



LITERARY ARTS

Tap here to register

- Creative writing
- Word Games
- Microfiction
- Book charades
- Blackout Poetry
- Script Writing
- Movie Review



QUILL CRAFTERS

CREATIVE WRITING

Synopsis:

Welcome to an extraordinary creative writing event that transcends the boundaries of imagination! In this competition, participants embark on a literary journey through various realms, each limited only by the boundaries of their creativity. Soar to new heights by the power of your pen that will weave endless imagination, and take the world by awe.

STRUCTURE:

The participants will be given a topic on which each participant will have to write in their selected language (English/ Hindi/ Bengali) within the prescribed time limit.

THEME: On spot

TIME LIMIT: 75 minutes

NO. OF PARTICIPANTS: 1



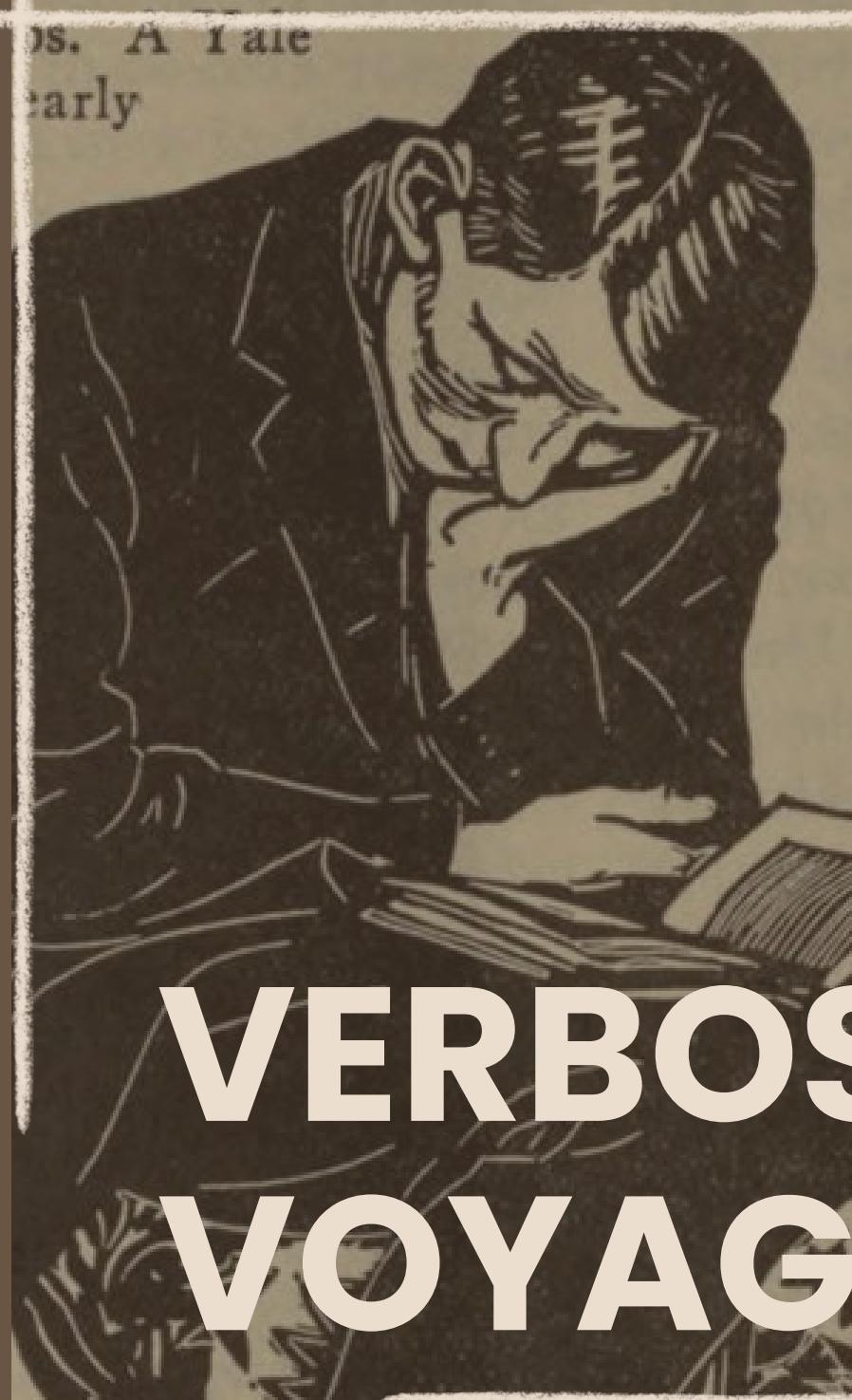
Rules and Regulations :

