



ST JOSEPH
ENGINEERING COLLEGE
MANGALURU
AN AUTONOMOUS INSTITUTION



TIARA '25

TECH, TALENT & **TRIUMPH**

EVENT GUIDELINES

20 & 21 MARCH 2025



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GENERAL RULES AND REGULATIONS

- All participants must present a valid COLLEGE ID for registration and verification purposes.
- Each event specifies the minimum and maximum number of participants allowed per team. Teams must adhere to these limits.
- Each event has a specified time limit for performance/setup. Exceeding this limit may result in negative marking or disqualification.
- In events requiring pre-submission of materials (such as soundtracks or audition links), participants must ensure timely submission according to the specified deadlines.
- Students from other colleges must ensure that they register and participate in at least one event to be allowed entry to the campus.
- Participants must refer to the master schedule before registering for events to ensure there are no clashes.
- For themed events, participants must adhere to the specified theme or topic in their performance or presentation.
- Participants must bring their own instruments, equipment, or materials as required for the event. Any prohibited items specified by the organizers must be strictly avoided.

- Participants must maintain a respectful and appropriate demeanor throughout the event. Any explicit, offensive, or disruptive behavior may lead to immediate disqualification.
- The decisions made by judges and organizers are final and binding. Participants must respect and accept these decisions without contestation.
- Participants must adhere to safety and hygiene standards, especially in events involving makeup, hair styling, or physical activities. Proper sanitation and cleanliness are mandatory.
- Participants must arrive at the venue on time as per the schedule provided. Failure to report at the assigned time may result in disqualification.
- Participants must adhere to submission deadlines for materials, performances, or presentations. Late submissions may lead to disqualification.
- Participants must comply with any requirements regarding publicity, social media sharing, or public visibility associated with the event.
- Participants must comply with any requirements regarding publicity, social media sharing, or public visibility associated with the event.
- Fair play, honesty, and sportsmanship are encouraged among participants. Cheating, plagiarism, or unethical behavior will not be tolerated and may result in immediate disqualification.
- Participants should view the event as an opportunity for learning and improvement, regardless of the outcome. Constructive feedback from judges and organizers can help participants grow in their respective fields.

REGISTRATION

STANDARD PASS:

- Rs. 300 per Participant
- Participation up to 4 Events and Tech Night.
- Includes Non-technical, Technical & Cultural events except Mega events.

MEGA EVENTS:

- Rs.450 per participant
- Participation in ONE Mega Event and Participation up to 3 Technical/Non- Technical Events and Tech Night.

SPORTS EVENTS:

- Events will be held prior March 20 & 21, 2025
- Registration limited to the particular event.
 - Gully Cricket – Rs. 1200 per team
 - Penalty Soccer – Rs. 1000 per team
- Entry for Tech Night will be allowed on extra payment of Rs. 100.

CULTURAL EVENTS:

- Variety Vortex Event – A team consists of Min 8 and Max 10 members. Rs. 300 Per Participant.
- Swar Symphony – A team consists of Min 8 and Max 10 members. Rs. 1500 per Team.
- DancEnhance – A team consists of Min 8 and Max 10 members. Rs. 2000 per Team.

TECHNICAL

TECHNICAL

TRAIL TRACER CHALLENGE

Design. Race. Triumph. Construct a high-speed wireless bot engineered for precision as it navigates a demanding track. Go head-to-head in a time-based competition, pushing the boundaries of speed and efficiency. Will your innovation set the pace and dominate the course, or will the competition surge ahead?

EVENT DETAILS:

ROUND 1: HEAD-TO-HEAD CHALLENGE

- The bots will go in a one-on-one competition, the details of which will be revealed on the day of the event.

ROUND 2: ADVANCED TRACK CHALLENGE

- Bots compete on a more complex track with additional challenges.

RULES & REGULATIONS:

- A team must consist of 2-3 members.
- All the team members must be from the same college.
- Participants must present a physical college ID card and registration details to participate in the event.
- An Individual cannot be a member of more than one team. Bots cannot be shared by two or more teams

- Each round will feature a new track and will be disclosed before the event starts. Bots must follow the black line on the white arena.
- The width of the track/trajectory will be 25 – 30mm.
- Round specific rules will be explained just before the commencement of the round.
- Only self-built bots are allowed; ready-made bots are prohibited.
- Once a bot starts, it must remain fully autonomous; any external control will result in disqualification.
- The dimensions of the bot should not exceed 20cm x 20cm.
- Participants must bring their own batteries and charging equipment.
- Battery must be placed on the bot. External wired connection is not allowed.
- Bots veering off the path or failing to complete the course will incur penalties.
- The decisions of the judges and the organizers are final and binding.

JUDGING & DECISIONS:

- The score calculation will be as follows:

$$\text{Score} = (\text{time taken to complete track}) + (\text{penalty})$$

EVENT COORDINATORS:

Akhil Isac Mathew - 9036890875

Glen Canute Roche - 6362187896

DIRT RACE RC



The “Dirt Race“ is a high-energy event where teams design, build, and program bots to compete in an intense, action-packed race through a specially designed track. This competition tests the speed, agility, control, and obstacle-navigation skills of each bot as they manoeuvre through sharp turns, uneven surfaces, inclines, and challenging obstacles.

RULES & REGULATIONS:

GENERAL RULES:

- A team should consist of 2-4 members.
- Only students from the same college must form a team.
- Teams must construct their own bots, ready-made kits are not allowed.
- An Individual cannot be a member of more than one team. Bots cannot be shared by two or more teams.
- All the team members must be full-time students at an accredited university/college (UG&PG).
- Every individual in the team must have registered ID card of the event. Without which entry will be denied at the arena.
- There are no restriction on the number of teams from the same institute.

- Teams must arrive on time, and any anticipated delays must be conveyed to the organizers in advance.

BOT SPECIFICATIONS:

- Dimensions of the bot should not exceed the box size of 30*30*30cm (L*B*H).
- The bots weight should not exceed 3kgs. However, a tolerance of 5% is acceptable.
- Bot should be powered onboard only.
- Battery voltage should not exceed 12volts.

GUIDELINES

- Design a wireless bot within specified dimensions.
- If a bot topples or goes out off the track or any hand touch, then it will be reset from the previous checkpoint with a penalty.
- Limited technical timeouts will be allowed for technical issues.
- The organizers will not be responsible for any kind of electromagnetic interference in wireless communication.
- Only one run on track for each team.
- No practice runs are allowed on the main track.
- The time measured by the organizers will be final.
- The decisions of the judges and the organizers are final.
- Any misconduct or violation of rules by participants may lead to disqualification.
- The team that takes least time to complete the track wins.

- The organizers reserve the rights to modify rules on the day of the event.

