
CULTURAL EVENTS

RULES AND REGULATIONS

GENERAL RULES

- Please do not carry sharp objects, inflammable objects or any other objects that might be potentially dangerous.
- Please do not carry/consume any intoxicant, liquor, any narcotics, drugs, cigarettes or additives or any sort. Smoking is strictly prohibited within the campus.
- If a participant is found violating any of these rules, it would lead to the disqualification of the participant, who would also be required to leave the premises immediately.
- Any sort of profanity or obscenity in any form will lead to immediate disqualification. Any misbehaviour on part of the participants and visitors will lead to expulsion from the premises and will reflect on their college.
- Anything that can be perceived as being offensive to any national and/or religious sentiments, gender, caste, race etc will lead to immediate disqualification.
- Rules listed are subject to change as per the discretion of the Event Heads and the Organizing Committee.
- Please bear in mind that all events, venues and timings are subject to change.
- The decision of the Organizing Committee shall be final in all matters.

For any queries, please contact:

Abhishek Singh	Prakriti Tripathi	Rashi Mishra	Shanvi Punamiya
+91 9971195191	+91 8126193154	+91 9425861560	+91 9619883816

FLAGSHIP EVENTS

INDEX

<i>ABLAZE</i>	5
<i>WAR OF DJ'S</i>	7
<i>BATTLE OF BANDS</i>	8
<i>GROUP DANCE</i>	9
<i>MR. AND MS. SYMBHAV</i>	10

RULES & REGULATIONS

ABLAZE

College ID:

This year's theme is 'Quantum Leap to the Future. We have reached precipitous moments in our history, in various senses, and it is the intelligentsia of our communities that are to play a significant role in spearheading as we take this massive leap. Participants are expected to represent through their performance any contemporary discontent of society, and exhibit their attitude to these circumstances. There is incredible opportunity for cultural expression and infusion of innovative ideas, so make full use of this concept.

- Each team must consist of 8 to 15 people (inclusive of choreographers).
- Cross teams are permitted; however SLS students will not be allowed to participate in cross teams.
- The time limit provided for each team is 10 -12 minutes. Time starts when the music for the team commences. There will be negative marking if the time limit is exceeded.
- Participants should come completely dressed and well prepared. No changing room/ green room will be provided by the organizer(s).
- The tracks should be carried in a pen drive in MP3 format in a consolidated form.
- All props used by the teams must be cleared from the stage immediately after the performances and from the college premises at the end of the event. Use of flammable substances or any substance that would otherwise dirty the stage so as to render its subsequent usage inconvenient or impossible, is strictly prohibited.
- The Judging criteria for the participants will be as follows:
 - Choreography
 - Music
 - Coordination
 - Adherence to, and depiction of the theme provided
 - Creative and apt display of garments and accessories
 - Walk of each participant
 - Overall impact of the performance
- Participants are requested to check their event timings well in advance and arrive 90 minutes prior to the event.

RULES & REGULATIONS

- Each participant is requested to have their college ID with them at all times.
- Participants must maintain decorum inside the campus. Any misbehavior will be dealt with severely.
- Any form of vulgarity or obscenity is strictly prohibited and any such behavior on or off stage will call for immediate disqualification of the team.
- The decision of the judges and the organizers will be final and binding.

Registration Fee: Rs. 1500

RULES & REGULATIONS

WAR OF DJ'S

College ID:

“The cardinal rule is that a good DJ must have explored his machines to be able to stand a fight in the musical arena with a thousand spectators. Once the chords are plugged in, whether you use props, sample in reverse or maintain an equal rhythm and tempo throughout the sequence, there is no looking back. All that's to be done is to fuel the stage with a heavy dose of music from thy mixers and turntables.”

- Participants may apply as an individual act or a duo act.
- Participants aged 16-25 can participate in the event.
- No on-the-spot entries will be entertained.
- Participants registering for the event are supposed to send their pre-recorded mix tapes (sets) to pronite.symbhav@gmail.com or drop them off personally at our campus after contacting the Event Heads, by 26th February, 2020.
- Last date for registration is February 24, 2020.
- 8 entries will be selected for the finals to be held on a date that shall be notified subsequently.
- All participants selected to perform in the finals have to reach Symbiosis Law School, Pune (New Viman Nagar Campus) on the specified date at 5 p.m. The registration for the finalists will be till 5:45 pm.
- All participants selected for the finals will have to carry a valid ID for proof of age.
- Performance time: 5+10 minutes (five minutes set up and ten minutes play time).
- There will be prizes only for the first two positions.