1. Participants will be given a theme on spot, based on which they will have to write a story in their selected language.
2. Participants can write in one language only (English/ Hindi/ Bengali).
3. The time used by the participants in planning or structuring the storyline is included within the time allotted.
4. Any use/ display of vulgarity/ obscenity/ expletives/ controversial sentiments, etc. Shall be penalized and shall lead to immediate disqualification.
5. Only two A4 sheets of paper will be provided per participant; all the other necessary materials are to be brought in by the participants themselves.
6. Organizers reserve the right to modify the rules and regulations (if required).
7. The organising committee retains the discretion of event slot allocation.

Judging criteria:

1. Storyline
2. Creativity
3. Imagery and descriptive language
4. Plot structure and pacing
5. Originality
6. Overall cohesion and structure





VERBOSE VOYAGERS

WORD GAME

Synopsis:

Embark on a linguistic journey where words take centre stage in an exhilarating showcase of wit and vocabulary. Do palindromes fancy you? Are crosswords your speciality? Whether you're a logophile or just love the thrill of clever wordplay, this event promises to challenge your mind and tickle your linguistic abilities.

Structure:

Round 1: 6 mins

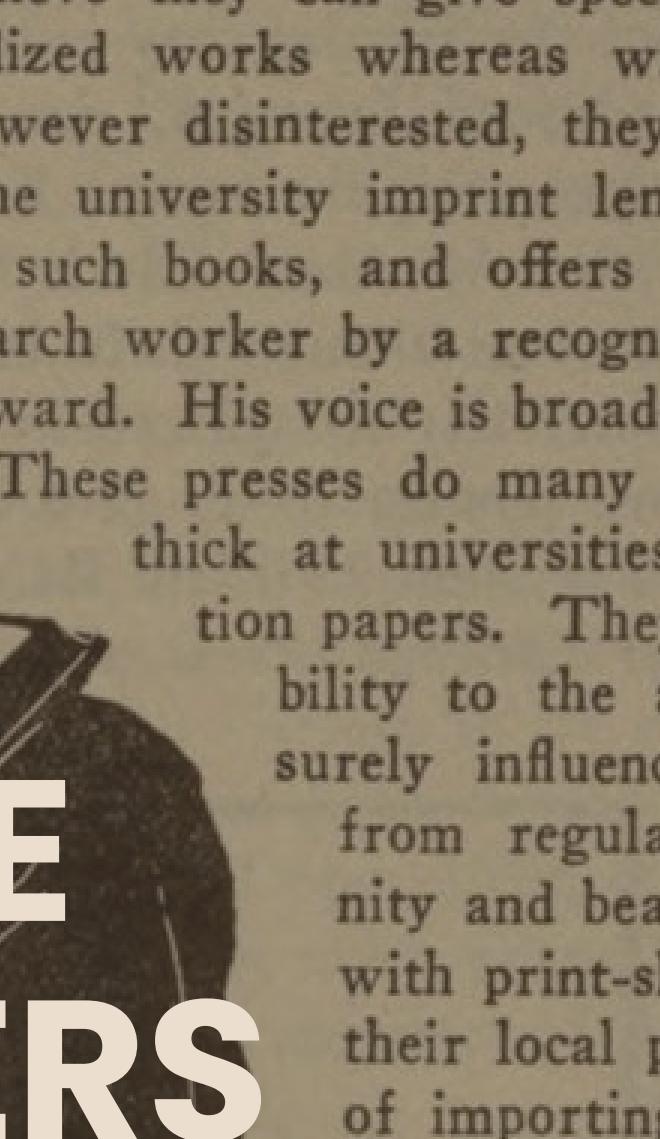
Sub round 1: 2 mins

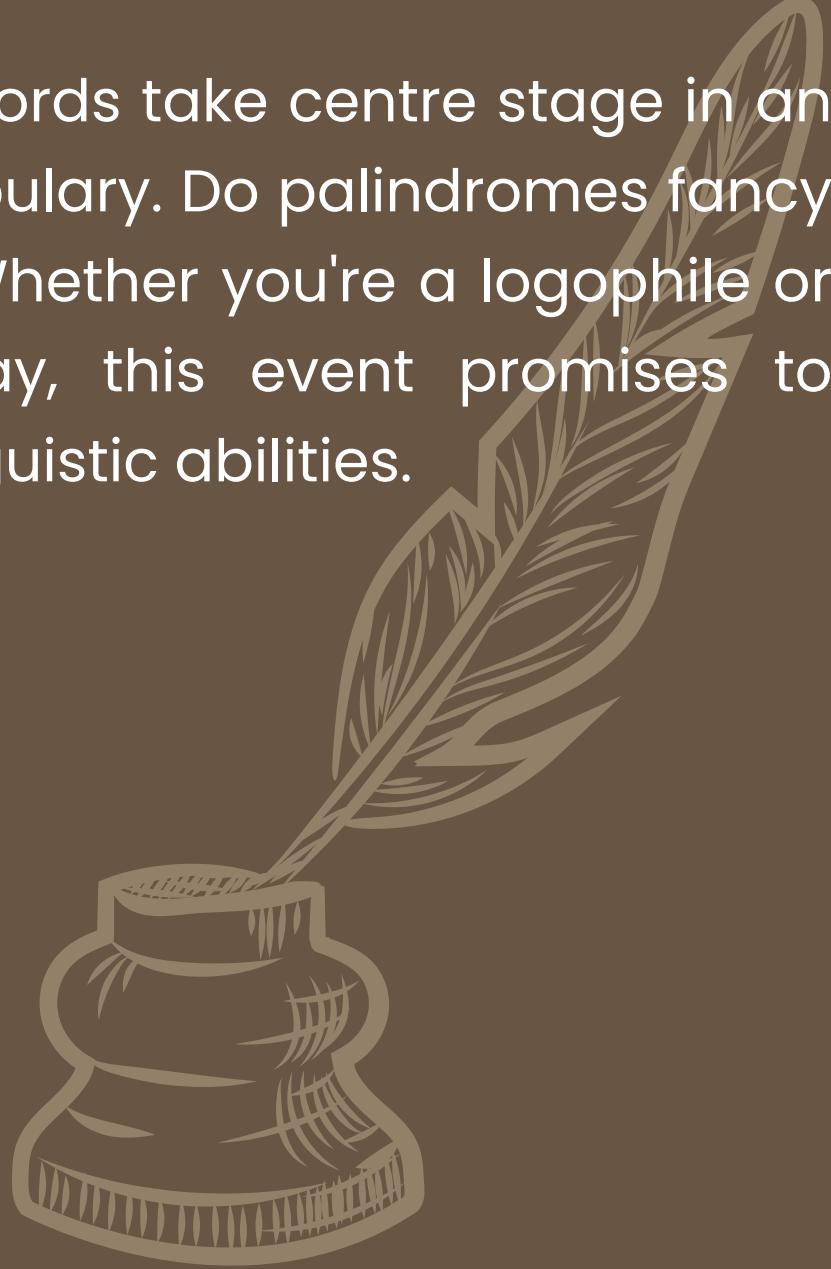
Sub round 2: 2 mins

Sub round 3: 2 mins

by publishing books that would bring light of print because the commercial publishers do not believe they can give special consideration to subsidized works whereas with the university presses, however disinterested, they are. The university imprint lends prestige to such books, and offers a search worker by a recognized reward. His voice is broadened.

