



**EVENT  
DETAILS**

**CULFEST '26**

# RULE BOOK



**26th February  
to  
1st March**

**PRIZE MONEY  
WORTH  
5 LAKHS!!**



## CONTACT DETAILS

(Shresth Prasad-8226907863)  
(Priyanshu Dev-7307834859)



utk.nitjsr



culfest.nitjsr



culfestnitjsr



CulFest NIT Jamshedpur



# INDEX



**FLAGSHIP EVENTS**  
BATTLE OF BANDS  
BATTLE OF DANCE

**DRAMATICS**  
JAGRUTI  
RANGMANCH

**DANCE**  
MOVE MAYHEM  
STYLE SHUFFLE

**FINE ARTS**  
POSHAK  
3D-SCAPES

**PHOTOGRAPHY**  
ECHOES OF EMOTION  
FRAME BY FRAME  
ADVENTURE

**FASHION**  
PANACHE  
MR. AND MISS  
CULFEST

**LITERARY**  
PLOT PARADOX  
PETTY DEBATE  
MUN

**MUSIC**  
CULFEST IDOL  
SYMPHONIC ARENA

**QUIZZING**  
UNsung WONDERS OF  
THE WORLD  
INDIA QUIZ-A JOURNEY  
THROUGH THE NATION

**INFORMALS**  
THE INFINITY QUEST  
MULTIVERSE MAYHEM  
HEROES ON TRIAL- A KNIVES OUT  
MYSTERY  
BLIND & DUMB: THE COUPLE  
CHALLENGE  
MINDLOCK: THE MULTIVERSE CODE





++++++  
++++++



# FLAGSHIP EVENTS

## *BATTLE OF BANDS*

PRIYANSHU DEV-7307834859

SHREYA SHARMA-7033618603

## *BATTLE OF DANCE*

PRIYANSHU DEV-7307834859

AVANI GUPTA-9234642470



**PRIZE POOL**  
**1,30,000/-**



++++++  
++++++

# BATTLE OF BANDS

Battle of the Bands is a competitive musical showdown where registered bands perform live on stage. The event aims to celebrate talent, creativity, teamwork, and stage presence.

## ELIGIBILITY & REGISTRATION

- The competition is open to all college bands (internal and external).
- Each band must register before the deadline via the official Culfest '26 form.
- A band must consist of a minimum of 3 and a maximum of 8 members.
- Cross-college teams are allowed.
- Any change in team members after registration must be informed at least 2 hours before the event.

## EQUIPMENT & SETUP

Provided by Organizers:

- Drum kit (without cymbals)
- Basic PA system
- Microphones and stage monitors
- DI boxes
- Bands Must Bring:
- Guitars, bass, keyboards
- Cymbals, drumsticks, and any special gear
- Soundcheck will be available before the event start.
- Analog mixer will be provided.



# BATTLE OF BANDS

## PERFORMANCE GUIDELINES

- Each band will get 15–20 minutes of stage time (including setup and exit).
- Bands must perform 1–2 songs (originals or covers).
- Songs must be free from offensive themes.
- Time limit violations will lead to point deductions.
- Bands must report backstage 30 minutes before their slot; failure may result in disqualification.

## JUDGEMENT CRITERIA

Each performance will be judged on:

- Musical Quality (rhythm, vocals, harmonies, tightness)
- Stage Presence & Energy
- Originality / Creativity
- Band Coordination & Synergy
- Audience Engagement
- Judges' decisions are final and binding.

# BATTLE OF BANDS

## RULES & CONDUCT

- Strictly no explicit language, obscene gestures, or disrespectful behavior on stage.
- Any damage to instruments or stage property will be fined to the band.
- Bands must adhere to the time slots and respect the flow of the event.
- Use of pre-recorded backing tracks is allowed only for ambient effects, not for replacing core instruments or vocals.

## DISQUALIFICATION CRITERIA

A band may be disqualified if:

- They exceed the time limit significantly.
- They use vulgar or abusive content.
- They fail to appear at their allotted slot.
- They engage in indiscipline or violate event rules.

## PRIZE POOL

Rs. 65,000/-

## EVENT HEADS

Priyanshu Dev-7307834859

Shreya Sharma-7033618603



# BATTLE OF DANCE

## DETAILS

The Battle of Dance is the dance competition under CULFEST '26, inviting high-energy crews to showcase their skills, musicality, and signature style. The event focuses on creativity, technical strength, teamwork, and the ability to dominate the battleground through performance battles. Participants may perform in the following genres: Hip-Hop, Popping, Tutting, Krumping, Breakdance, Stepping, B-Boying, Contraptions, and Western Freestyle Dance.

## GENERAL GUIDELINES

1. Team Size: Minimum 4 and maximum 10 members.
2. Props are strictly prohibited.
3. Participants must adhere only to the listed dance styles.
4. Music content used must be appropriate and free of offensive language.
5. Teams must follow all instructions provided by organizers during the event.
6. Any violation of rules may result in penalties or disqualification.

## EVENT FORMAT

The competition consists of three stages:

### A. PRELIMS

1. Performance time: 4 to 6 minutes (as per music track length).

# BATTLE OF DANCE

2. Teams must perform using more than 2 music tracks.
3. Teams are expected to showcase diversity in style, formation, transitions, and teamwork.
4. This performance cannot be repeated in later rounds.

## B. PRE-FINALS

1. Time limit: 2 minutes (given track) + 2 minutes (team's own track).
2. Two hours after completion of prelims, each team will be provided two music tracks (1+1 minutes) by the organizing committee.

Different teams will receive different tracks.

3. Teams must choreograph and prepare a performance using:  
The 2 given tracks (total 2 minutes) +  
A 2-minute track of their own choice.
4. Teams must submit a continuous 4-minute audio file combining both parts.

Submission Deadline: 1 hour before the start of the pre-finals.  
Failure to submit the track on time will lead to disqualification.

5. Repetition of prelim choreography is strictly prohibited.

## C. FINALS (BATTLE ROUND)

1. Top 4 teams from the Pre-Finals qualify for the Battles.
2. Team matchups will be decided by a random draw as follows:

Battle 1: Team 1 vs. Team 2

Battle 2: Team 3 vs. Team 4



# BATTLE OF DANCE

3. Final Battle: Winner of Battle 1 vs. Winner of Battle 2.
4. 3rd Place Battle: Runner-up of Battle 1 vs. Runner-up of Battle 2.
5. Music tracks for the battles will be provided on the venue by the organizers.
6. Same track will be played for both teams in a particular battle.
7. Each battle consists of 5 rounds.  
Maximum 4 members per team can compete in each round.
8. Time limit per round:  
1 minute per team (music on to music off)  
Total battle duration =  $1 \text{ min} \times 2 \text{ teams} \times 5 \text{ rounds} = 10 \text{ minutes}$
9. In case of a tie, an extra round may be provided.

## DISCIPLINE & DISQUALIFICATION RULES

1. Use of props, inappropriate gestures, or abusive music will lead to penalties/disqualification.
2. Teams must not damage stage property or disrupt other participants.
3. Judges' and organizers' decisions are final and binding.

## PRIZE POOL

Rs. 65,000/-

## EVENT HEADS

Priyanshu Dev-7307834859

Avani Gupta-9234642470



# DRAMATICS

JAGRUTI

SUBHAM PANIGRAHI-8260343089

RANGMANCH

PRANAV VISHAL-9279995985



**PRIZE POOL  
40,000/-**



# JAGRUTI

JAGRUTI is a Nukkad or street play competition focused on raising awareness about pressing social issues through impactful performances in open spaces. Participants are encouraged to use humor, drama, and emotion to engage the audience and deliver a strong message through storytelling.