Registration Fee: Rs. 500

RULES & REGULATIONS

BATTLE OF THE BANDS

College ID:

“The sky is alight with the guitar fight, Heads will roll and rock tonight, For those about to rock, we salute you, For those about to rock, we salute you.” Get ready to head-bang, sway, or whatever else you’d do when overwhelming live music plays. Bands from different parts of the country compete to see who can prove to be the best of the best. From fusion to metal, every genre is found on this stage. This battle is not one to miss!”

- A band must consist of 3 to 8 members. Cross teams are allowed.
- The competition will have a demo round and a final round.
- For the demo round elimination, pre-recorded tapes will have to be sent to pronite.symbhav@gmail.com or dropped off personally at our campus (after contacting the event heads) on or before 26th February, 2020.
- Last date for registration is February 24, 2020.
- A total of 5 bands will be selected for the finals, the exact date of which will be clarified later.
- All finalists have to carry a valid College ID card.
- A 5-piece drum kit with 1 hi-hat and 1 crash and ride, microphones, cables, and 1 guitar amplifier will be provided. All other instruments and any extra guitar amplifier if and as required, must be brought by the bands themselves.
- Purely instrumental sets are not allowed.
- Participants must carry extra cables.
- The time limit for the entire set for each band will be 15 minutes (3 minutes of set-up time + 12 minutes for the actual set).
- Vocals are compulsory; purely instrumental pieces are not allowed.
- Songs could be covers or originals. Participants may perform in both English and Hindi.
- Rules are subject to change as per the discretion of the organizers. The decision of the organizers will be final and binding.

Registration Fee: Rs. 2000

RULES & REGULATIONS

GROUP DANCE

College ID:

- Each team should have a minimum of 4 and a maximum of 15 dancers (a minimum of 4 dancers should be on stage at all times).
- A performance must last for 6 minutes, and may extend to 12 minutes including setup time. Exceeding the maximum time limit will result in negative marking.
- The participants may use any song(s) in their performance, but there should be at least one song by a female artiste in the mix.
- Participants may use props as and when necessary, but use of flammable objects, weapons, vermilion (gulaal) or any item that poses a possibility of danger to the audience or surroundings is strictly prohibited.
- Any form of vulgarity, profanity and/or obscenity will lead to immediate disqualification.
- The Judging criteria for the participants will be as follows:
 - Choreography
 - Concept
 - Synchronization
 - Costumes
 - Choice of music
 - Overall impact
- Each team must submit the music in a pen drive in MP3 format as one consolidated track.
- The music must be submitted at least one hour prior to the event. The track also needs to be emailed with the prop list to 18010122043@symlaw.ac.in 2 days prior to the event..
- The decision of the judges in all matters will be final and binding.

Registration Fee: Rs. 1000

RULES & REGULATIONS

MR. AND MS. SYMBHAV

College ID:

- It is an individual event.
- Judging Criteria: Each contestant will be judged on the basis of his/her intellect, knowledge, and personality.
- No contestant will be allowed to perform without filling the registration form.
- Age limit: 17- 25 years
- Dress code: (only indicative; not to be construed as exhaustive)
- Girls: Evening Gowns
- Boys: Tuxedos
- There will be three rounds:

The Walk + the Introduction

- The participants will be judged on their body language, stage presence, etiquette, poise and personality as well as their oratory skills. This part of your performance must be short and crisp, and should not exceed 30 seconds.

The One Minute Talent Show

- For this segment, the participants have to prepare a one-minute performance piece to showcase any special talent of theirs.

Question & Answer Session

- The participants will be asked situation based questions i.e. questions that will help judge the intelligence, wit and quick thinking of the participant.

There will be eliminations following each round.