These presses do many other things thick at universities—such as publication papers. They have the ability to the average surely influence from regularity and beauty with print-shops, their local publishers of importing books, and feel that some





The auditions will consist of three rounds. For the first round, participants will be given an envelope, each consisting of scrambled letters that make a word. The teams will have to put the word together within 2 minutes. The first team to do so will get 15 points, the second 10, and the third 5. The teams unable to unscramble the word will get no points.

Five teams will make it to the second round. For the third round, the teams will be quizzed on palindromic and/or portmanteau words similarly, the first team to answer within 2 minutes will get 15 marks, the second 10 and the third 5.

Three teams will make it to the third round. For the third round, participants will be shown certain series of pictures, based on which they will have to guess the idiom or proverb. Points and time allotted will be the same as the previous rounds. The two teams with the highest marks will be selected for the finals.

Round 2: 3 minutes

Sub round 1: 1 minute

Sub round 2: 1 minute

Sub round 3: 1 minute

There will be a total of three rounds. A particular word will be projected on the screen with four other words related to the given word. (for instance, if the given word is 'password', the ancillary words may be 'secret'...)

In a given round, one member from the team will face the screen while the other would face the audience. The participant facing the screen would have to get across the given word to her/his team member without using the ancillary words (the taboo words). Even if the guessing member of the team has correctly guessed a taboo word, the other member must not use the word himself/herself to explain the given word.