SCORE CALCULATION:

- The score calculation is as follows:

Score = (time taken to complete the track in seconds) +
(penalties)

EVENT COORDINATORS:

Allen - 7619676021

Wilson Pinto - 9108776136

BLITZBOT SOCCER

“BlitzBot Soccer” offers a dynamic twist to traditional soccer, featuring high-speed matches played by robots. With rapid actions and energetic gameplay, it’s an exhilarating spectacle for both players and spectators.

RULES & REGULATIONS:

GUIDELINES:

- In the beginning, the ball will be kept in the middle of the arena.
- Each match consists of 2 halves.
- Bots must not remain immobile for more than 10 seconds.
- Pushing the opponent’s bot into the goal post is allowed.
- The controller’s name is announced before the game; it cannot be changed during the event and at the end of the event.
- One member should hold the bot’s wires during the game; the wires should remain slack.
- Golden Goal: In case of a draw, the player who scores the first goal will be considered the winner.
- If the team needs the technical timeout, they will be given 60 seconds each half. If the team does not repair the bot within this time, then it will be disqualified.

- The robot's structure should not change during the competition (e.g., if you have a wedge at the front, you can't convert it into a claw or vice versa).
- One member of the team must be present near the arena or in the room provided at any given time.
- Teams must be ready before the time mentioned in fixtures.
- A warning call will be given every 2 minutes from the time given for the team; after the third call, the team will be disqualified.
- In case a team is disqualified, the opponent team wins the match by default.
- The match will be paused in case of any entanglement of wires of both bots.
- The referee will check the bots before each match, and only after their approval can the bot enter the match. They have the right to reject the bots, taking into consideration the rules and dimension limits.
- Organizers will not be responsible for any kind of electromagnetic interference in the wireless communication.
- Teams must arrive at the venue at 9.30 am.
- The organizing team and the judges have full authority to change any of the above rules as per the circumstances

BOT SPECIFICATIONS:

- Length <= 30 cm.
- Breadth <= 30cm.
- Height <= 30 cm.
- A total of 5% tolerance is allowed on length, breadth, and height.
- Weight: 5 kg (tolerance of 10%).
- Wired or wireless bots are allowed.
- All the bots must have their own power supply.
- Bots must not be made from Lego parts or ready-made assembly kits.
- Participants can use creativity for design.
- No hitting mechanism is allowed.
- Minimum wire length of 5m for wired bots.
- The voltage between 2 points must not exceed 12.5V.
- AC supply not provided.
- The chassis must be blocked so that the ball does not enter inside it; the ball is only allowed to remain near the wedge.

GENERAL RULES:

- Team size: 2-4 members.
- The weight of the bot will be checked before starting each match. Once the weight of the bot is finalized, no modifications to the weight will be allowed.
- Judges and organizers' decisions are final.

- Teams must arrive on time, and any anticipated delays must be conveyed to the organizers in advance.
- Fixture assignments will be determined through the slot selection process. The need for a loser's bracket will be decided by the organisers based on the total number of participants.
- In case of 3 consecutive fouls or early start, the team will be disqualified.

JUDGING CRITERIA:

- Highest goals determine the winner.
- If the bot goes above the opponent or tangling of wires occurs, reset to the initial position.
- Decisions by coordinators and judges are final.
- Bots are not allowed to enter their own goal post.
- In case of a tie, a golden goal is conducted; the first team to score wins.

EVENT COORDINATORS:

Gagan Rao – 91 94804 21218

Anup Krishna N – 91 6364000253

ONE PIECE



One Piece is a technical event in which each team must build a boat that can sustain the weight without sinking in the water. So, pirates..... build a boat to survive the grand line and find the ultimate treasure called the ONE PIECE

RULES & REGULATIONS:

- Boats cannot be modified after the testing phase begins
- Boats must be able to float on their own without being held or supported
- Players must not interfere with other contestants boats during the testing phase
- Players must follow all the safety guidelines when given building and testing their boats
- Teams Should report 10minutes prior to the start of the event
- Each team will be provided with a set of materials to build their boat. They can use any combination of the provided materials to construct their boat
- The dimension for building the boat will be given on spot
- The goal of the challenge is to design and build a boat that can sustain the weight without sinking in the water tank
- The time allotted for each team will be a total of 35 min

- Players will take turns testing their boats in water. The boat must be able to carry the given weight
- The team whose boat sustains the most weight wins the challenge
- Number of participants in a team: 2-4 members
- Each team will be provided with a set of materials to build their boat

EVENT COORDINATORS:

Sagar G Nair - 7204589637

Manish Gowda - 7204653929

HYROBLAST

Get ready to embark on an electrifying adventure where ingenuity meets physics! The Water Rocket Challenge is your chance to harness the raw power of pressurized water and launch your very own rocket into the skies. It may sound simple, but designing the ultimate water rocket requires a perfect blend of creativity, precision, and engineering finesse. From crafting aerodynamic designs to optimizing launch angles, every decision counts in this high-flying competition. Do you have what it takes to soar beyond limits and outshine the competition? Get set to defy gravity, test your skills, and experience the exhilarating thrill of rocketry like never before!

RULES & REGULATIONS:

GENERAL RULES:

- Teams must consist of no more than 4 members.
- All team members must be from the same institution.
- The decisions made by the coordinators and judges regarding scoring, gameplay, and timing are conclusive.
- Decisions made by judges or volunteers will be upheld without argument.
- Failure to adhere to the rules will result in disqualification of the teams

EVENT GUIDELINES:

- Water rockets may incorporate multiple stages, allowing for the use of parachutes, gliding, and other mechanical launching mechanisms.
- Booster mechanisms are permissible.
- Electronic components and other chemical components are restricted from use.
- Fire or explosives are strictly prohibited.
- Teams are responsible for bringing their own launchpads, as they will not be provided on the event day.
- Each team must bring their own pumps, pumps will not be provided.
- The volume of the rocket must not exceed 2.5 litres.
- The working fluid for the rocket must be water.

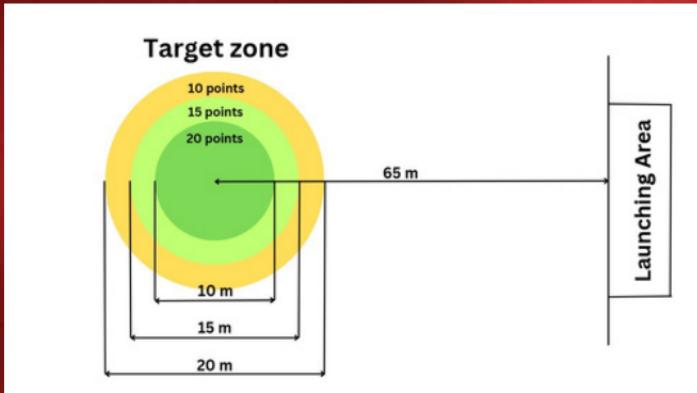
ROUND 1 : DISTANCE CHALLENGE

- Teams will launch their rockets to achieve maximum horizontal distance.
- Score calculation: Round 1 score= (Max horizontal distance covered in meters) * (time of flight) * 0.02

ROUND 2 : TARGET ACCURACY

- Participants aim to hit a designated area located 65 meters away.