- Criteria for judgment:
- Walk, facial expressions, shoes, poise, voice modulation, pace, language, stage etiquette, microphone handling, attire, dress sense, interaction level, wit and knowledge of the contestants.
- The contestants must report at least 1.5 hours before the event starts.

RULES & REGULATIONS

- Participants are requested to be dressed and arrange for the materials they require for the event before the event starts, on their own. The host college does not take any responsibility for providing any of the above materials.
- Since the organizers would not be accepting any on-the-spot registrations, participants are required to produce a proof of payment at the venue of the competition (the registration form).
- Failure to abide by any of the above rules will result in elimination. The decision of the judges will be final and binding.

Registration Fee: Rs. 300

PERFORMING EVENTS

INDEX

EASTERN SOLO SINGING 14
WESTERN SOLO SINGING 15
STREET PLAY 16
SOLO/ DUET DANCE 17
STAND- UP COMEDY 18
MONO ACTING 19

RULES & REGULATIONS

EASTERN SOLO SINGING

College ID:

- This is an individual event.

Round One:

- Each participant will sing for a maximum of 3 minutes. Exceeding this time limit would lead to negative marking. An extra minute will be given for the participant to set up.
- For this round, participants may sing any mainstream Bollywood song, or any song that might be a semi-classical, classical or folk composition. Performing an original composition will fetch bonus points.
- Participants can bring any instrument of choice as an accompaniment. A participant may have a maximum of two additional persons to play accompanying instruments.
- Use of background music is not permitted.
- The use of cell phones to refer to lyrics is not permitted.

Round Two:

- The top scoring participants (6 to 12, depending on total participation) will be selected for the final round. The decisions made by the judges in this regard will be final. The exact number of participants advancing to this round will be decided
- Participants are expected to perform a different, preferably a more technically complex song for this round. The general rules from the previous rounds will be followed, except that the participant will have 5 minutes to perform in this round.
- An additional minute will be given to set up before the performance.

Registration Fee: Rs. 200

RULES & REGULATIONS

WESTERN SOLO SINGING

College ID:

- All teams must register at the venue 45 minutes before the start of the event.
- Each team can only have 1 vocalist with a maximum of 2 optional instrumental accompanists.
- The event will consist of two rounds. There is no difference in rules for the preliminary and the final rounds, and qualifying participants will take part in the final rounds.
- The time limit is 4 minutes for the performance, in addition to an additional minute for sound check.
- Performance of original compositions will earn extra points.
- The decision of the judges will be final and binding under all circumstances.

Registration Fee: Rs. 200

RULES & REGULATIONS

STREET PLAY

College ID:

- Theme - Any debated social issue, Human Rights depiction will be appreciated. [Please note - It should highlight the social issue and how it should be dealt with]
- Each college will be allowed only one entry for the event.
- The registration for the street play is limited to 15 teams. Registration will be on first come, first serve basis.
- No cross teams are allowed.
- Time limit for performance is 15 minutes, exceeding which will result in negative marking. A warning bell will be provided at 12 minutes, and a final bell will be rung at the end of 15 minutes.
- Language of the play - English, Hindi and Marathi.
- Participants must report at the venue 30 minutes prior to the commencement of the event to avoid penalization.
- No offensive, vulgar or obscene language is permissible.
- The event will be conducted in an open place and hence no microphones, speakers, or music system will be available.
- No props, costume or any other material (including drums or other musical instruments) will be provided by the host college. A team may use a maximum of 5 props.
- Marking criteria for the event is as follows:
 - Content
 - Formation
 - Impact
- The decision of the judge will be final and binding.

Registration Fee: Rs. 800

RULES & REGULATIONS

SOLO/DUET DANCE

College ID:

- Pre-fest registration cap (tentative) - 50
- On the spot registration cap - 5 to 15
- The competition is open to different forms and styles. The songs and costumes selected should be decent.
- The competition will have two rounds, i.e. Elimination Round and Final Round, which will be held on 2 consecutive days.
- A maximum of 10 participants will advance to the finals for the solo category. For the duet category, the number of finalists will depend on the number of entries.
- Length of music for Elimination Round is 2-3 minutes and for Final Round is 4-5 minutes.
- The soundtrack should be handed over in mp3 format in a pen-drive or a CD, in person before the event begins. Soundtracks brought on mobile phones shall not be permitted.
- No participant will be allowed to perform twice for either of the two rounds
- Participants are free to use any props of their choice for both rounds. The same however, is not compulsory.
- Only one minute will be provided for setup.
- Participants must be present at the venue at least an hour before the assigned time. A participant who is not present shall forfeit his chance to participate.
- Each participant must carry their college ID for verification purposes.
- Failure to adhere to the rules will lead to disqualification
- The decision made by the judges shall be final and binding.