Each team gets one minute per turn. Except in the first round, each team will get multiple turns in each round the team member explaining the word may pass on the given word, but that will lead to a loss of 5 points. If a team member, while conveying the word, uses any taboo word by mistake, he/she will be made aware of the mistake by the moderator and will lose 5 points. For each word correctly guessed, the team will be awarded 10 points.

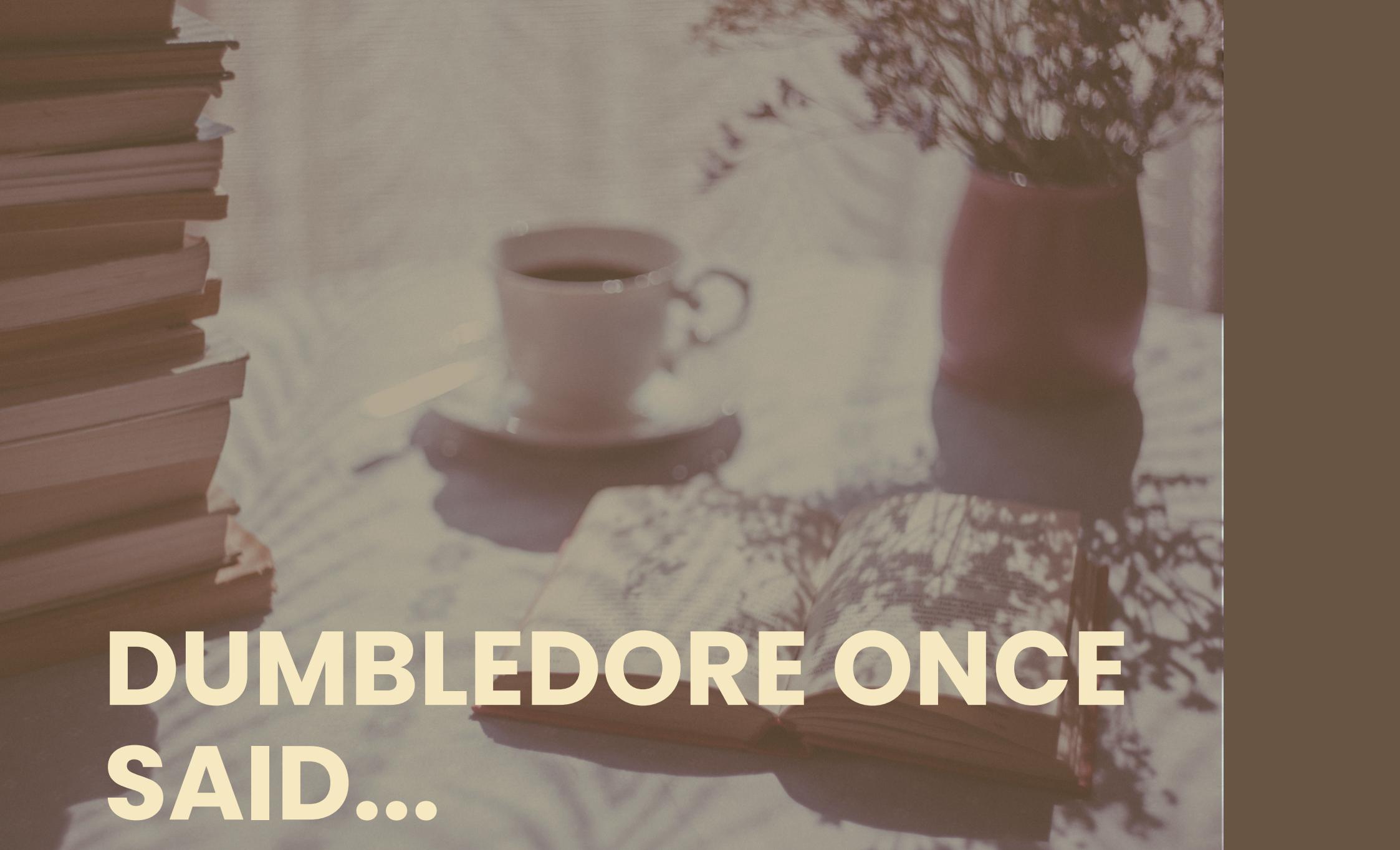
While conveying a word; participants must not resort to abusing, demeaning or indulge in mockery of any individual. Use of vernacular language is also prohibited. Violation of these rules might lead to disqualification.