- The target zone consists of three concentric circles:
 - ~Innermost circle with a diameter of 10 meters (20 points).
 - ~Middle circle with a diameter of 15 meters (15 points).
 - ~Outermost circle with a diameter of 20 meters (10 points).
- Final Scoring = Round 1 Score + Round 2 Score



EVENT COORDINATORS:

Rijish AG - 7306019166

Nandan - 9605290881

PITCHCRAFTERS

Where bold ideas ignite and future business leaders rise! PitchCrafters is the ultimate stage for aspiring entrepreneurs to showcase their creativity, business acumen, and persuasive power. With high stakes and fierce competition, only the sharpest minds and the most compelling ideas will make it to the top. Can you deliver a pitch that turns heads and wins hearts?

RULES & REGULATIONS:

GENERAL RULES:

- Team size: 2-3 members.
- Participants must carry their own laptops and accessories.
- Judges' decisions will be final and binding.
- All presentations and pitches must be delivered in English.
- Every team must have a business pitch presentation ready based on their own unique product for the final round if they qualify.

ROUND 1: BRAND BLITZ

- A fast-paced quiz focusing on logos, taglines, and business trivia.
- Time limit: 30 minutes.
- Top-performing teams will advance to the next round

ROUND 2: MYSTERY PITCH

- Each qualified team will receive a mystery product on the spot.
- Teams must create a 2 - minute video elevator pitch for the assigned product.
- The best pitches will proceed to the final round.

ROUND 3: THE BOARDROOM

- Finalists will present a comprehensive business plan for a product they've developed earlier.
- Each team will have 15 minutes to present, followed by a 10 - minute Q&A session with the judges.
- Evaluation will focus on innovation, feasibility, market understanding, and presentation skills.

JUDGING CRITERIA:

- Creativity and uniqueness of the idea
- Market analysis and problem-solving capability
- Presentation skills and ability to answer questions
- Adherence to time limits

EVENT COORDINATORS:

Sushanth K Holla - 8762414635

Prabal Hegde - 8867165215

CODE RED: BOMB DEFUSAL



Code Red is an intense, real-life bomb defusal challenge that tests participant's problem-solving skills, teamwork, and quick thinking. Teams will progress through multiple rounds, solving clues, hunting for objects, and ultimately attempting to defuse a bomb. Only the best will make it to the final challenge.

RULES & REGULATIONS:

EVENT DETAILS:

- Team Size: 2-3 members per team
- Eligibility: Open to undergraduate students from any field or branch.

ROUNDS:

- Quiz Round – Teams answer questions on electronics, physics, and chemistry.
- Vector Card Hunt – Teams solve clues to locate one of the 10 hidden cards (Only the first 10 teams to find a card qualify for the next round.)
- Item Hunt – The 10 qualifying teams search for hidden objects with varying difficulty levels.

- Bomb Defusal – The final challenge where teams must defuse a bomb within the given time.

GENERAL RULES:

- No external tools allowed unless provided.
- Only one phone per team is allowed.
- Tampering with materials beyond permitted interaction leads to disqualification.
- Participants must atleast report 10min prior to the event venue to confirm their registration, none of the teams will be permitted after that.
- Judge's decisions are final.

EVENT COORDINATORS:

Melrick - 9686381387

Afeef - 7892305198

THE GRAND LINE



The world is on the brink of extinction. As global warming engulfs the planet, humanity's last hope lies in boarding "The Grand Line", a train to survival. This two-day story-driven alternate reality game where participants race to earn a ticket to the train, solve cryptographic puzzles, crack codes, and tackle competitive programming challenges to secure your spot on the last train to safety.

RULES & REGULATIONS:

- Teams of minimum two members maximum three members.
- Any department / semester combination allowed.
- Participants must bring their own laptops.
- Participants must arrive at the venue on time.
- The event consists of 2 rounds.
- The organizers' decisions on disputes and rule violations are final.
- Detailed instructions will be explained at the venue.
- Participants must solve challenges within the given time frame to progress.

- The use of online resources, programming tools, and search engines is permitted.

EVENT DETAILS:

DAY 1:

- Participants are expected to solve cryptographic puzzles and test their problem solving skills.
- Top 12 teams will be shortlisted

DAY 2:

- Based on the ranking in the previous round, participants will have extra benefits to complete the ARG.
- Top 2 teams will be selected as the winners

JUDGING CRITERIA:

- Teams completing the given task in a short span of time with accuracy will win.

EVENT COORDINATORS:

Melrick – 9686381387

Afeef – 7892305198

NON-TECHNICAL

NON-TECHNICAL

CAPTURE CLASH

Capture Clash is a dynamic photography competition where creativity and skill collide! Showcase your best shots and compete for the ultimate title

RULES & REGULATIONS:

ELIGIBILITY & EQUIPMENT:

- This is an individual event.
- Participants must bring their own photography equipment.
- Only mirrorless and DSLR cameras are allowed.

THEME & SUBMISSION:

- Themes will be announced on the spot.
- Each participant must submit three (3) original photographs in JPEG or JPG format.
- Each photo must include a caption or description that clearly explains the image.

EDITING & AUTHENTICITY:

- Basic editing such as color enhancement, filters, and cropping is allowed.
- The authenticity of the photograph must be maintained.
- Submitted photos must be free of logos, copyright marks, or visible references.

COMPETITION RULES:

- Photos must be taken within the college premises during the competition period.
- Late submissions will result in disqualification.
- All photos must be submitted within the given deadline.

JUDGING & DECISIONS:

- The decisions made by the judges will be final.
- No appeals or objections will be entertained.

JUDGING & CRITERIA:

- Creativity
- Technical photography skills
- Visual appeal
- Clarity and relevance of the description

EVENT COORDINATORS:

Chirag Shriyan - 7090493399

Shreyas - 9019519982

REELOAD



Think you can create the most engaging, entertaining, and eye-catching reel? Then it's time to REELOAD! This is not just any competition—it's a test of creativity, trends, and pure content game. Whether it's transitions, edits, humour, or viral-worthy content, this is your chance to prove you've got what it takes to make the best reel!

