COMMON RULES FOR FUN EVENTS
(For all the events below the General Rules also apply)

1. MAYAJAAL (TYRE NET RALLY)

✦ 2-member event.

✦ Successful completion in shortest time will win.

✦ Two different times will be set as standard time for men and women.

2. SANTULAN (THE BALANCE BEAM ACT)

✦ Maximum of 3 members in a team.

✦ Lifting and balancing of the given load in the shortest time wins.

3. ROPE CLIMBING (ASCENT)

✦ Individual event.

✦ Height/length of the rope to be climbed is 15 feet.

✦ No use of legs allowed, only hands should be used.

✦ Only one chance will be given, no retry.

✦ No part of the body should touch the ground in between, from the start of climbing until its completion.

✦ While descending one must not descend by sliding through the rope, but must descend in a regular way coming down slowly.

4. IMPROMPTU (EXTEMPORE)

✦ Individual event.

✦ Random topic to be given on-spot.

✦ Total 2 minutes time with preparation time of 30 seconds.

5. ZARA NACH (FOOT LOOSE)

✦ Individual or group of maximum 5 participants.

✦ Elimination rounds and auditions will be based on the number of participants.

✦ Participants should prepare for two different songs.

✦ 2 minutes for prelims and 5 minutes for finals.

✦ 8 top performances would be selected for finals.

6. SWAR (SOUND OF ETERNITY)

✦ Individual event.

✦ Elimination rounds and auditions based on number of participants.

✦ Participants should prepare for two different songs.

✦ No Karaoke allowed.

7. RANGOLI (COLOR CULTURE)

✦ Maximum 2 members in a team.

✦ Elimination round based on the number of participants.

✦ Only colors will be provided.

✦ Additional requisites can be brought for designing.

9. RESONANCE (BAND COMPETITION)
✦ Team Event (Minimum 3 Participants.)

✦ (4+1) minutes for playing

✦ Can play original score/any trending tracks

✦ Participants should bring their own instruments

10. RAMP SHOW (GLAM EXPO)

✦ Team Event (Minimum 6 students per team)

✦ Theme of the attire is "Indian State Culture" (Festival/Marriage)

✦ Each member of the team will represent only 1 state culture chosen by the team.

11. MASQUERADE (CHARACTER REPRESENTATION)

✦ Individual Event
✦ (2+1) minutes
✦ This event is a combination of fancy dress and mimicry. For this event the participant has to choose one popular personae and dress up like him/her as well present a dialogue associated with that personae.

12. KARAOKE (TRACK THE TRACK)

✦ Individual event.
✦ (2+1) minutes.
✦ Preliminary may be conducted according to the number of participants.
✦ Participants have to bring their own tracks on USB drives(pen-drives) preferably / DVDs.

13. ROBO RAMP

✦ Number of robots per team: max. 2
✦ Robot type: manual(wired/wireless)/autonomous
✦ Robots may not be touched after they are started. If touched due to malfunctions of the robots, points will be deducted by judges. Human players, however, are encouraged to use voice, sound, claps, and/or hand signals for the ultra sonic sensor or camera, or visible light such as flash light to signal robots
✦ Legged robots are welcome
✦ Any programming language can be used
✦ Number and types of robot controllers, sensors, motors, or parts: unlimited
✦ Robot shape: human, animal-like with arms, tail, or any creative costumes
✦ No limitation on size (width, length, height) or weight (but it must show its style inside the specified arena)