At the end of 1 minute allotted to each team, an appointed time keeper will ring a bell any word guessed after this time period will not be counted.

Number of Participants: 2 per team

Rules and Regulations:

1. If there is a tie between two teams at the end of any round there shall be a surprise tie breaker round.
2. In case of any confusion, the decision of the moderator will be final, the decision of the moderator is not open to any form of debate.
3. Teams are requested to not shout out the answers or assist other teams during the event. Teams found doing so shall be heavily penalized and subjected to immediate disqualification.
4. The time limit of every round will be informed prior to the commencement of the event and should be strictly adhered to by the participants.
5. Organizers reserve the right to modify the rules and regulations (if required). The organising committee retains the discretion of event slot allocation.



DUMBLEDORE ONCE SAID...

MICRO-FICTION

Synopsis:

Welcome to where brevity becomes a canvas for boundless creativity! Prepare to be enchanted as we dive into the world of micro fiction, a literary art form that distils the essence of storytelling into bite-sized masterpieces. Join us for some literary delights, where every word carries the weight of a universe, and where the tiniest stories leave the most significant impressions.



Structure:

The participants will have to write short stories or scribbled stories in 10 to 25 words. They need to write it in an A4 size paper and submit a sealed envelope (name, college, department, roll no., contact no. Written)

Theme: To be informed

Number of participants: 1

Time limit: 35 minutes

Rules and Regulations:

1. The participants must strictly adhere to the word limit.
2. Participants need to send their work written in a4 paper, in a sealed envelope.
3. The participants should adhere to the theme given.
4. Organizers reserve the right to modify the rules and regulations (if required). The organising committee retains the discretion of event slot allocation.

Judging Criteria:

1. Phrases used
2. Relevance to theme and innovation
3. Style of writing
4. Vocabulary



CHRONOCHRONICLE

BOOK CHARADES

Synopsis:

Immerse yourself in a world of literary mystery and theatrical intrigue at our grand event. Prepare to embark on a journey where the pages of your favourite books or your favourite character from an underrated masterpiece comes to life through the art of charades, blending the magic of literature with the excitement of theatrical performance.

Structure:

Each round of the game proceeds as follows:

A player from team A draws a slip from a common bowl. After he/she has had a time span of 10 seconds to review it, the timekeeper asks the player to start. Team A has 2 minutes to guess the name of the book. If the team figures it out, the time keeper writes down the time.

If they can't then the timekeeper writes down 2 minutes. Marks will be awarded to the team that finishes the fastest. A player from team B then draws a slip and the game proceeds as mentioned above. Each round ends with all teams acting once. The team with the highest score wins the round.

Theme: to be disclosed later.

Number of participants: 4 per team.

Time limit: 2 minutes

Rules and regulations:

Any team caught using unfair means and/or assisting other teams during the contest will face disqualification.

Participants are advised to have an idea of the gestures used in charades, and a fair idea of different categories of books.

Organizers reserve the right to modify the rules of the event at any time. Contestants will be duly informed.

There will be five rounds with elimination after each round.

If a team is unable to guess the name, the other teams will be given an opportunity to guess it, and bonus points will be awarded.

Organizers reserve the right to modify the rules and regulations (if required). The organizing committee retains the discretion of event slot allocation.