RULES & REGULATIONS:

THEME:

- Will be given on spot

RECORDING & EDITING:

- Participants must record and edit videos based on the given topic using creative tools.

SUBMISSION RULES:

- Each participant is allowed to submit only one reel.
- The duration of the reel must be between 30 to 60 seconds.

EVENT TIMELINE:

- The event starts at 9:00 a.m. and ends at 9:00 p.m. on the same day.

- All participants will be added to a WhatsApp group, where the upload link will be shared.
- Reels must be uploaded before 11:59 p.m. Late submissions will not be considered.

CONDUCT & DISQUALIFICATION:

- Any act of indiscipline will lead to cancellation of registration.

POST-EVENT INSTRUCTIONS:

- Further instructions on uploading reels to participants' own accounts will be shared after the event.
- For judging purposes, participants with private accounts must switch to public.

JUDGING CRITERIA:

- The reels will be judged based on quality and creativity.
- Views and likes will not influence the judging process.
- The judges' and organizers' decisions are final, and no objections will be entertained.

EVENT COORDINATORS:

Yusuf Imaz - 8861765313

Sumith Sagar - 8431073320

HEADLINE HUSTLE



Step into the journalist's arena, where quick thinking meets bold storytelling! Face the press, tackle challenging questions, and command the narrative in this high energy Mock Press Event

ROUND DETAILS:

- Round 1 Persona Clash: The Ultimate Roleplay Showdown
- Round 2 Clash of Titans
- Round 3 Trial by Fire

RULES & REGULATIONS:

- Each participant is required to perform individually, showcasing their skills and abilities without assistance from teammates.
- Registration option include on site or pre-registration.
- Punctuality is essential, candidates must be present at the venue on time.
- The competition is open to all Undergraduate and Postgraduate students.
- Participants must embody the assigned personality, maintain their style, tone, and their style while answering questions.

- Categories are chosen by participants, but specific personalities within those categories are revealed via a draw during the competition.
- Use of offensive, defamatory, or politically sensitive remarks is strictly prohibited.
- Any participants found violating the rules, going off topic or engaging in misconduct will be disqualified.

EVENT COORDINATORS:

Roshni Anisha Crasta – 8660256226

Abhin Shetty – 9449179859

MIND MOJO

Ignite your neurons at Mind Mojo, the hyped-up trivia throwdown! Smash through brain-teasers from pop culture to cutting-edge facts in a fast-paced, electric vibe. Outwit the crew, rack up points, and flex your smarts for ultimate clout—ready to bring the mojo and own the game?

EVENT DETAILS:

TEAM SIZE:

- 1 - 3 members per team.

ELIGIBILITY:

- Open to undergraduate students from any field or branch.

FORMAT:

- The quiz will consist of a preliminary round.
- The top 6 teams will qualify for the final round.

INSTITUTION REQUIREMENT:

- All team members must be from the **same institution**.

RULES & REGULATIONS:

- Participants must report at least 10 minutes before the event starts to confirm their registration.
- Use of phones or any electronic devices is strictly prohibited. Any malpractice will result in disqualification.
- Participants are required to bring their own Stationery .
- The decisions made by the Judges and Coordinators will be final and binding.

EVENT COORDINATORS:

Adviti Alva - 8050521617

Denzil Pinto - 9880250671

PARTICIPANTS ARE ENCOURAGED TO SHOWCASE THEIR KNOWLEDGE AND TEAMWORK
WHILE ADHERING TO THE COMPETITION RULES

HUMOUR HUSTLE

Laugh. Compete. Conquer. Unleash your wit at “Humour Hustle,” the standup comedy competition that promises nonstop laughter. Take the stage at our college fest, where sharp punchlines and epic comebacks battle for the spotlight. Will your humor steal the show, or will the crowd cheer for another comic genius?

RULES & REGULATIONS:

PARTICIPATION:

- Only one participant per team is allowed.

PERFORMANCE DURATION:

- Each performer will have a maximum of 7 minutes for their act.
- An additional 1 minute will be provided for setup if required.

MEDIUM OF EXPRESSION:

- Participants may perform in English, Hindi, Kannada, or Tulu.

CONTENT & PERFORMANCE RULES:

- The content must be original and not copied from other sources.
- Performers cannot read from books, mobile devices, or any written material during their act.
- Participants may mimic machine sounds, famous speeches (except politicians), and film personalities.
- Background music is not allowed; the focus should be on delivering pure comedy.

JUDGING CRITERIA:

- Imitation skills
- Comedy timing
- Voice variety
- Overall presentation

CODE OF CONDUCT:

- Offensive language or any act that could hurt the sentiments of individuals or religious communities is strictly prohibited.
- Vulgarity or inappropriate behavior will not be tolerated.
- Performances should be cultured and pleasant.

FINAL DECISIONS:

- The decision of the judges and event organizers will be final and binding.

EVENT COORDINATORS:

Abhijith - 6363528238

Manoj - 6363798514



THE HIDDEN FORTUNE

The Hidden Fortune is an exhilarating pirate adventure where teams embark on a thrilling quest to uncover a long-lost treasure. Guided by ancient maps and cryptic clues, participants must navigate through a series of challenges that test their wit, teamwork, and bravery. As the journey unfolds, only the most cunning and swift pirates will advance, while others are left behind. With each round bringing them closer to the legendary fortune, the final crew standing will claim victory and earn the title of the fiercest pirates of the seas!

TEAM COMPOSITION:

- This is a team event with a maximum of four members per team.
- Once registered, team member replacements are not allowed.

EVENT STRUCTURE:

- The competition consists of four rounds, each with unique challenges.
- Detailed instructions will be provided at the venue before the event begins.

RULES & REGULATIONS:

- Use of mobile phones, electronic devices, or gadgets is strictly prohibited during the event.
- Participants must not discuss clues with anyone outside their team.
- Teams should have basic knowledge of the SJEC campus (a college map will be provided).
- Any team that physically obstructs another team's progress will be disqualified.

JUDGING & FAIR PLAY:

- The judge's and organizer's decisions are final and binding, ensuring fair competition.

EVENT COORDINATORS:

Adithya Shetty - 7337626990

Kaushik - 7259650099

BGMI

Battlegrounds Mobile India (abbreviated BGMI) is an online multiplayer mobile battle royale for Indian players in which up to 100 players compete in a large-scale last man standing deathmatch.

RULES & REGULATIONS:

ELIGIBILITY & REGISTRATION:

- A valid college ID is required for participation.
- Unregistered players may face disqualification.
- User credentials must match the registered account ID.

GAMEPLAY RULES:

- Only mobile phones are allowed; triggers and external devices are strictly prohibited.
- Teaming up with other teams is not allowed and will result in disqualification for all involved.
- Third-party apps, mods, and exploiting bugs are prohibited, leading to immediate disqualification.
- No proxies or VPNs are allowed.