## EVENT OBJECTIVE

The objective of the event is to provide a creative and competitive platform for teams to use street theatre as a medium to raise awareness on social, cultural, and human issues while showcasing their acting, coordination, and storytelling skills.

## ELIGIBILITY

The competition is open to all registered participants of CULFEST'26.

## PERFORMANCE RULES

- Only team performances are allowed.
- Each team must have a minimum of 10 members and a maximum of 18 members.
- The use of props, placards, costumes, and musical instruments is allowed but should be minimal and suitable for a street play format.
- The performance must rely mainly on acting, dialogue, and expressions rather than technical effects.

# JAGRUTi

- The explicit use of offensive language, political propaganda, religious insensitivity, or inappropriate content is strictly prohibited.
- The play should be suitable for a public audience.
- Teams must report to the venue at least 30 minutes before their performance slot.
- Exceeding the time limit may result in point deduction or disqualification.

## TIME LIMIT

The total performance time per team is 25 to 30 minutes.

## JUDGEMENT CRITERIA

The judgement will be based on the relevance and clarity of the message, acting, expressions, and dialogue delivery, team coordination and flow of the performance, audience engagement and overall impact, as well as creativity and originality.

## ELIMINATION AND ROUNDS

The competition will consist of a single final round.



# JAGRUTI

## TECHNICAL REQUIREMENTS

- Teams must bring their own props, costumes, and instruments if required.
- No elaborate stage setup will be provided as this is a street theatre event.

## AWARDS

Awards will be given to the Winner, Runner-up, and for Special Mention.

## PRIZE POOL

Rs. 22,000/-

## EVENT HEADS

Subham Panigrahi-8260343089

# RANGMANCH

RANGMANCH is a stage play and skit competition that gives participants the chance to present powerful narratives through acting, dialogue, and dramatic expression. Whether it's comedy, tragedy, social drama, or pure imagination, Rangmanch celebrates the art of storytelling and the magic of live theatre, where every performance has the power to move, inspire, and entertain.

## EVENT OBJECTIVE

To provide a platform for teams to showcase their theatrical talent, creativity, and storytelling skills through well-crafted stage performances.

## ELIGIBILITY

The competition is open to all registered participants of CULFEST'26.

## PERFORMANCE FORMAT AND RULES

- Team performances only.
- Team must have at least 5 members and no more than 15 members.
- Participants may perform a skit or stage play of any genre such as drama, comedy, social issue, or fantasy.

# RANGMANCH

- Use of props, costumes, background music, and lighting is allowed.
- Scripts may be original or adapted, but must not include plagiarism of copyrighted material without permission.
- Use of offensive language, political propaganda, religious insensitivity, or inappropriate content is strictly prohibited.
- Exceeding the time limit may lead to penalty or disqualification.
- Teams must be present backstage at least 15 minutes before their scheduled performance.

## TIME LIMIT

Total performance time per team is 20 to 30 minutes, including setup and clearance.

## JUDGEMENT CRITERIA

- Storyline and script quality.
- Acting and emotional expression.
- Direction and coordination.
- Use of stage, props, and movement.
- Overall impact and audience engagement.



# RANGMANCH

## ELIMINATION AND ROUNDS

The competition shall have a one and final round.

## TECHNICAL REQUIREMENTS

- Teams must bring their own props, costumes, and audio tracks if required.
- A standard stage, sound system, and basic lighting will be provided by the organizers.
- Any special technical requirement must be informed to the organizers in advance.

## AWARDS

- Winner.
- Runner-up.
- Special Mention.

## PRIZE POOL

Rs. 18,000/-

## EVENT HEADS

Pranav Vishal-9279995985

++++++  
++++++



# DANCE

## MOVE MAYHEM

BHUMIKA - 8219158503  
DIVYA PRATAP - 9244099734

## STYLE SHUFFLE

BHUMIKA - 8219158503  
DIVYA PRATAP - 9244099734



**PRIZE POOL**  
**35,000/-**



++++++  
++++++

# MOVE MAYHEM

Move Mayhem is CULFEST's ultimate high-octane dance battle designed to test spontaneity, creativity, stage confidence, and adaptability. The competition progresses through intense face-offs and a prop-based solo challenge, pushing dancers to deliver their best under pressure.

## ELIGIBILITY AND REGISTRATION

- The event is open to all registered CULFEST participants.
- Registration must be completed before the event begins.
- Participants compete as individual dancers, and teams are formed during the event.

## EVENT STRUCTURE AND ROUNDS

### Round 1 – Team Face-Off

- All registered dancers assemble on stage.
- Two teams, Team A and Team B, are formed by designated team leaders.
- A song is played, and within five seconds, each team must send one dancer for a face-off.
- Each dancer is allowed to perform only once in this round.
- Judges shortlist the top performers for Round 2.
- Performance time for each dancer in this round is one to two minutes.

### Round 2 – Prop Solo Challenge (Final Round)

- Selected dancers perform solo.
- A random prop is provided by the organizers.
- The prop must be incorporated creatively into the performance.



# MOVE MAYHEM

- Any dance style is allowed.
- Performance time for each dancer in this round is one to two minutes.

## JUDGING CRITERIA

- Judging will be based on creativity and choreography.
- Energy, expressions, and confidence will be evaluated.
- Musicality and rhythm will be considered.
- Innovative and effective use of the prop will be judged in Round 2.
- Overall impact and stage presence will also be assessed.
- Judges' scores and decisions are final and non-negotiable.

## TIME REGULATIONS

- Participants must strictly adhere to the allotted time limits.
- Exceeding the time limit may result in point deduction or disqualification.
- Any setup time required is included within the given performance time.

## MUSIC AND TECHNICAL GUIDELINES

- Music will be controlled and played by the organizers.
- Participants must be ready backstage when called.
- Personal music systems or external devices are not allowed.
- Props for Round 2 will be provided on stage, and personal props are not permitted.

## CODE OF CONDUCT

- Harmful stunts, unsafe movements, or dangerous choreography are not allowed.
- Inappropriate gestures, costumes, or content are strictly prohibited.

# MOVE MAYHEM

Respect towards judges, organizers, crew, and fellow participants is mandatory.

Any misconduct may lead to immediate disqualification.

## DISQUALIFICATION POLICY

Participants may be disqualified for violating event rules or time limits.

Use of unauthorized props or music may result in disqualification.

Displaying inappropriate behavior or content is not permitted.

Ignoring instructions from organizers or stage crew can lead to disqualification.

## AWARDS AND RECOGNITION

Awards will be given to the Winner and Runner-up.

A Special Mention may be awarded if applicable.

Certificates and prizes will be awarded as per CULFEST guidelines.

## AUTHORITY AND AMENDMENTS

The organizing committee reserves the right to modify rules, rounds, or the judging format if required.

Any changes will be communicated prior to implementation.

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

## PRIZE POOL

Rs. 14,000/-

## EVENT HEADS

Bhumika – 8219158503

Divya Pratap – 9244099734

# STYLE SHUFFLE

Style Shuffle is a dynamic dance competition that challenges performers to first showcase their strongest style and then test their versatility through an unexpected style twist. The event celebrates adaptability, creativity, expressions, and the ability to own any dance form with confidence.

## ELIGIBILITY AND REGISTRATION

- The competition is open to all registered CULFEST participants.
- Participants may perform solo, duo, trio, or in a team in Round 1.
- Registration must be completed prior to the event.
- A participant shortlisted for Round 2 must perform solo.