INKLIPSE

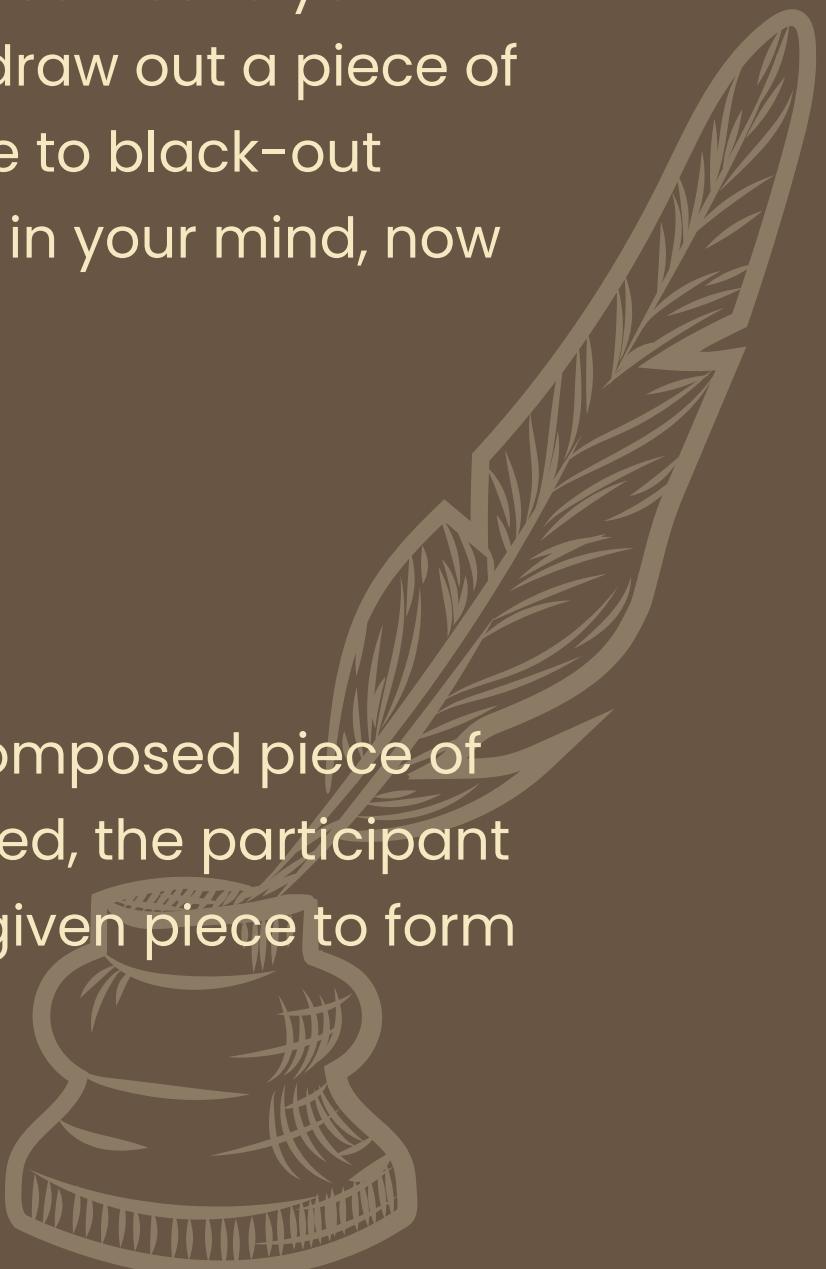
Blackout Poetry

Synopsis:

When you see pieces of literary writing, old books, newspapers, prose, poetry what is it that comes to your mind? Do those old books on your shelf draw out a piece of poetry only known to you? Then welcome to black-out poetry - where the old gets re-furbished in your mind, now for us and the world to see.

Structure:

- No prelims.
- The participant will be given a pre-composed piece of poetry or prose. Within the time allotted, the participant will have to blackout sections of the given piece to form a poem of their own.



Theme:

to be disclosed later.