- Game rooms will not be restarted for any reason, including:
 - ~Ping issues
 - ~Glitches
 - ~Late player or team arrivals

CONDUCT & FAIR PLAY:

- Any act of violence will result in immediate disqualification.
- Participants must refrain from offensive, insulting, or inappropriate language during the event.

RESULTS & DISPUTES:

- Teams must capture screenshots of all results.
- Any allegations against teams must be supported by proper evidence, such as:
 - ~Death replays
 - ~Screen recordings

FINAL DECISION:

- The organizers' and judges' decisions are final and binding to ensure fair play.

EVENT COORDINATORS:

Amar Arvind Nayak – 8971975757

Jaise A John – 8296005662

TICKING AWAY [VALORANT]

Gear up, agents! Welcome to the ultimate Valorant showdown at Tiara 25. Assemble your squad, strategize your plays, and dominate the battlefield in this high-stakes tournament. Only the sharpest aim, quickest reflexes, and smartest tactics will lead to victory. Are you ready to claim glory and prove your supremacy? Lock in, frag out, and may the best team win!

RULES & REGULATIONS:

TEAM COMPOSITION & ELIGIBILITY:

- Each team consists of five players, one of whom will be designated as the captain and serve as the main point of contact with the tournament organizers.
- Participants must play on their main Riot account and be at least 16 years old.
- A valid college ID is compulsory for participation.
- All participants must commit to playing the entire tournament.

TOURNAMENT RULES & CONDUCT:

- By participating, players agree to abide by the Tournament Rules and accept all decisions made by the Administration.

- The Administration reserves the right to modify rules and overrule decisions at any time to ensure fair play and integrity.
- Respectful behavior is mandatory:
 - ~ Insults, unfair conduct, and disrespectful behavior will not be tolerated.
 - ~ Vulgar, racist, sexist, or offensive player names are strictly prohibited (at the discretion of the Tournament Admins).

MATCH GUIDELINES:

- Tournament brackets will be shared after registration closes.
- All players must report to the venue before the tournament starts; failure to do so will result in team disqualification.
- Players must be in the waiting area 10 minutes before their match and be ready to start on time.
- Players must bring their own accessories (e.g., mouse, keyboard, headphones).
- An ethernet port is recommended for stable connectivity. If unavailable, players should inform the admins beforehand.
- All maps will be available in the pool, and a coin toss will decide which team selects the map.

GAME RULES:

- Intentional disconnection is prohibited:
- If a player or team disconnects intentionally after the game has started, the match will continue without them and will not be restarted.
- Bug abuse or violating Riot's Terms of Service will result in automatic disqualification.

FINAL DECISION:

- The Administration's decisions are final and binding to ensure fair competition and integrity.

EVENT COORDINATORS:

Joshua Dsouza – 6364143185

Suhas A S – 9008114154

GULLY CRICKET

In the chaotic streets, gully cricket is a wild spectacle of dreams and chaos. With normal bats and wickets, matches unfold with overarm bowling and wild shots defying gravity. Amid narrow alleys, matches turn into epic sagas with spectators cheering from rooftops and stray dogs joining the chase for runaway balls.

RULES & REGULATIONS:

TEAM COMPOSITION & ELIGIBILITY:

- Each team must consist of six players only.
- Sportswear and shoes are mandatory for all participants.
- Mixed teams from different colleges are not allowed; however, multiple teams from the same college may register.
- Teams must provide valid college ID proof along with a letter from their principal verifying their enrollment in the institution.

MATCH FORMAT & RULES:

- Each match will be played with 3 overs per side.
- Failure to report on time will result in automatic disqualification.

- Runs can be scored by:
 - ~Hitting the ball past fielders or boundaries (Note: No sixes are allowed; only boundaries count).
 - ~Running between the wickets.
- Modes of dismissal include:
 - ~Getting caught by a fielder.
 - ~Getting bowled.
 - ~Being run out.
- Only overarm bowling is allowed; illegal bowling actions are strictly prohibited.
- In the event of a draw, a super-over will be played. If the super-over also results in a draw, the winner will be decided by a coin toss.

DECISIONS & CONDUCT:

- Decisions made by judges, organizers, and umpires will be final and binding.
- If any objection or complaint is raised against a team or its members, the management has the right to disqualify the team without a refund.

EVENT COORDINATORS:

Yash S Suvarna – 9663012262

Melwin – 9611734540

PENALTY SHOOTOUT

The whistle blows. The crowd is silent. It's just you, the ball, and the keeper. Will you seize the moment or let it slip?

Welcome to Penalty Shootout, where victory is just one perfect strike away. With five shots per team and a sudden-death showdown in case of a tie, every kick is a chance to make or break history. Anyone can guard the net, but only the bold will step up and take the shot that matters. The goal is waiting. The moment is now. Take your shot.

RULES & REGULATIONS:

TEAM COMPOSITION:

- Each team consists of 5 players only.
- It is encouraged to form a team with students from the same college.

IDENTIFICATION REQUIREMENT:

- All participants must carry a valid college/university ID proof for verification.
- Failure to provide ID proof may lead to disqualification.

MATCH RULES:

- Any one of the five players can play as the goalkeeper.
- Each team will take five penalty shots.
- In case of a tie after five shots per team, a sudden-death shootout will take place, where:
- Teams will take one shot each until a winner is determined.
- The first team to score when the other team misses will be declared the winner.

ATTIRE & CONDUCT:

- Sports dress is compulsory for all players.
- Fair play and sportsmanship are expected at all times.
- Any form of vulgarity, misconduct, or unsportsmanlike behavior will result in immediate disqualification of the team.

TIMING & DISQUALIFICATION

- Teams must report at the scheduled time of 9:00 AM.
- Failure to report on time will result in automatic disqualification.

EVENT COORDINATORS:

Yash S Suvarna - 9663012262

Melwin - 9611734540

SPOTLIGHT

The Spotlight Talent Show provides a platform for participants to showcase their unique talents across various artistic domains. From singing and dancing to magic and spoken word, this competition is designed to highlight creativity and performance under the spotlight.

RULES & REGULATIONS:

PARTICIPATION & REGISTRATION:

- Participants may perform individually or in groups (maximum of 5 members per group).
- Online pre-registration is required before the deadline.
- Punctuality is mandatory—participants must arrive at least 30 minutes before their scheduled performance.

PERFORMANCE RULES:

- Time Limits:
 - ~Round 1: Maximum 2 minutes.
 - ~Round 2: Maximum 5 minutes.
 - ~Exceeding the time limit may result in point deductions.