## EVENT STRUCTURE AND ROUNDS

### Round 1 – Free-Style Performance

- Participants may perform solo, duo, trio, or as a team.
- Any dance form and music of the participant's choice is allowed.
- Performers must present their best skills, originality, and stage confidence.
- Judges will shortlist participants for Round 2.
- The performance time for each performance in this round is two to three minutes.

### Round 2 – Style Twist Challenge (Final Round)

- Only shortlisted participants from Round 1 will compete in this round.
- A common song will be provided by the organizers.
- Each dancer will pick a chit containing a random dance style such as Hip-Hop, Contemporary, Locking, Bharatanatyam, Bollywood, or others.



# STYLE SHUFFLE

- The dancer must perform the assigned style on the given song using creativity and personal interpretation.
- The performance time for each dancer in this round is one to two minutes.

## JUDGING CRITERIA

- Judging will be based on style execution and technique.
- Creativity and versatility will be evaluated.
- Expressions and musicality will be considered.
- Adaptability to the assigned style will be assessed.
- Overall stage impact will also be taken into account.
- Duo, trio, and team performances will receive bonus consideration for coordination, synchronization, and teamwork when compared to solo performances.
- Judges' decisions are final and non-negotiable.

## TIME REGULATIONS

- Strict adherence to time limits is mandatory.
- Exceeding the allotted time may lead to point deduction or disqualification.
- Entry, exit, and setup time, if any, are included within the performance time.

## MUSIC AND TECHNICAL GUIDELINES

- Music for Round 1 must be submitted in the prescribed format if requested by the organizers.
- Music for Round 2 will be provided by the organizers.
- Participants must be present backstage when called.

# STYLE SHUFFLE

- Personal sound systems are not permitted.

## PROPS, COSTUMES, AND SAFETY

- The use of props is allowed.
- Harmful stunts, unsafe choreography, or dangerous movements are strictly prohibited.

## CODE OF CONDUCT

- Participants must maintain discipline and professionalism on and off stage.
- Any form of inappropriate behavior, gestures, or content will result in disqualification.
- Respect towards judges, organizers, crew, and fellow participants is mandatory.

## DISQUALIFICATION POLICY

- Participants may be disqualified for violation of event rules or time limits.
- Use of unauthorized props or music may lead to disqualification.
- Inappropriate costumes, gestures, or choreography are not allowed.
- Failure to follow instructions from organizers or stage crew may result in disqualification.

# STYLE SHUFFLE

## AWARDS AND RECOGNITION

- Awards will be given to the Winner and Runner-up.
- A Special Mention may be awarded if applicable.
- Certificates and prizes will be awarded as per CULFEST norms.

## AUTHORITY AND AMENDMENTS

- The organizing committee reserves the right to modify rules, rounds, or the judging format if necessary.
- Any updates will be announced prior to implementation.
- Decisions taken by the organizers and judges will be final and binding.

## PRIZE POOL

Rs. 21,000/-

## EVENT HEADS

Divya Pratap – 9244099734

Bhumika – 8219158503



++++++  
++++++



# FINE ARTS

## POSHAK

SHAILY - 9234268855  
SACHIN - 7633822736  
SWETHA - 9866649939

## 3D-SCAPES

VARNIKA BHARALIA - 6396333537  
ADITYA RAJ TEWARY - 9142143387  
YASWITHA - 6302150133



**PRIZE POOL**  
**25,000/-**



++++++  
++++++

# POSHAK

Unleash your inner designer, where the only limit is your imagination. In this high-stakes couture challenge, the theme remains a mystery until the clock starts ticking. Armed with nothing but paper, craft supplies, and raw creativity, teams must conceptualize and construct a masterpiece on the spot. It's not just about fashion; it's about precision, speed, and the art of the unexpected.

## RULES AND GUIDELINES

### TEAM FORMATION

Each team must consist of four members. One member must act as the model who will wear the final creation, while the remaining members will serve as designers.

### THEME REVEAL

The theme will be announced exactly at the start of the event.

### MATERIALS

- Only materials provided by Team FACES, such as newspapers, chart paper, tape, glue, cutters, and similar supplies, may be used.
- No pre-made accessories or pre-folded paper elements are allowed.
- Participants are strictly forbidden from using any outside decorative materials.

# POSHAK

## TIME LIMIT

The total time limit for the event is two hours.

## THE SHOWCASE (RAMP WALK)

- After the construction phase, the model from each team will perform a short runway walk to showcase the outfit.
- The outfit must be durable enough to survive a runway walk without falling apart.
- A team representative may provide a brief explanation of the design philosophy and how it connects to the theme

## JUDGING CRITERIA

- Entries will be evaluated based on creativity and originality.
- Interpretation of the theme will be assessed.
- Presentation and explanation of the design will also be considered.

## PRIZE POOL

Rs. 15,000/-

## EVENT HEADS

Shaily – 9234268855

Sachin – 7633822736

Swetha – 9866649939

# 3D-SCAPES

Why just see art when you can feel it? Team FACES invites you to 3D~Scapes, an event that breaks the boundaries of traditional painting. Move beyond smooth brushstrokes and dive into the world of relief and dimension. Participants will use unconventional tools and mediums to create a masterpiece that leaps off the canvas. Whether it's the ruggedness of mountains or the delicate ripples of water, show us how you bring depth to your imagination.

## RULES AND GUIDELINES

### THEME REVEAL

- The theme will be revealed five minutes before the clock starts. Participants must interpret the theme through a three-dimensional perspective.

### MATERIALS

- All materials will be provided by Team FACES.
- It is mandatory for participants to create a raised texture in their artwork.

### EXECUTION AND TIME

- The total time limit for the event is two hours.
- Authenticity is mandatory, and no pre-sketches or digital references are allowed.
- Participation in the event is strictly individual.



# 3D-SCAPES

## JUDGING CRITERIA

- Entries will be judged based on structural integrity.
- Tactile creativity will be evaluated, focusing on innovation in creating depth.
- Thematic execution will be assessed on how effectively the three-dimensional elements represent the spot theme.

## PRIZE POOL

Rs. 10,000/-

## EVENT HEADS

Varnika Bharalia – 6396333537

Aditya Raj Tewary – 9142143387

Yaswitha – 6302150133

++++++  
++++++



# PHOTOGRAPHY

## *ECHOES OF EMOTION*

UDAY KESARWANI-8470948486  
SIDDHARTH ROY-+91 6200552175

## *FRAME BY FRAME*

RIMO ROY - 7763930044  
AYUSH - 9628738923

## *ADVENTURE*

AVANI GUPTA-9234642470  
ANSH-7632904999

**PRIZE POOL**  
**35,000/-**



++++++  
++++++

# ECHOES OF EMOTION

Echoes of Emotion is a creative photography event designed to capture the raw and authentic expressions of human emotions during the vibrant atmosphere of CULFEST 26. Participants are required to closely observe their surroundings and document moments that truly resonate with seven specified emotions. The event focuses on storytelling, emotional depth, and photographic aesthetics.

## TASK DESCRIPTION

- Participants must capture exactly seven photographs, with each photograph representing a distinct emotion. All photographs must be taken strictly during the official timeline of CULFEST 26 and compiled into a single PDF file for submission.
- The seven emotions to be captured are Happiness, Sadness, Anger, Surprise, Calm or Serenity, Fear, and Disgust.

## PARTICIPATION

This is an individual participation event. Each participant is allowed only one submission.

## SUBMISSION GUIDELINES

- Exactly seven photographs must be submitted.
- All photographs must be combined into a single PDF file.