Number of participants: 1**Time limit:**

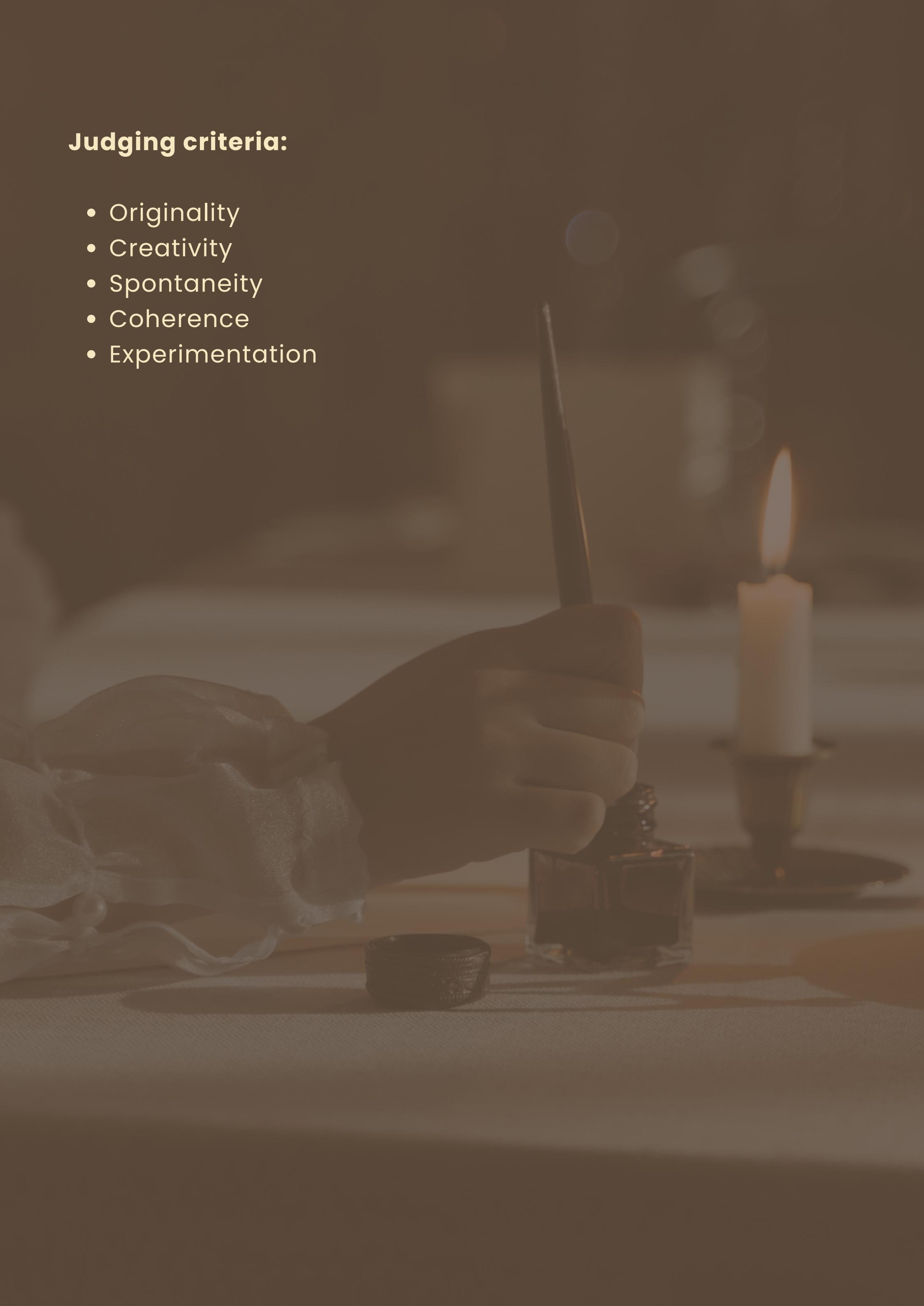
1 hour

Rules and regulations:

- Each participant will be given a writing sample, which could be in the form of an essay, poem, novel, article, etc.
- Participants are to darken the words (with black markers) that they will not be needing, leaving behind only those to conclude their piece.
- The visible and remaining words of the given write-up should read like a poem.
- The order of words must not be changed.
- Punctuation can be added or removed.
- No extra words to be added.
- Letters can be erased selectively from a word to form another word.
- The poem need not adhere to a particular rhyme or meter.
- Participants must carry their own black markers.
- Organizers reserve the right to modify the rules and regulations (if required).
- The organizing committee retains the discretion of event slot allocation.

Judging criteria:

- Originality
- Creativity
- Spontaneity
- Coherence
- Experimentation





PLOTLINE PIONEERS

SCRIPT WRITING

Synopsis:

We all have a whole world of imagination lurking in the corner of our minds. A whole myriad of places to go to and characters to explore, people to meet and times to travel to. Let your own, flow in the direction of this world and pen down the vivid picture of your explorations and give a voice to your characters. If there is such a world then look no further, Script writing is the event for you.

Structure:

The participants will have to write short scripts within 4 pages. They need to write it on A4 size paper and submit it in a sealed envelope with their name, department, roll number, and contact number written on it.

Theme: to be disclosed later.

Number of participants: 1

Time limit: 2 hours

Rules and regulations:

1. The participants must strictly adhere to the page limit of 4 pages, and the script must be composed only in English.
2. Participants need to send their work written on A4 paper, in a sealed envelope with their details of class, roll number, department and the year they study in..
3. The participants should adhere to the given theme.
4. Organizers reserve the right to modify the rules and regulations (if required). The organizing committee retains the discretion of event slot allocation.