- Family-Friendly Content:
 - ~Performances must be appropriate for all audiences.
 - ~Offensive language, explicit themes, or dangerous acts are strictly prohibited.
- Props & Equipment:
 - ~Participants are responsible for their own props and costumes.
 - ~Special equipment requests must be communicated in advance.
 - ~Any pre-recorded music must be submitted in MP3 format before the event.

CODE OF CONDUCT:

- Respectful behavior is expected from all participants.
- Misconduct, discrimination, or inappropriate behavior will lead to immediate disqualification.
- Audience participation is encouraged, and organizers reserve the right to modify the format as needed.

JUDGING & DECISIONS:

- The judges' decisions are final and binding—no objections or appeals will be entertained.

ROUND DESCRIPTION:

- Round 1: Audition Round – Participants will present a 2-minute preview of their act for selection.
- Round 2: Challenge Round – Participants perform their act with a unique twist by adapting to a fun challenge which will be informed to them once they have been shortlisted to Round 2 and 30minutes will be provided to prepare. This round tests their creativity, versatility, and ability to innovate within their talent.

EVENT COORDINATORS:

Ashley Cleon Pinto – 9380988104

Lishel Vilcia Lobo – 9535707598



CULTURAL

CULTURAL

SWAR SYMPHONY



Get ready for the Indo-Western Fusion Group Singing Competition, where teams harmonize Indian and Western styles into unique, captivating performances. A musical celebration of diverse rhythms and harmonies!

RULES & REGULATIONS:

EVENT DETAILS:

- Maximum no. of members (including accompanists) -10
- Minimum vocalists – 4
- Maximum vocalists – 7
- Maximum no. of instruments per team: 3

THEME:

- Indowestern -The performance must showcase a fusion of Indian (classical, folk, Bollywood, etc.) and Western (pop, jazz, rock, etc.) styles.

TIME LIMIT:

- 2 minutes of setup time 4+1 minutes of performance time (7 minutes in total).
- No pre-recorded instrumentals or vocals will be allowed.
- One individual is allowed to be a part of only one group. (Being part of more than one group will result in immediate disqualification).
- Any Indian languages, as well as English songs, will be permitted.
- Explicit or religious or offensive lyrics/gestures/misconduct will be disqualified immediately.
- Participants must bring their own instruments. Use of traditional and modern instruments is allowed.
- Judges and organizers' decisions are final and binding.

EVENT COORDINATORS:

Alphia Fernandes - 7204472846

Shreeraksha - 8495849225

Rajendra Acharya - 9902184855

DANCE ENHANCE



Get ready for the Indo-Western Fusion Group Singing Competition, where teams harmonize Indian and Western styles into unique, captivating performances. A musical celebration of diverse rhythms and harmonies!

RULES & REGULATIONS:

- All dance forms are allowed.
- An individual cannot take part in multiple groups in the same event.
- Team size: Minimum number of dancers in a team - 7. No maximum limit for participants.
- Each team will be allotted 5 minutes for their performance and 1 minute for stage setting, totalling 6 minutes. Exceeding the time limit may lead to negative marking.
- Sound tracks should be submitted in MP3 format on a pen drive prior to the event to the respective event coordinator.
- Judges and organizer's decisions are final and binding.
- No use of any powdered substances, fire, water, animals, or smoke machines on stage.

- An instance of vulgarity, disturbing content, or any form of offensive behaviour will lead to the immediate halt of performance and disqualification.
- The use of any kind of abusive, offensive, pornographic, illegal, or religious content is strictly prohibited, and such contestants will be disqualified immediately.
- College ID is mandatory at the event site.

EVENT COORDINATORS:

Esha A G - 8792128368

Shreeja - 9207498741

Panav Kaushal Shetty - 9164113555

VARIETY VORTEX



Get ready for Variety Vortex, an electrifying group competition where creativity takes center stage! This high-energy event brings teams together to showcase a dynamic mix of dance, drama, music, mime, and more. With the freedom to choose any theme, participants can craft an original and engaging performance that captivates the audience. Whether it's a fusion of art forms or a fresh storytelling approach, Variety Vortex is the ultimate platform to display teamwork, innovation, and stage presence. Assemble your squad, bring your best act, and let the spotlight shine on you!

RULES & REGULATIONS:

GENERAL GUIDELINES:

- The competition is open to all eligible participants as per the event guidelines. Each team must have a minimum of 14 participants, with no maximum limit.
- The performance should be a combination of different entertainment forms such as dance, drama, music, mime, or any other creative act.
- Teams are free to choose any theme for their performance
- Teams must ensure that their act is original, engaging, and aligns with the event's values.

TIME LIMIT:

- Each team will be allotted 15 minutes for their performance.
- An additional 5 minutes will be provided for stage setup and clearance.
- Exceeding the time limit may lead to negative marking or disqualification, as per the judges' discretion.

PERFORMANCE REGULATIONS:

STRICTLY PROHIBITED ELEMENTS:

- No use of water, powder, fire, cold fire, paper blasts, explosives or hazardous materials on stage.
- No vulgarity or obscenity in any form (gestures, language, or costumes).
- No disrespectful portrayal of any religion, community, or social group.
- No dangerous stunts that may cause harm to participants or the audience.

JUDGING CRITERIA:

- The judging panel's decision will be final and binding.
- Performances will be evaluated based on: Theme execution, Creativity, Coordination, Overall Impact & Stage usage

ADDITIONAL INSTRUCTIONS:

- The competition will be held in the Kalam Auditorium, located on the 5th floor of Block II. Teams are responsible for transporting their props and stage settings. Elevators are available; however, if certain items do not fit, teams are advised to plan accordingly.
- Teams must report at least 30 minutes before their scheduled performance time, any damage to stage property will lead to disqualification. For further inquiries, contact event coordinators.

EVENT COORDINATORS:

Sameeksha - 7975593823

Preetham - 9901305199

Bharath - 6366072260



MEGA

MEGA

SPIN THE DISC

A heart-pumping, adrenaline-fueled DJ battle where master mixers clash in a frenzy of beats, drops, and electrifying rhythms to claim the ultimate prize, a total dance floor domination! Witness the ultimate DJing showdown as spinners clash in a battle of beats! Who will own the night?

RULES & REGULATIONS:

REGISTRATION & ELIGIBILITY:

- All contestants must register on the website.
- Individual event (No teams).
- Age limit: 18–25 years (Valid ID card is compulsory).

PERFORMANCE RULES:

- Time Limit:
 - ~5 minutes for setup.
 - ~10 minutes of performance.
 - ~Total allotted time: 15 minutes.
- Content Restrictions:
 - ~Use of abusive, offensive, pornographic, illegal, or religious content is strictly prohibited.
 - ~Violation of this rule will result in immediate disqualification.