# ECHOES OF EMOTION

- Each image must be clearly labeled with the emotion it represents.
- All photographs must be original and clicked only during CULFEST 26.
- Minor color correction is allowed, but heavy editing or manipulation is strictly prohibited.
- Image metadata may be verified by the organizing team.
- Late or incomplete submissions will not be considered.

## JUDGING CRITERIA

- Judging will be based on the accuracy and clarity of the emotion portrayed.
- Creativity, originality, and concept will be evaluated.
- Composition, lighting, and overall technical quality will be considered.
- Emotional impact and storytelling ability will be assessed.
- Adherence to rules and submission guidelines is mandatory.



# ECHOES OF EMOTION

## EVENT RULES

- Participants must carry their own camera equipment or smartphones.
- Previously clicked or downloaded images are not allowed.
- Any form of plagiarism or misrepresentation will result in immediate disqualification.

## EVENT DURATION

All photographs must be captured strictly during the official schedule of CULFEST 26.

## PRIZE POOL

Rs. 9,000/-

## EVENT HEADS AND CONTACT

Uday Kesarwani-8470948486

Siddharth Roy-+91 6200552175

# FRAME BY FRAME

Frame by Frame invites participants to showcase their storytelling and filmmaking skills by creating a one-minute short film on an open theme. Participants must craft an original narrative using live-action footage shot by themselves. This event emphasizes creativity, cinematography, editing, sound design, and teamwork.

## PARTICIPANTS

Participation is open to teams consisting of three to five members.

## THEME

The theme is open, and participants are free to choose any concept or story.

## FORMAT

### FILM CREATION

Teams must create an original one-minute short film shot after January 2026.

### SUBMISSION

Completed short films must be submitted through a drive link to [phocus\\_nit@nitjsr.ac.in](mailto:phocus_nit@nitjsr.ac.in).

### SCREENING AND JUDGING

All submitted films will be screened and evaluated by a panel of judges.

# FRAME BY FRAME

## RULES AND RESTRICTIONS

- The use of AI tools is strictly prohibited. This includes AI-generated visuals, audio, voice, script, or editing.
- Any camera device may be used, including smartphones, DSLR cameras, or mirrorless cameras.
- Teams must retain and present raw footage if required for verification.
- Films must be original and must not violate copyright or include copyrighted music or footage.
- The duration of the film must not exceed one minute, with a margin of plus or minus five seconds including titles.

## JUDGING CRITERIA

- Evaluation will be based on storytelling and creativity, which carries a weightage of 40 percent.
- Cinematography and visual impact will account for 25 percent.
- Editing and pace will be evaluated for 20 percent.
- Sound design will contribute 15 percent to the final score.

## PRIZE POOL

Rs. 14,000/-

## EVENT HEADS

Rimo Roy – 7763930044

Ayush – 9628738923

# ADVENTURE

AdVenture is a creative advertisement-making competition where participants step into the world of branding and storytelling. Teams are challenged to conceptualize and produce a sixty-second video advertisement based on a mystery theme revealed during the fest. The event encourages innovation, persuasive communication, and strong visual storytelling within a limited time frame. This competition provides a platform for students to express their marketing instincts and filmmaking skills while competing to create advertisements that inform, entertain, and inspire.

## PARTICIPANTS

- This is a team-based event.
- Each team must consist of three to four members.

## THEME

The theme will be released during the fest.

No prior work related to the theme is permitted.

## FORMAT

### THEME RELEASE

The official theme will be announced during the fest.

### PRODUCTION PERIOD

Teams will have two days, or forty-eight hours, to plan, shoot, and edit their advertisement.

## SUBMISSION

- Each team must submit a video advertisement.
- A poster must be included and displayed clearly at the end of the video.



# ADVENTURE

- All submissions must be completed within the given deadline.

## SCREENING

All valid entries will be screened on the last day of the fest in front of the audience.

## JUDGING AND RESULTS

- Entries will be evaluated by a panel of judges.
- Results will be announced after the screening.

## TECHNICAL GUIDELINES

- The maximum video length must be sixty seconds.
- The language of the video should be either Hindi or English.
- Any camera or recording device may be used, including smartphones, DSLR cameras, or mirrorless cameras.
- All editing tools and visual or sound effects are permitted.
- The content must be original and created strictly during the event timeline.
- The poster must appear clearly at the end of the video and should accurately reflect the advertisement concept.

# ADVENTURE

## JUDGING CRITERIA

- Creativity and originality will be evaluated.
- Interpretation of the theme will be considered.
- Marketing impact and storytelling ability will be assessed.
- Technical quality, including video, sound, and editing, will be judged.
- Overall presentation and audience appeal will also be taken into account.

## RULES

- All content must be appropriate and comply with fest guidelines.
- Plagiarism or reuse of existing advertisements is strictly prohibited.
- Late or incomplete submissions will not be considered.

## PRIZE POOL

Rs. 12,000/-

## EVENT HEADS

Avani Gupta-9234642470

Ansh-7632904999

++++++  
++++++



# FASHION

## PANACHE

SRIJAN SWAPNIL - 9162780885  
KANISHKA - 8579098733

## MR. AND MISS CULFEST

KARTIK TIGGA - 9508517345  
SRIJAN SWAPNIL - 9162780885

**PRIZE POOL**  
**55,000/-**



++++++  
++++++

# PANACHE

Panache is a high-energy fashion showcase where creativity, confidence, and storytelling take center stage. When the lights hit the ramp and the music sets the rhythm, participants transform the stage with powerful walks, striking outfits, and cohesive themes. This event celebrates fashion as an art form—blending design, attitude, and performance into one unforgettable spectacle.

## PARTICIPATION GUIDELINES

- This is a team event open to all registered participants of Culfest.
- Each team must present a unified fashion sequence based on a chosen theme.
- Teams are responsible for providing their own costumes, props, and music.

## FORMAT AND PERFORMANCE

- Each team will present a ramp walk performance choreographed to music.
- The performance should clearly depict the chosen theme through attire, walk, and expressions.
- Music synchronization and smooth transitions between participants are essential.

## RULES AND REGULATIONS

- Each team must consist of 10 to 18 participants.
- Teams may choose any theme, but relevance and consistency with the theme is mandatory.



# PANACHE

- Participants must bring their own costumes, props, and accessories.
- Judging will focus on originality, confidence, walking style, attitude, theme portrayal, and music synchronization.
- All team members must be dressed according to the defined theme.
- Offensive or unsafe props or actions are strictly prohibited.

## JUDGING CRITERIA

Originality and creativity will be evaluated.

Theme relevance and clarity will be assessed.

Confidence and ramp presence will be considered.

Costume design and visual impact will be judged.

Music synchronization and choreography will also be evaluated.

## ELIGIBILITY

This is a team event open to groups of 10–18 participants.

Teams must ensure consistency in theme, attire, and presentation.

## PRIZE POOL

Rs. 38,000/-

## EVENT HEADS

Srijan Swapnil – 9162780885

Kanishka – 8579098733

# MR. AND MISS CULFEST

Mr. & Miss Culfest is a personality-driven fashion event where confidence meets elegance. Participants express their individuality through powerful ramp walks, creative self-introductions, and dynamic on-stage coordination. The event celebrates style, communication, and stage presence, transforming the ramp into a platform of charisma, talent, and teamwork.

## PARTICIPATION GUIDELINES

- Participation is on an individual basis for male and female participants.
- Participants may be paired by the organizers for the Couple Round.
- Pairing is strictly for the purpose of the competition and does not imply any real-life relationship.

