stack two cups at a time during each turn.
- The pyramid must consist of three levels, with three cups forming the base, two cups in the second level, and one cup at the top.

- Players or teams have a time limit of one minute to complete the pyramid structure.
- **Marshmello Toss:**
- Players take turns standing behind the throwing line and tossing marshmallows at the targets.
- Each player typically gets a certain number of marshmallow tosses per turn, such as three or five.
- Players must aim to land their marshmallows in the targets to score points.
- The player with the highest total score after all rounds or tosses is the winner.

### **Room 3: shuffling Balls**

- Players or teams gather around the boxes containing the mixed balls.
- On the signal to start, players begin shuffling the balls between the two boxes to separate them by color.
- Players are only allowed to use their hands to move the balls between the boxes; no additional tools or aids are allowed.
- The game continues for a set duration, typically timed..
- **Foot Steps:**
- Participants must imitate the symbols on the paper by jumping or stepping on the corresponding symbols on the ground.

## **Faculty Coordinators:**

Mr.Raghuraman .p

Ms.Ayesha Noori