- Equipment & Setup:

- ~Participants must bring their own headphones, pen drives, laptops, or any other necessary devices.
- ~The provided DJ console will be the Pioneer XDJ XZ.
- ~No extra time will be provided for setup delays or personal technical failures.

JUDGING & COORDINATION:

- The decision of the judges and organizers will be final and binding.
- For any queries, reach out to Student Coordinators.

EVENT COORDINATORS:

Pritham Akash Dsouza - 9449181617

Reevan Nikil Fernandes - 8951189369

Delston - 8310343993

GROOVE



The battleground is set, the lights are lit, and it's time for all you dancers to fireup the dance floor with your moves to the unpredictable tunes. Come join thebattle of dance and ignite your dancing flame!

RULES & REGULATIONS:

ELIGIBILITY:

- Open to Pre-University, Post-Graduate, and Under-Graduate students(age upto 27).
- Individual participation only (no teams).
- Participants must present a physical college ID and PID to be eligible.

EVENT FORMAT:

- Battle-style format with elimination rounds.
- Random songs will be played on the spot.
- Two participants will compete at a time:
 - ~Participant 1 dances while Participant 2 stays still.
 - ~At the judge's signal, Participant 1 stops, and Participant 2 immediately continues dancing to the same song.
 - ~This process repeats for each song change, with participants alternating the starting position.

JUDGING & COORDINATION:

- Foundation
- Musicality
- Dynamics
- Confidence

ADDITIONAL RULES:

- Judge's and organizer's decisions are final and binding.
- Judge's and coordinators may modify rules based on the number of participants.

EVENT COORDINATORS:

Harshith - 9740502890

Suptha - 9380936074

Dhanush - 7019811724

TECH TITAN TUSSLE



Experience the electrifying Tech Titan Tussle: where bots clash in adrenaline-fueled battles! Witness unmatched skill, aggression, and innovation in robotic combat. Join us for the ultimate showcase of prowess and excitement!

RULES & REGULATIONS:

GUIDELINES:

- Team size: 3-6 members.
- Participants must carry any valid ID to present during registration. Event organizers can stop matches deemed dangerous.
- Compliance with organizer's directives is mandatory; Violations lead to disqualification.
- Members registered in one team cannot be a part of another team. Judge's decisions are final.

ARENA SPECIFICATIONS:

- Arena dimension: 8 ft x 8 ft.

BOT SPECIFICATIONS:

- Weight limit: 3 lb (No tolerance)
 - ~Only wireless bots allowed.
 - ~Weapon bots only, wedge bots not allowed

- Attack mechanisms permitted, independent of bot motion.
- Safety checks at judge's discretion.

BATTERY AND POWER SUPPLY:

- Voltage between any two terminals not to exceed 36V.
- No restriction on power consumption.
- Use of IC engines in any form not allowed.

WEAPON SYSTEM:

- Various weapons allowed (magnetic, cutters, flippers, etc.), with exceptions and limitations.
- Prohibited items include liquid projectiles, flame-based weapons, etc.

CONTEST RULES:

- Double Elimination.
- Safety inspection before the event; unsafe bots discarded.
- Bot declared immobile if unable to exhibit linear motion of at least one inch within 10 seconds.
- Teams not ready at call time considered to have declared a walkover.
- LEGO kits, readymade kits, etc., not permitted; readymade gear boxes allowed.
- Organizers reserve the right to modify rules.
- Violations lead to disqualification; judge's decisions final.

- Loser's pool is present.
- Kill switch is compulsory.

EVENT RULES:

- Maximum duration specified by coordinators.
- Strict enforcement of allocated time; no extensions.
- Unsafe bots disqualified during the match.
- Teams not ready at specified time disqualified.

EVENT COORDINATORS:

Karthik Y Rao - 7483287716

Russel Vernon Gonsalves - 8762368138

D V Deepansh - 7676642965

SKY SURGE



Teams design, build, and pilot custom RC aircraft to test pilot skill and aircraft maneuverability. The competition involves limbo flying and precise payload delivery. Aircraft must meet specific size and power constraints.

RULES & REGULATIONS:

PROBLEM STATEMENT:

- The team must design, fabricate, and demonstrate a fixed-wing aircraft system that can perform the tasks mentioned in the following rounds within the given constraints.

THEME:

- The theme of this competition is to evaluate the pilot's skill and maneuverability of the aircraft.

TEAM STRUCTURE:

- Sky Surge is an open-to-all event.
- The teams can have a maximum of 4 members.
- A team member cannot be a part of any other team.
- Teams must have registered through the official Tiara'25 website. Spot entries are not allowed.
- The team members must possess a Tiara ID to participate in the event.

DESIGN CONSTRAINTS:

- The competition requires participants to design and fabricate an RC aircraft. Readymade models are not allowed.
- $T/W \leq 1$ without payload. (If excess thrust is measured, the throttle curve must be adjusted accordingly to achieve the required thrust)
- The propeller diameter should not be greater than 13 inches.
- The wingspan should be a maximum of 1.2 m.
- The aircraft can have powered take-off with a landing gear or can be launched manually by a person standing at ground level.
- Only electric motors are allowed. Using IC engines or any other means of providing thrust is prohibited.
- There will be a deduction in the points for the variation of the aircraft from the submitted design report.
- Use of gyroscopes (gyros) and programming assistance in receivers is prohibited.
- Programming for any step of the mission is not allowed.
- Use of FPV or any other support for flying is not allowed.

DESIGN CONSTRAINTS:

- The competition will be conducted in 3 rounds, and the final points will be the sum of points earned in each of the 3 rounds.
- Each team will be given 2 attempts in round 2 and 3.

- The aircraft must take off and land at the designated takeoff/landing area in all the rounds.