## FORMAT AND PERFORMANCE

- The competition consists of two rounds: Ramp Walk and Self-Introduction, followed by the Couple Round focused on coordination and a question-and-answer segment.
- Participants must maintain elegance, confidence, and professionalism throughout the performance.

## RULES AND REGULATIONS

- Each participant must perform a ramp walk and deliver a creative self-introduction in Round 1.
- The self-introduction should include the participant's name, talents, interests, ambitions, or unique qualities.

# MR. AND MISS CULFEST

- In Round 2, participants will perform in pairs with coordinated movement or interaction.
- Judges may ask one to two situational or general questions to either or both participants.
- Female participants must wear cocktail dresses, while male participants must wear western suits.
- Costumes must be decent, elegant, and culturally appropriate.
- Vulgar, obscene, or offensive outfits or actions will lead to immediate disqualification.
- Props are allowed only if they are safe, non-hazardous, and pre-approved by the organizers.
- Time limits for each round must be strictly followed.
- The decisions of the judges will be final and binding.

## JUDGING CRITERIA

Judging will be based on confidence, clarity of speech, spontaneity, personality, and stage presence.

Coordination during the Couple Round will also be evaluated.

Overall presentation will be taken into account.

## ELIGIBILITY

The event is open to individual male and female participants registered for Culfest.

# MR. AND MISS CULFEST

## PRIZE POOL

Rs. 17,000/-

## EVENT HEADS

Kartik Tigga – 9508517345

Srijan Swapnil – 9162780885



++++++  
++++++



# LITERARY

## *PLOT PARADOX*

AAMEYA DEVANSH - 9234102388  
SARA SINGH - 9555361043

## *PETTY DEBATE*

AVANI GUPTA - 9234642470

## *MUN*

SWEKSHA MISRA - +91 7808265778  
SANKARSHAN RASTOGI - +91 80812 52928

**PRIZE POOL  
30,000/-**



++++++  
++++++

# PLOT PARADOX

Plot Paradox is a creative speaking event that challenges participants to rethink literature through imagination and genre transformation. Contestants are given a literary work on the spot and must rewrite its ending in a completely different genre, blending originality with logical storytelling. The event emphasizes clarity, creativity, and quick thinking, while encouraging participants to defend their narrative choices during an interactive question-and-answer round.

## PARTICIPATION

Participation is on a solo basis. Each participant receives the story at the venue and is given a 5-minute preparation window. Only one speaker presents at a time.

## FORMAT AND PERFORMANCE

- The event begins with the assignment of a topic or story, followed by a 5-minute preparation period. The participant then presents the rewritten ending for 120 seconds. This is followed by a 120-second question-and-answer session, with a maximum of two questions from the audience. Questions may focus on characters, plot decisions, or genre consistency.

## SPEAKING GUIDELINES

Participants must avoid long pauses, hesitation, repetition of ideas, factual inaccuracies, and grammatical errors. Speakers are required to stay on topic and avoid filler sounds such as “umm” or “uhh.”

# PLOT PARADOX

## CHALLENGES AND QUESTIONS

Audience members may ask questions by raising a hand. Each question allows one counter-question, and the total time for each question cycle must not exceed 120 seconds.

## SCORING CRITERIA

Judging is based on clarity of expression, vivid descriptions, creative genre transformation, and effective time management. Extra points are awarded for speeches lasting between 60 and 120 seconds.

## CONDUCT REQUIREMENTS

Personal or offensive remarks, shouting, and intentional disruption are strictly prohibited. The decision of the Judge or Moderator is final.

## PRIZE POOL

Rs. 8,000/-

## EVENT HEAD

Aameya Devansh- 9234102388

Sara Singh-9555361043



# PETTY DEBATE

Petty Debate is a light-hearted and fast-paced debating event that celebrates the art of arguing over trivial, exaggerated, and everyday topics. Unlike conventional debates that focus on serious policy or social reform, this event encourages participants to think on their feet, confidently exaggerate, and defend absurd stances with humor, flair, and basic logic.

## PARTICIPATION GUIDELINES

Petty Debate is an individual event open to all registered participants of the Literary and Debating Society. Debate topics will be revealed on the spot or five minutes prior to the round. Participants must argue either for or against the assigned motion. Limited preparation time is provided to promote spontaneity and quick thinking.

## FORMAT AND ROUNDS

The event will consist of time-bound rounds, depending on the number of participants. Each speaker will be allotted time for an opening argument, a rebuttal, and an optional closing statement, subject to the moderator's discretion. Strict adherence to time limits is mandatory.



# PETTY DEBATE

## RULES AND REGULATIONS

Arguments must remain light-hearted and humorous at all times. The use of offensive, discriminatory, or explicit language is strictly prohibited. Personal attacks on individuals or groups are not allowed. While exaggeration is encouraged, arguments must maintain a basic logical structure. Participants must respect the moderator's decisions, and exceeding time limits may result in point deductions.

## JUDGING CRITERIA

Judging will be based on creativity and originality of arguments, wit and humor, audience engagement, clarity and structure, quality of rebuttals, and effective time management.

## CODE OF CONDUCT

Participants are expected to maintain decorum and sportsmanship. Any form of misconduct may lead to immediate disqualification. The organizing committee reserves the right to modify rules if required.

## PRIZE POOL

Rs. 8000/-

## EVENT HEAD

Avani Gupta-9234642470

# MUN

This is a light yet structured Model United Nations simulation where delegates represent allotted countries, debate predefined agendas, engage in diplomatic negotiations, and draft practical solutions. The event emphasizes clarity of thought, persuasive speaking, adherence to procedure, and realistic resolution-building.

## PARTICIPATION

This is an individual event. Committees and agendas will be announced prior to the conference. Country allocations are done by the organizers.

## SESSION STRUCTURE AND POINT DISTRIBUTION

- The session begins with Roll Call, carrying 5 points, where delegates respond with “Present” or “Present and Voting,” and attendance and preparedness are recorded.
- The General Speaker’s List (GSL) carries 25 points. Delegates deliver structured speeches presenting their country’s stance on the agenda, with emphasis on clarity, relevance, and policy articulation.
- Moderated and Unmoderated Caucuses together carry 25 points. Moderated caucuses involve short, focused speeches on specific sub-topics, while unmoderated caucuses allow informal negotiations, bloc formation, and exchange of ideas. Delegates are judged on diplomacy, engagement, and negotiation skills.
- Working Papers and Resolution Drafting carry 25 points. Delegates draft solutions addressing the agenda individually or collaboratively, and are evaluated on practicality, originality, and clarity of implementation.

# MUN

- The Voting Procedure carries 10 points. Delegates vote on proposed resolutions following standard MUN procedure, and a simple majority is required for a resolution to pass.
- Closing Remarks carry 10 points. Delegates deliver final speeches summarizing their stance, contributions, and proposed solutions.

## SPEAKING GUIDELINES

Opening speeches should be 60–90 seconds. GSL speeches are limited to 60 seconds. Moderated caucus speeches are limited to 30 seconds per speaker. A maximum of one Point of Information (POI) is allowed per speech.

## RESOLUTION RULES

Resolutions must clearly define the issue, proposed actions, and implementation mechanisms. They may be authored individually or jointly and require a simple majority to pass.

## JUDGING CRITERIA

Judging is based on content quality and relevance, public speaking and clarity, diplomacy and negotiation skills, teamwork, proper use of MUN procedure, and the practicality and originality of proposed solutions, for a total of 100 points.

