

REVOTSAVA 2023

EVENT RULES & REGULATIONS

GROUP DANCE: CLASSICAL

Team of 7 to 15 members

1. Group classical dances must last at least six and a half minutes.
2. Before performing, teams must submit their song.
3. Participants must bring a pen drive with a copy of their music.
4. Those who do offensive gestures will be disqualified.
5. Performers must always oversee their props, and they may be employed in the choreography.
6. A green room would be made available for dressing purposes.
7. The performers' dance, rhythm, formation, synchronization, facial expressions, attire, and presentation will all be taken into consideration when judging them.
8. The judges' decisions are final and enforceable.
9. We encourage the study of all Indian classical art forms.

GROUP DANCE: FOLK

Team of 7 to 15 members

1. Group folk dances must last at least six and a half minutes.
2. Before performing, teams must submit their song.
3. Participants must bring a pen drive with a copy of their music.
4. Those who do offensive gestures will be disqualified.
5. Performers must always oversee their props, and they may be employed in the choreography.
6. A green room would be made available for dressing purposes.
7. The performers' dance, rhythm, formation, synchronization, facial expressions, attire, and presentation will all be taken into consideration when judging them.
8. The judges' decisions are final and enforceable.
9. Folk dances from India in all its forms are welcome.

GROUP DANCE: WESTERN

Team of 7 to 15 members

1. Group western dances must last at least six and a half minutes.
Before performing, teams must submit their song.
3. Participants must bring a pen drive with a copy of their music.
4. Those who do offensive gestures will be disqualified.
5. Performers must always be in charge of their props, and they may be employed in the choreography.
6. A green room would be made available for dressing purposes.
7. The performers' dance, rhythm, formation, synchronization, facial expressions, attire, and presentation will all be taken into consideration when judging them.
8. The judges' decisions are final and enforceable.
9. Western dances in any style are welcome.

STREET DANCE FACE OFF

1. Music will be played by the DJ.
2. Heats/ Rounds – dancers will be pooled on entries and would be screened based on performance.
3. Finals - Participants compete similarly to earlier stages, with the possibility of a spotlight performance.
4. A contestant must not obstruct or encroach on the dance area of another competitor.
5. During performing, competitors' numbers must be plainly visible to the judges.
6. Breakdance and aerial techniques are permitted, but they must be performed in a street-style manner.
7. Props are acceptable.

SINGING SOLO -CLASSICAL(Hindustani/Carnatic)

1. Each performance has a 4 + 1 minute time limit.
2. The participants will be assessed based on the song choice, vocal clarity, rhythm, and audience appeal.
3. If musical instruments are needed for the performance, the participants should bring their own.
4. The participants may choose the song, but it must not contain any slang or offensive language.
5. Tanpura or karaoke can be utilized.
6. Participants must bring a pen drive containing a copy of their song.
7. The judges' decisions are final and enforceable.

SINGING SOLO -WESTERN

1. Each performance has a 4 + 1 minute time slot.
2. The participants will be assessed based on the song choice, vocal clarity, rhythm, and audience appeal.
3. If musical instruments are needed for the performance, the participants should bring their own.
4. The participants may choose the song, but it must not contain any slang or offensive language.
5. Karaoke is an option.
6. No language barrier exists. All song genres are welcomed.
7. Participants must receive a pen drive containing a copy of their song.
8. The judges' decisions are final and enforceable.

BATTLE of BANDS

1. A team should have a minimum of 3 and a maximum of 10 members.
2. Each group will be given a total of 7 + 1 minutes. There are 3-minutes maximum for setting up the stage or the instruments.
3. Bring your own musical gear.
4. Instruments of all kinds are welcomed.
5. Songs from every region and genre are welcomed.
6. Individual creativity is also valued.
7. It shouldn't have any graphic material.
8. The judges' decisions are final and enforceable.

SKIT

1. Each team may consist of a maximum of 5–10 members.
2. Each team is given 9 minutes plus one minute.
3. It is acceptable to use background music, drapes, and makeup.
4. The performance will be evaluated based on its acting, stagecraft, design, and overall impact.
5. Avoid using crude language or insulting hints.
6. The judges' decision is final and enforceable.
7. Props are acceptable.

MIME

1. Each team may consist of a maximum of 5–10 members.
2. Each team is given 9 minutes plus one minute.
3. It is acceptable to use background music, drapes, and makeup.
4. The performance will be evaluated based on its acting, stagecraft, design, and overall impact.
5. Avoid using crude language or insulting hints.
6. The judges' decision is final and enforceable.
7. Props are acceptable.

FACE PAINTING

1. A team can only consist of two people, according to rule.
2. Participants are required to supply their own materials.
3. Theme will be provided on spot.
4. Acrylic paint only will be accepted.
5. Participants will be evaluated on their originality, design, and creativity.

DEBATE

1. It is an individual event.
2. There will be one speech that is helpful and one speech that is critical. The first constructive speech is delivered by the affirmative.
3. The affirmative must support all the requirements stated in the topic itself.
4. The information must be true. Visual materials are acceptable and can be used by the opponents after being introduced if they so choose.
5. During the rebuttal period, no fresh persuasive arguments may be made.
6. All evidence presented will be considered in the decision, regardless of any additional evidence the defendant may have.
7. Based on the data and justifications presented by each team, the judges may have one question for each team.
8. The topic will be announced on our official website and Instagram account.

MAD ADS

1. Since this is a team event, there should be at least 5 to 8 members on each team.
2. Hindi or English can be used for the advertisements.
3. Care should be taken to avoid using offensive language, violence, etc that promote prejudice in advertisements.
4. There should be a 4-minute time limit on each advertisement.

