

AURA@2K24

Fun Rooms

Rules & Regulations

Registration process:

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

Date and Time : 27-04-24 & 9:30 am - 2:00 pm.

Venue :

Competition Process:

- First all the registered candidates are gathered at the venue ,and only one can play any one game in each 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 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 are only allowed to stack the cup after each successful flip of a bottle.
- The pyramid must consist of four levels, with four cups forming the base, three cups in the second level, two cups in the third 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