# MUN

## PRIZE POOL

Rs.14,000/-

## EVENT HEADS

Sweksha Misra – +91 7808265778

Sankarshan Rastogi – +91 80812 52928



++++++  
++++++



# MUSIC

## CULFEST IDOL

ARSH MISHRA - 8171349941  
ANSHUL - 8602677215

## SYMPHONIC ARENA

PRATYUSH SINGH - 8789073003  
SUPRIYO DHANI - 7384641664



**PRIZE POOL**  
**45,000/-**



++++++  
++++++

# CULFEST IDOL

CULFEST IDOL is a premier solo singing competition designed to showcase exceptional vocal talent. Participants perform individually within a defined time limit using only a musical backtrack. The event focuses on vocal quality, musicality, expression, and stage presence.

## EVENT OBJECTIVE

The objective of CULFEST IDOL is to provide a competitive platform for singers to demonstrate vocal skill, artistic expression, and performance excellence.

## ELIGIBILITY

The competition is open to all registered participants of CULFEST.

## PERFORMANCE FORMAT AND RULES

Only solo performances are permitted. Participants must perform using a pre-recorded karaoke backtrack. Live instruments, beatboxing, or accompanying performers are not allowed. The backtrack must be submitted in advance in either .mp3 or .wav format. Song choice is open but must be appropriate for a public cultural event. Exceeding the prescribed time limit may result in point deduction or disqualification. The use of offensive language or inappropriate content is strictly prohibited. Only Hindi and English songs are allowed.

# CULFEST iDOL

## TIME LIMIT

Each participant is allotted a total stage time of 5–6 minutes, including setup. The maximum singing duration is 5 minutes.

## JUDGMENT CRITERIA

Participants will be judged on vocal quality and pitch accuracy, rhythm and timing, expression and interpretation, and overall stage presence and confidence.

## ELIMINATION AND ROUNDS

The competition may include a preliminary round followed by a final round, depending on the number of entries. Top performers from the preliminary round will qualify for the finals.

## TECHNICAL REQUIREMENTS

Participants must bring their own backtrack and keep a backup copy available on their phone. A standard stage microphone and sound system will be provided by the organizers.

## AWARDS

Awards will be given for Winner, Runner-up, and Special Mention.

## PRIZE POOL

Rs. 20,000/-

## EVENT HEADS

Arsh Mishra – 8171349941

Anshul – 8602677215



# SYMPHONIC ARENA

Symphonic Arena is an instrumental performance event under CULFEST, dedicated exclusively to live instrumental music. Participants present live performances without vocals or prerecorded elements, highlighting musical technique, creativity, and expressive performance.

## CATEGORY AND FORMAT

This is an instrumental music competition. Performances may be Solo, Duo, or Trio, with a maximum of three members per act.

## ELIGIBILITY

The competition is open to all registered participants of CULFEST.

## PERFORMANCE RULES

Participants may perform solo or in a group of up to three members. Only instrumental performances are allowed, and vocals are strictly prohibited. Backtracks, prerecorded audio, samples, or external sound sources are not permitted, and all sound must be produced live on stage. Live looping is allowed. Violation of time limits may lead to penalties or disqualification.

## TIME LIMIT

The maximum performance duration is 10 minutes, including setup and sound check.



# **SYMPHONIC ARENA**

## **JUDGING CRITERIA**

Judging will be based on technical proficiency and control, musicality, composition and arrangement, synchronization and coordination for group performances, stage presence and audience engagement, originality, and overall impact.

## **ELIMINATION AND ROUNDS**

Preliminary and final rounds may be conducted depending on the number of entries. The judges' decision will be final.

## **TECHNICAL REQUIREMENTS**

Standard microphones and basic audio support will be provided by the organizers. Participants must bring their own instruments and all required accessories. Any special technical requirements must be communicated to the organizers in advance.

## **AWARDS**

Awards will be presented for Winner, Runner-up, and Special Mention.

## **PRIZE POOL**

Rs. 25,000/-

## **EVENT HEADS**

Pratyush Singh – 8789073003

Supriyo Dhani – 7384641664

++++++  
++++++



# QUIZZING

**UNSUNG WONDERS  
OF THE WORLD**

ABHINAV SAHARIA-9748582775

**INDIA QUIZ – A JOURNEY  
THROUGH THE NATION**

AMIT CHOUDHARY- 9608090726



**PRIZE POOL  
25,000/-**



++++++  
++++++

# UNSUNG WONDERS OF THE WORLD

Unsung Wonders of the World is a theme-based academic quiz that explores lesser-known architectural marvels, natural formations, ancient engineering feats, and culturally significant sites beyond the conventional “Seven Wonders” lists.

## EVENT OVERVIEW

The event is titled Unsung Wonders of the World. It is conducted in teams of two participants each.

## REGISTRATION RULES

The quiz is open to all currently enrolled undergraduate and postgraduate students. Registration must be completed before the announced deadline. Each team must consist of exactly two members, and a participant may be part of only one team. No change in team composition will be allowed after registration closes.

## EVENT STRUCTURE

The competition consists of two rounds.

- The Preliminary Round is a written quiz consisting of 20 questions with a duration of 30 minutes. There is no negative marking, and the top eight teams qualify for the finals.



# UNSUNG WONDERS OF THE WORLD

- The On-Stage Finals is a live quiz conducted on stage and includes pounce-and-bounce and buzzer-based rounds. Questions may involve visuals, clues, and direct questioning. Detailed scoring rules will be announced before the finals.

## QUIZ RULES AND REGULATIONS

The use of electronic devices during the quiz is strictly prohibited. Answers, once submitted or spoken, cannot be changed. Only the team member who buzzes is allowed to answer. Teams must strictly adhere to the given time limits.

## CODE OF CONDUCT

Participants are expected to maintain discipline and sportsmanship throughout the event. Any form of cheating or misconduct will lead to disqualification. The organizers reserve the right to modify rules if required. Decisions of the quizmaster and organizers will be final.

## PRIZES AND CERTIFICATES

The total prize pool for the event is ₹20,000. Certificates will be awarded to the winners and finalists.

## PRIZE POOL

Rs. 13,000/-

## EVENT HEAD

Abhinav Saharia-9748582775



# INDIA QUIZ – A JOURNEY THROUGH THE NATION

India Quiz – A Journey Through the Nation is a competitive quiz designed to explore the country beyond conventional timelines and geography. The quiz examines India through its lesser-known histories, cultural layers, modern transformations, public policy, and popular culture, providing participants with a comprehensive and engaging intellectual experience.

## EVENT GENRE

The quiz focuses on India's history, culture, society, governance, economy, science, and popular culture.

## TYPE OF EVENT

Academic Quiz Competition

## EVENT DURATION

Preliminary Round: 30 minutes

Final Round: 45 minutes

## ELIGIBILITY AND TEAM COMPOSITION

The event is open to students currently enrolled in undergraduate or postgraduate programs across institutions. Participation is strictly limited to teams of two members only. A participant may be part of only one team.

# INDIA QUIZ – A JOURNEY THROUGH THE NATION

## EVENT STRUCTURE

### Round 1 – Preliminary Round

- Written elimination round consisting of 20 questions.
- Questions cover ancient to modern India, including mainstream narratives and lesser-known stories.
- The top 8 highest-scoring teams qualify for the finals.

### Round 2 – On-Stage Finals

- Live quiz conducted before an audience.
- Includes pounce-and-bounce rounds and recall-based formats.
- Final scoring and round formats will be explained prior to commencement.

## RULES AND REGULATIONS

- Use of electronic devices is strictly prohibited unless explicitly permitted.
- Answers, once submitted or announced, cannot be changed.
- Teams must follow the quizmaster's instructions at all times.
- Any form of malpractice or misconduct will result in immediate disqualification.