5. You get to pick the advertised product.

PHOTOGRAPHY

1. The campus area must be used for photos.
2. After the deadline has passed, submissions won't be accepted.
3. Each participant may submit only one entry, which must include both the original file and the edited version.
4. All submitted photos must be in the JPEG or JPG format.
5. The images cannot have a watermark, a copyright symbol or signature, the name of the college, or any other identifying marks.

SHORT FILM

1. A movie should be no longer than 10 minutes.
2. Time-related penalties for going over the allotted time.
3. Any theme is acceptable.
4. The movie shouldn't contain any offensive language or visual elements. If this rule is broken, participants will be eliminated.
5. Any language could be used in the film.
Other than English, subtitles are necessary.
6. A pen drive should be used to submit the film.

SHORT FILM JUDGEMENT CRITERIA

1. Content.
2. Screen play.
3. Message effectiveness.
4. Editing.
5. originality.

AD REEL MAKING

1. Participants are assumed to utilize INSTAGRAM REELS Feature to plan maximum of 1 Min long video.
2. The video can be taken anywhere within the campus based on the foundation thought but not outside the campus grounds.
3. Late entries will not be considered.
4. Team of 2 is permitted.

POETRY

1. A subject will be given on spot.
2. All poems must have a title.

3. Poems must be the entrant's original work. Passages must not have been published, self-published, published on an online site or made public on social media, broadcast or featured among the winners in another competition before.

FASHION SHOW

1. A team can have 8- 12 members.
2. Time limit for every team would be 7+1 minutes (Including setup and the performance both).
3. Green room will be provided for changing purpose.
4. Should carry their tracks in pen drive.
5. Vulgarity is strongly prohibited. Any form of obscenity will lead to debarring the team from the contest.
6. Teams will be judged on costumes, theme, walking stance and attitude.
7. Decision of the judges will be final and binding.
8. Teams must bring their own props.
9. Note: Use of cigarettes, alcohol and any unfair means is strongly prohibited.

BEAT BOXING

1. Heats/ Rounds – competitors' will be pooled on entries and will be filtered based on performance.
2. Finals – Competitors perform as previous rounds but may also be asked to perform a spotlight.
3. Competitor must not impede or infringe on other competitors' space.
4. Competitor numbers must be clearly visible to the judges when performing.

CLAY MODELLING

1. Get your own material, tools, and clay. Clay must be Terracotta clay.
2. Add-ons such as ribbons, feathers, sticks, etc. can be used to support your model from the inside.
3. Do not use wireframes or other base models as model supports.
4. Use of colors is prohibited.

APPAREL PAINTING

1. Get your own materials, apparel, and colors.
2. Accessories such as ribbons and feathers can be used as decorations.
3. Apparel can be clothes, bags, or anything else.
4. Judging will be based on the competitor's presentation and innovation.

Best Management Team:

- Responsible for overall event management
- Includes planning, budgeting, and execution.

HR:

- Responsible for managing volunteers and coordinating with vendors for food and logistics.

Finance:

- In charge of managing the budget for the event and ensuring financial compliance.

Treasure Hunt:

- Responsible for planning and executing the treasure hunt activity.
- Includes planning clues and locations, providing instructions and rules to participants, and ensuring safety measures are in place.

Best Manager:

- Oversees all aspects of the event.
- Ensures that it runs smoothly and efficiently.
- Handles unexpected issues and resolves problems that arise.

Operations:

- Coordinates all logistics of the event.
- Includes transportation, parking, security, and crowd control.
- Ensures that all equipment and facilities are in good condition and functioning properly.

Marketing:

- Creates a comprehensive marketing plan.
- Includes social media, traditional advertising methods, and local partnerships.
- Focuses on creating a strong brand identity for the event to attract more attendees.

Ad Reels:

- Creates short, engaging video advertisements.
- Highlights key features of the event.
- Promotes ads on social media platforms and other relevant channels.

Mad Ads:

- Creates unique and creative advertisements.
- Focuses on creating a strong brand identity for the event to attract more attendees.

Best Entrepreneur:

- Identifies innovative business ideas that can be implemented during the event.
- Works closely with the finance team to ensure that these ideas are financially viable.

GENERAL GUIDELINES

1. The REVA University REVOSTHOVA Fest is open to all Undergraduate and Postgraduate Universities/Colleges
2. The participants must read the registration guidelines of the respective fest carefully.
3. A Non-Refundable Registration Fee is applicable to all fests under the REVA University Fest
4. A Letter of Participation issued by the Principal/Director of the respective University/College must be submitted mailed to the respective Event Co-Ordinator of the REVA University Fest Core Committee
5. Participants must produce their valid University/College ID card at the time of registration during the Fest for verification.
6. Cross University College Non-Contingent participants are not allowed in any event.
7. The tentative schedule of events will be posted before the commencement of the Fest. However, the organizers reserve the right to make changes if necessary due to unavoidable circumstances.
8. Participants must report to the venue 45 minutes before the event. In case of absenteeism, the participants will be disqualified from their respective event(s).
9. On-spot registration for the events will close 60 minutes before the commencement of the events).
10. participants wish to register for more than one event, they must ensure that the timings of their events do not clash.
11. All participants should strictly follow the Rules and Regulations set by the REVA University Fest Committee Misconduct of any kind will lead to disqualification from the event.
12. Offensive behavior, indiscipline, and malpractice will lead to disqualification
13. Decency and honesty in every aspect of the competition is expected.
14. The decision of the Judge(s) and the REVA University Fest Core Committee will be final and binding for all events.
15. Any damage caused to property knowingly or unknowingly during the Fest will be liable to the participants of the respective University College
16. The Management of REVA University will not be responsible for any loss damage to personal belongings and personal property
17. Cash Prizes, Trophies and Certificates shall be awarded to the participants upon completion of the Fest during the Valedictory Ceremony