Judging criteria:

1. Innovation
2. Expression of emotions
3. Character development
4. Storyline
5. Overall impact of script



'PROSE' AND CONS

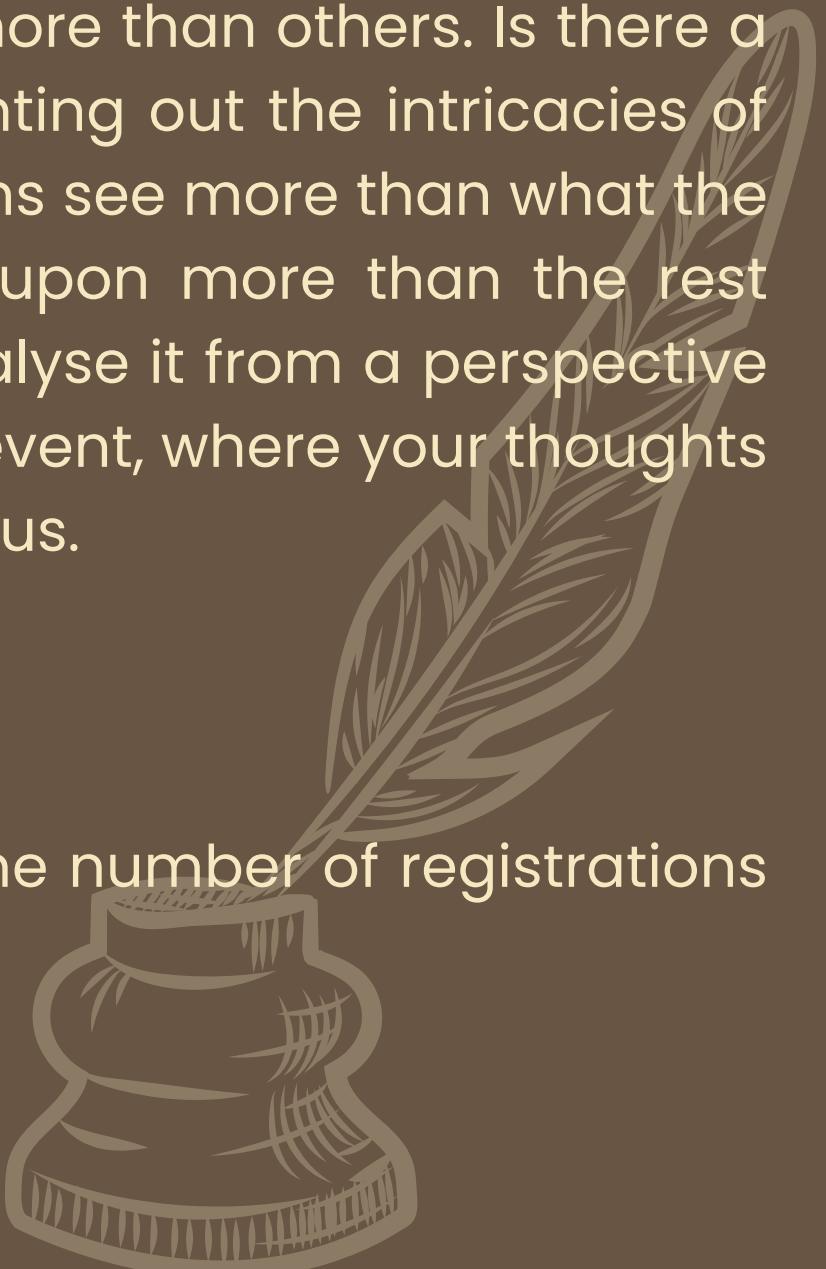
MOVIE REVIEW

Synopsis:

We all watch movies but, some see more than others. Is there a critique at the back of your mind pointing out the intricacies of the movies that you see? Does your lens see more than what the world sees? For the ones who draw upon more than the rest from a movie, who sit, absorb and analyse it from a perspective beyond the rest - movie review is the event, where your thoughts and opinions can be penned down for us.

Structure:

Online prelims may be conducted if the number of registrations exceeds the predetermined capacity.



A movie shall be given prior to the event, and participants are expected to compose a review of the same within the stipulated time. The review will bear the participant's perspective of the movie, which can contain appraisal and criticism of the plotline, direction, acting, etc.

Theme: to be disclosed later

Number of participants: 1

Time limit: 60 minutes

Rules and regulations:

1. The first page must include the full name, college, name of the event, name of the movie, and the participant's email ID.
2. Each participant has to submit the review in English, in no more than 500-700 words.
3. Any review containing colloquial expletives shall be disqualified.
4. Detection of any form of plagiarism shall result in immediate disqualification.
5. Rules are subject to be changed at the discretion of the Xavotsav Organising Committee. The decision of the judge(s) shall be final and binding.

Judging criteria:

1. Style of writing
2. Vocabulary
3. Expression of opinions
4. Overall analysis
5. Wit