## PRIZE POOL

The total prize pool for the event is ₹20,000. Distribution details will be announced during the event.

# INDIA QUIZ-A JOURNEY THROUGH THE NATION

## CERTIFICATES

Certificates of merit will be awarded to winners and finalists. Participation certificates may also be issued as applicable.

## CODE OF CONDUCT

Participants are expected to maintain discipline and uphold the spirit of fair competition throughout the event. The decision of the quizmaster and organizing committee shall be final and binding in all matters.

## PRIZE POOL

Rs. 12,000/-

## EVENT HEAD

Amit Choudhary- 9608090726

++ ++ ++ ++ ++  
++ ++ ++ ++ ++



# INFORMALS

## THE INFINITY QUEST

PRACHI PRIYADARSHINI - 9142961340  
SHRISHTI - 8797480013

## MULTIVERSE MAYHEM

SHRISTI SHREYA - 7320876807  
SHUBHANGI - 9708109306

## HEROES ON TRIAL: A KNIVES OUT MYSTERY

ANUBHAV MAHESHWARI - 8303607708  
ANKITA BHATTACHARJEE - 8252582486

## BLIND & DUMB: THE COUPLE CHALLENGE

ANKITA BHATTACHARJEE-8252582486

## MINDLUCK: THE MULTIVERSE MAYHEM

SUBHAM PANIGRAHI-8260343089

**PRIZE POOL  
80,000/-**



++ ++ ++ ++ ++  
++ ++ ++ ++ ++



# THE INFINITY QUEST

The Infinity Quest is a two-round, team-based event themed around the Superhero Multiverse. The event combines a visual quiz and a campus-wide treasure hunt, testing participants' pop-culture knowledge, observation skills, teamwork, and problem-solving abilities.

## PARTICIPATION GUIDELINES

The event is open to all students of the institute. Participants must register in teams of 3 to 5 members. Cross-year teams are allowed unless stated otherwise by the organizers. Solo participation is not permitted, and once registered, team members cannot be changed.

## EVENT STRUCTURE

### Round 1 – Superhero Shadow Quiz (Eliminator Round)

- Shadow silhouettes of superheroes will be displayed on screen.
- Each question may include one or two hints.
- Teams must identify the superhero within the allotted time.
- Answers must be submitted as instructed during the event.
- Scoring is based on accuracy, and top teams will qualify for the Final Round.
- The number of qualifying teams will be decided by the organizers.

# THE INFINITY QUEST

## Round 2 – Infinity Stone Treasure Hunt (Final Round)

- Qualified teams participate in a campus-wide treasure hunt.
- Infinity Stones will be hidden at various locations across campus.
- Teams receive clues and hints to locate each stone and must follow the sequence of clues provided.
- The objective is to collect all required Infinity Stones in the shortest possible time.
- The team that completes the hunt first, while following all rules, will be declared the winner.

## RULES AND REGULATIONS

### General Rules

Participants must carry their college ID cards.

- Teams must follow the instructions of volunteers and coordinators at all times.
- Any form of misconduct, cheating, or indiscipline will lead to immediate disqualification.
- Damage to college property will result in disqualification and possible disciplinary action.
- Round-Specific Rules
- Use of mobile phones is not allowed in Round 1 unless specified.
- In Round 2, mobile phones may only be used when permitted by organizers.

# THE INFINITY QUEST

- Teams must not run inside academic buildings.
- Clues, props, or stones must not be tampered with or removed from designated areas.
- Teams must complete the hunt only through official clues; shortcuts are not allowed.

## SCORING AND QUALIFICATION

- Round 1 scores determine qualification for Round 2.
- Round 2 is evaluated based on:
- Completion of the treasure hunt
- Time taken
- Adherence to rules
- In case of a tie, the decision of the event coordinators will be final and binding.

## DISQUALIFICATION CRITERIA

A team may be disqualified if:

- They violate event rules.
- They engage in unfair means.
- They disrespect volunteers or coordinators.
- They interfere with other teams.

# THE INFINITY QUEST

## PRIZES

Winners and runners-up will be awarded exciting prizes and certificates. Participation certificates may also be provided (subject to approval).

## ORGANIZERS' RIGHTS

The organizers reserve the right to modify rules, rounds, or event flow if required. All decisions made by the organizing team and PnD committee will be final.

## PRIZE POOL

Rs. 20,000/-

## EVENT HEADS

Prachi Priyadarshini – 9142961340

Shrishti – 8797480013



# MULTIVERSE MAYHEM

Multiverse Mayhem is a fun-filled informal event designed to test participants' observation skills, communication ability, creativity, and acting prowess. Inspired by popular superheroes, movies, and fictional universes, the event features multiple entertaining rounds that are both challenging and humorous.

## PARTICIPATION GUIDELINES

Team-based event

Team size as per organizer instructions

Open to all registered participants

Participants must be present for all rounds to remain eligible

## EVENT FORMAT AND ROUNDS

### Round 1 – Two Truths & a Lie (Elimination Round)

- A superhero description with two true statements and one false statement will be shown.
- Teams must identify the correct superhero using the clues.
- Accuracy and quick thinking are important.
- Top 10–15 teams will qualify for the next round.

### Round 2 – Chinese Whisper

- Teams compete in pairs.
- One member wears headphones with loud music while the other whispers a given phrase.
- The headphone-wearing member guesses the phrase aloud.
- Scoring is based on accuracy.

# MULTIVERSE MAYHEM

## Round 3 – Universe Swapping (Final Round)

- Teams pick one character chit and one movie/universe chit.
- Participants act out the character in the selected universe (e.g., Babu Rao in Endgame).
- Judging is based on creativity, acting, entertainment, and overall performance.

## RULES AND REGULATIONS

- Participants must follow all instructions given by the coordinators.
- Use of offensive, inappropriate, or abusive language is strictly prohibited.
- Any form of misconduct may lead to immediate disqualification.
- Judges' and organizers' decisions are final and binding.
- Time limits must be strictly followed in all rounds.

## JUDGING CRITERIA

- Accuracy and presence of mind
- Communication and coordination
- Creativity and originality
- Acting skills and expressions
- Audience engagement

# MULTIVERSE MAYHEM

## CODE OF CONDUCT

- Participants are expected to maintain discipline and sportsmanship throughout the event.
- Any unfair means or disruptive behavior will result in disqualification.
- The organizing committee reserves the right to modify rules if necessary.

## PRIZE POOL

RS. 14,000/-

## EVENT HEADS

Shristi Shreya – 7320876807

Shubhangi – 9708109306

# HEROES ON TRIAL: A KNIVES OUT MYSTERY

Heroes on Trial is an engaging team-based informal event that blends observation, deduction, communication, and strategic thinking. Inspired by mystery and superhero universes, participants must uncover imposters and solve a thrilling murder mystery through logical reasoning and teamwork.

## PARTICIPATION GUIDELINES

Team-based event

Each team consists of 4 members

Open to all registered participants

Teams must participate in all rounds to remain eligible

## EVENT FORMAT AND ROUNDS

### Round 1 – Imposter Word Challenge (Elimination Round)

- Played head-to-head between two teams: an Imposter Team and a Challenger Team.
- In the Imposter Team, three members receive the same word, while one member receives a different word (the imposter).
- Each member describes their assigned word one by one in rotation.
- Each participant gets two chances to describe their word (two rotations).
- After all descriptions, the Challenger Team gets 2 minutes to identify the imposter.
- If the Challenger Team succeeds, they advance to Round 2; if not, the Imposter Team advances.