ROUND 1: ABSTRACT SUBMISSION

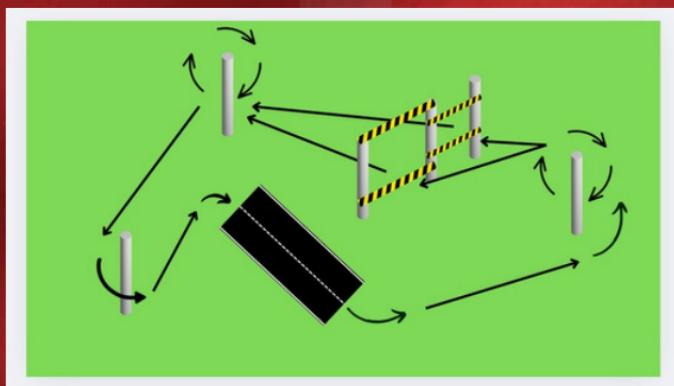
- The abstract must have standard formatting with a margin of 1 inch on all 4 sides, Times New Roman font with font size 12, and line spacing of 1.5.
- The abstract must not exceed 10 pages excluding the cover page and table of contents page and bibliography. With each extra page beyond the specified pages, 2 points will be deducted for each page.
- The abstract must include detailed information on the aircraft along with its dimensions, airfoil, material used, etc.
- Also, a section explaining how the aircraft was built must be included.
- Along with the abstract, participants must also send a zip file containing at least 5 and no more than 10 photographs of the aircraft while it is being built. Participants should be visible in the pics.
- The total points allotted to this round is **40**.
- The file should be in PDF format only and the filename should be according to the following convention:
ABSTRACT_SKYSURGE_<TEAM NAME>.pdf

- Abstracts must be e-mailed to team.aero@sjec.ac.in with the subject ABSTRACT_SKYSURGE_<TEAM NAME> by 17 March 2025, failing which 2 points will be deducted for each day after the last date.

ROUND 2: PRECISION PASS

- Pilots must fly the aircraft without the payload in this round.
- The timer will start as soon as the aircraft is released from the hand for hand-launched takeoff or as soon as the aircraft lifts off for takeoff with the landing gear.
- The aircraft must fly through the predefined circuit to gain points.
- There will be a limbo (Limbo-1) of dimension 5 meters x 4 meters (width x height) and another limbo (Limbo-2) of dimension 3 meters x 2 meters (width x height) and poles of height 3 meters.
- A maximum time of 3 minutes will be given for this round.
- The team must take off, circle the first pole 360 degrees for 10 points, clear either Limbo-1 for 30 points or Limbo-2 for 50 points, circle the second pole 360 degrees for another 10 points, go around the third pole(low Flying) for 5 points, and land safely at the designated landing zone.
- The team must land safely at the designated landing zone, earning an additional 15 points for a successful landing.

- If the team wants to skip the limbo they are allowed and no point points will be awarded for the limbo.
- The pilot must land the aircraft in the designated area before the end of 3 minutes to claim all the points scored in this round.
- The total points awarded in this round will be the sum of points gained by completing the circuit and safe landing
- The track will be once again briefed to the participant on the day of competition clearly.



ROUND 3: ACCURATE PAYLOAD DELIVERY

- In round 3, the aircraft must fly for at least 60 seconds carrying the payload and then drop the payload near the center pole.
- The payload will be a single golf ball of weight 45g and a diameter of 43mm. (Will be provided by the organizers)
- The payload must be placed inside the aircraft and no part of the payload must be visible from outside.

- In this round, the points are calculated based on the accuracy of the drop of the payload.
- A maximum of 3 minutes will be given to complete the attempt.
- A pole of height 3 meters will be placed at the center of the flying arena.
- After flying for 60 seconds, the pilot must drop the payload near the pole and then land safely at the designated area after flying for a minimum of 30 seconds to claim the points.
- The points will be based on how close is the first impact of the payload to the pole.
- The points are calculated based on this formula:

$$\left(\frac{10000}{\text{Distance of first impact of the payload from the pole(in cm)}} \right)$$

GENERAL GUIDELINES:

- The same aircraft should be used in both rounds, and it should be the same one as in the abstract. In case of damages during the competition, teams can repair the same aircraft but are not allowed to use a replacement. The repaired aircraft should be ready in time for the turn.

- Teams are suggested to carry additional components (motors, batteries, propellers, etc.) to avoid last-minute surprises at the venue. You will lose time/ attempt if you are not ready at your turn.
- The use of a 2.4 GHz radio is required for all aircraft competing. If the participants want to use any other frequency, they must inform the organizers in advance.
- Receivers installed in the aircraft must be in receiver mode only.
- Metal propellers are not allowed.
- Organizers will check all the systems (Servos, motors, etc.) for functionality before the competition. If found not working, teams will be dismissed from the competition.
- Please do not share parts of your aircraft (motors, ESC, Battery, etc.) with other teams. Each team is expected to carry all the equipment needed to participate in the competition.
- Given stringent safety requirements, if a pilot flies out of the designated flying zone, which includes the overhead of the event organizing and control section, as mentioned at the venue, he/she is disqualified. He/she must immediately turn back and land safely.
- In case of any disputes/discrepancies, the organizer's decision will be final and binding.
- Change in rules, if any will be updated on the official Tiara'25 website and notified to the registered teams.

TIMELINE:

LAST DATE FOR ABSTRACT SUBMISSION (ROUND 1)	MARCH 17, 2025
ROUNDS 2 AND 3	MARCH 20, 2025

- Note: In case of rounds 2 and 3 are not able to be completed within the first day, the competition will carry on for the next day (i.e. March 21, 2025).

EVENT COORDINATORS:

Jeevith G - 9591710600

Manvish M K - 8904187141

Renika Yathish - 6361710858

FASHION FUSION



Welcome to Fashion Fusion: Corporate Edition, a groundbreaking event where the world of high fashion meets the dynamic energy of the corporate world. This exclusive gathering brings together industry leaders, trendsetters, and innovators to explore the intersection of style, professionalism, and creativity.

RULES & REGULATIONS:

- Open to all Pre-university, Post-Graduate and Under-Graduate students.
- A team can have a minimum of 5 models to a maximum of 12 models.
- All the participants must be from the same college.
- A total of 5 minutes will be allotted purely for the performance, and an additional 2 minutes will be allotted for setting up the stage.
- Team should carry their tracks in their pen drives and should be submitted in advance. (track should be mp3 format)
- Each group should have one tag line representing their group and the theme (Example: Be Bold for Change).
- An individual cannot take part in multiple groups in the same event.

- Use of water, fire or any kind of fireworks (party poppers) will lead to immediate disqualification.
- There are no gender restrictions for the team composition.
- Any violation with respect to the campus rules could lead to disqualification.
- Judgement will be based on coordination, music, confidence, gesture, creativity, garments and accessories
- The chosen theme should be relevant, and costumes must align with it. Creativity and originality are encouraged.
- Costumes should maintain decency and avoid vulgarity or offensive imagery.
- No political, religious, or offensive symbols should be used in any form.
- No pyrotechnics, sharp objects, or hazardous materials are allowed as part of the performance.
- Team members should not throw objects or make contact with the audience during the performance
- Teams must not damage any stage property or college facilities.
- All participants must follow safety protocols.
- Any actions that pose risks to the participants or audience will result in disqualification.
- All the Participants should carry their college IDCard.

- Registration must be done before the commencement of the event. And no spot registration
- Judges' decision will be final.

EVENT COORDINATORS:

Mave - 9175916731

Ashika - 9611857696

Lenn - 9481955028

