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:

- **.** **F**irst all the registered candidates are gathered at the venue and they can choose the room to play the games

Materials :

- **Flags 2**
- **Balloons**
- **Bottles 2**
- **Coin**
- **Paper cups**

Room 1: Fun Race

- The race begins with the registered person taking the starting flag.
- **Balloon Filling (First Task):**
- After starting the race, the participant must proceed to the designated area for balloon filling.
- A balloon will be provided, and the participant must inflate the balloon until it reaches a specified size or until the organizer signals completion.

- Once the balloon is filled, the participant can move on to the next task.

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.
- The participant cannot proceed to the next task until the coin is properly fitted.

Bottle Flipping (Third Task):

- After completing the coin fitting task, the participant moves on to the bottle flipping area.
- A bottle will be provided, and the participant must successfully execute a bottle flip to move to the final task.
- Once the participant completes the three tasks (balloon filling, coin fitting, and bottle flipping), they must make their way to the designated endpoint.
- The race concludes when the participant reaches the end flag and stands there with the flag in hand.

Room 2: puzzle ,Mismatch/Riddles

Puzzles Round:
- Participants will be shown a series of pictures or images representing puzzles.
- Each participant must write down their answers corresponding to the displayed puzzles within a specified time limit.

Riddles Round:
- Participants will be presented with a set of riddles.
- Each participant must solve the riddles and write down their answers within a specified time limit.

Mismatch Round:

- Participants will be shown a set of pictures or images with related elements.
- The objective is to identify and mismatches elements within the given pictures.
- Participants must provide the correct mismatches within a specified time limit.

Room 3: balloon_glass,Foot steps

- Balloon_glass:
- Participants start by filling the balloons with air.
- The inflated balloons must then be fitted into the glass to construct a pyramid structure.
- Participants must imitate the symbols on the paper by jumping or stepping on the corresponding symbols on the ground.

Room 4: pushups,plank holding,physical activity

- **For boys**

  Push up :

- Participants must start in a plank position with their hands placed shoulder-width apart

- The chest must touch the ground on each repetition, and participants must fully extend their arms at the top of the movement.

  Rules for Plank Holding:

- Participants start in a plank position with their forearms on the ground and elbows directly beneath their shoulders.

- The body should form a straight line from head to heels, and participants must avoid sagging or raising their hips.

- Participants must maintain the plank position until the end of the competition.

- **For girls:**

  Path to aligity:

- **Setting path:**

- Set up the path using colored tape, numbered spots, or labeled cones in a way that allows the individual to follow the designated movements.

- Identify one end of the path as the starting point for the solo participant.

- Follow the designated path in sequential order.

- Perform the specific movement at each marker.

- No skipping markers.

- Record the time taken to complete the entire path.

At last we will give two prizes for the participants in room 4

1. Winner
2. Runner

Faculty Coordinators:

Mr.Raghuraman .p

Ms.Ayesha Noori