# HEROES ON TRIAL: A KNIVES OUT MYSTERY

## Round 2 – Murder Mystery (Final Round)

- A legendary superhero has been murdered, and all suspects are superheroes.
- Teams act as investigators to uncover the truth behind the crime.
- Each team is given 100 tokens at the start of the round to purchase clues such as:
  - Autopsy report
  - Crime scene layout
  - Suspect interrogation reports
  - Forensic findings
- Each team initially receives a basic case description (who was murdered, where the body was found, and the condition of the body).

Teams must determine:

- Who committed the murder
- Why the murder was committed
- How the murder was carried out
- The team that solves the case using the least number of tokens wins. In case of a tie, the team that submits their report first will be declared the winner.

## RULES AND REGULATIONS

- Participants must follow all instructions given by coordinators.

# HEROES ON TRIAL: A KNIVES OUT MYSTERY

- Any form of cheating, misconduct, or misbehavior will lead to disqualification.
- Use of offensive or inappropriate language is strictly prohibited.
- Judges' and organizers' decisions are final and binding.
- Time limits must be strictly followed in all rounds.

## JUDGING CRITERIA

- Observation and deduction skills
- Logical reasoning and analysis
- Teamwork and communication
- Efficient use of tokens
- Accuracy and completeness of the final solution

## CODE OF CONDUCT

- Participants must maintain discipline and sportsmanship throughout the event.
- Any unfair means or disruptive behavior will result in disqualification.
- The organizing committee reserves the right to modify the rules if necessary.

## PRIZE POOL

Rs. 14,000/-

## EVENT HEADS

Anubhav Maheshwari – 8303607708

Ankita Bhattacharjee – 8252582486

# BLIND & DUMB: THE COUPLE CHALLENGE

Blind & Dumb – The Couple Challenge is a two-round informal couple event designed to test coordination, communication, creativity, patience, and trust between partners. The event combines expressive acting with a visually challenging task, creating a fun and entertaining experience for both participants and the audience. It emphasizes teamwork under unconventional constraints, encouraging couples to rely on non-verbal understanding, adaptability, and presence of mind while maintaining a light-hearted and inclusive atmosphere. The event provides a platform for participants to showcase chemistry, spontaneity, and cooperative skills through humorous situations and unexpected outcomes. Clear rules and structured judging ensure fairness, safety, and enjoyment for all participants.

## PARTICIPATION GUIDELINES

The event is team-based, with two participants per team. It is open to all registered college students. Participants may register as couples, friends, or pre-decided pairs as permitted by the organizing committee. Both participants must be present and actively participate in all rounds. Failure of any team member to report for a round will result in immediate disqualification.

# BLIND & DUMB: THE COUPLE CHALLENGE

## EVENT FORMAT & ROUNDS

The event consists of two rounds.

### ROUND 1 – DUMB CHARADES (ELIMINATOR ROUND)

The objective of this round is to evaluate coordination, expressive ability, and mutual understanding between partners without verbal communication. One partner acts as the performer and the other as the guesser. The performer is given a word, phrase, movie title, or situational prompt by the organizers and must convey it using only gestures, expressions, and body language. Speaking, mouthing words, writing, or using props is strictly prohibited. The guessing partner must identify the correct answer within the allotted time. All teams receive the same time limit. Teams are evaluated on accuracy, clarity of expression, and time taken, and selected teams qualify for the final round based on judges' scores and organizer discretion.

### ROUND 2 – BLIND MAKEUP CHALLENGE (FINAL ROUND)

The objective of this round is to test trust, creativity, coordination, and composure under visually restrictive conditions. One partner is blindfolded by the organizers and must apply makeup to their partner using only the materials provided. The blindfold cannot be removed at any point. Verbal communication is allowed unless otherwise stated by the organizers. The task must be completed within the specified time limit.



# BLIND & DUMB: THE COUPLE CHALLENGE

Participants must maintain hygiene and follow safety instructions while handling makeup products. Final rankings are determined based on creativity, effort, coordination, and overall presentation.

## RULES & REGULATIONS

Participants must follow all instructions given by event coordinators and volunteers. Any form of misconduct, misbehavior, or use of unfair means will result in immediate disqualification. Offensive language, inappropriate gestures, or disrespectful behavior is strictly prohibited. Time limits must be followed. The organizing committee reserves the right to modify rules, time limits, or the event flow if required. Judges' and organizers' decisions are final and binding.

## JUDGING CRITERIA

Teams are judged on coordination and teamwork, creativity and expressiveness, accuracy and clarity in the Dumb Charades round, presentation and effort in the Blind Makeup Challenge, overall performance, and adherence to rules.

# BLIND & DUMB: THE COUPLE CHALLENGE

## CODE OF CONDUCT

Participants must maintain discipline and sportsmanship at all times. Disruptive, unsafe, or inappropriate behavior may lead to immediate disqualification. Participants must respect fellow participants, judges, and organizing members. The organizing committee reserves the right to take necessary action in case of violations.

## PRIZE POOL

Rs. 18,000/-

## EVENT HEAD

Ankita Bhattacharjee-8252582486

# MINDLOCK: THE MULTIVERSE CODE

MindLock: The Multiverse Code is a team-based memory and coordination game designed to test participants' strategic thinking, communication, and mental agility. Teams must complete short parallel challenges to unlock password-protected mobile phones. Each unlocked phone leads to the next level. The objective of the game is to unlock the maximum number of phones within the given time.

## PARTICIPATION GUIDELINES

The event is open to all students of the institute. Participants must register only in teams. Each team must consist of exactly four members. Solo participation is not allowed. Cross-year teams are allowed unless stated otherwise. Once registered, team members cannot be changed.

## EVENT STRUCTURE

The event consists of multiple levels. Each level contains four short tasks and one password-protected phone. Teams are required to unlock a total of five phones within the event duration.

## TASK & PASSWORD MECHANISM

At the start of each level, teams will be given four different tasks. Teams must assign one task to each member before the level begins. Each successfully completed task provides one password digit along with its correct position. Writing down digits or their positions is not allowed unless explicitly permitted. After completing all tasks, the team may attempt to unlock the phone.

# MINDLOCK: THE MULTIVERSE CODE

## TIME LIMITS

Each level has a strict time limit of two to three minutes.

Failure to unlock the phone within the time limit may result in forced progression or termination of attempts, as decided by the organizers.

## RULES & REGULATIONS

### GENERAL RULES

Participants must carry their college ID cards. Instructions given by coordinators and volunteers must be followed at all times. Any form of cheating, misconduct, or indiscipline will lead to disqualification. Teams must not interfere with other teams or access tasks not assigned to them.

### GAME-SPECIFIC RULES

Personal mobile phones are not allowed. Task swapping during a level is not permitted. Communication is allowed unless restricted in a particular level. Excessive wrong attempts may lead to penalties. Tampering with event materials will result in immediate disqualification.

### SCORING & RANKING

Teams will be ranked based on the number of phones unlocked. Total time taken will be considered next. In case of a tie, fewer wrong attempts will be used as the tie-breaker.



# MINDLOCK: THE MULTIVERSE CODE

## DISQUALIFICATION CRITERIA

Teams may be disqualified for violating rules, using unfair means, showing disrespect toward organizers, or interfering with other teams.

## PRIZES

Winners and runners-up will receive prizes and certificates. Participation certificates may also be provided.

## ORGANIZERS' RIGHTS

The organizing team reserves the right to modify rules, time limits, or the event flow if required. All decisions made by the organizers will be final and binding.

## PRIZE POOL

Rs. 14,000/-

## EVENT HEAD

Subham Panigrahi-8260343089



++++++  
++++++

**T**HE END

++++++  
++++++