Registration Fee: Rs. 200 (for Solo),

Rs. 300 (for Duet)

RULES & REGULATIONS

STAND-UP COMEDY

College ID:

- Participants have to prepare a prewritten act. There are no limitations to the topics that can be chosen by the participants.
- Language used must be preferably English or Hindi, to cater to the needs of the diverse audience.
- The participants can take 5-10 minutes for their performance. Exceeding the time limit will result in negative marking.
- The participants must bring their own props, if required.
- The participants will be judged on the basis of content, fluency, spontaneity, presentation and sense of humor.
- Participants should conform to reasonable standards of decency; vulgar, obscene or offensive language is prohibited.
- The decision of the judges in all matters will be final and binding.

Registration Fee: Rs. 200 (for Students)

Rs. 400 (for Corporate)

RULES & REGULATIONS

MONO ACTING

College ID:

- Each participant is expected to perform for at least 4 minutes, and the time limit for the performance is 10 minutes, exceeding which will attract negative marking. This time limit includes any set up time that the participant might require.
- The participant may perform in Hindi, English or Marathi.
- Participants must report at the venue 30 minutes prior to the commencement of the event to avoid penalization.
- No offensive, vulgar or obscene language is permissible.
- No props, costume or any other material will be provided by the college authorities.
- The participants will be judged on the following criteria:
 - Content
 - Impact

Registration Fee: Rs. 150

CREATIVE EVENTS

INDEX

<i>POSTER MAKING</i>	22
<i>FACE PAINTING</i>	23
<i>CREATIVE WRITING</i>	24
<i>SHORT FILM MAKING</i>	25
<i>PHOTOGRAPHY</i>	26

RULES & REGULATIONS

POSTER MAKING

College ID:

- This is an individual event
- The artwork presented should be original, which is a major criterion for assessment. No plagiarism will be accepted.
- The time limit will be 55-60 minutes.
- Primary colors of poster paints, A3 size sheets and paint brushes will be provided, although it is advised that the participants bring their own stationery to avoid any major inconvenience in case of any shortfall on our side.
- Dialogues can be in English or Hinglish.
- Poster can be colored or kept black and white as per the artist's choice.
- The artwork should not be defamatory, libelous, obscene or otherwise illegal.
- Use of profanity is strictly prohibited.
- Participants are prohibited from carrying any paper/electronic device to refer to during the competition. Non-compliance may lead to disqualification.

Registration fee: Rs. 150

RULES & REGULATIONS

FACE PAINTING

College ID:

- There will be one member painting and the other one being painted on. The theme has to be interpreted in a way so as to represent some contemporary discontent of societies today.
- Painting materials will be provided; however, use of stencils and pens are not permitted.
- Use of pens, pencils, any kind of decorative material and stencils is strictly prohibited.
- All participants are required to mention any allergies in regard to the paint available. In case of an emergency, necessary medical aid will be provided to the participants.
- Participants are requested to not mix the paint in the paint boxes, failing which a penalty will be charged. The participants are to carry their own containers and palettes for the purposes of mixing colors and keep water.
- It is mandatory for participants to have their own volunteers, and under no circumstances shall a volunteer be provided by the Institute.
- Use of internet and any other reference material is not permitted.
- Marks shall be deducted if participants leave the venue in a mess.
- Participants are required to be present at least 15 minutes before the event. Any tardiness may result in disqualification.
- A total of 60 minutes will be allotted per team.

Registration Fee: Rs 100

RULES & REGULATIONS

CREATIVE WRITING

College ID:

“The world is but a canvas of imagination”

- Time - 1 hour 30 minutes
- The participants have to write an original article of approximately 1500 words.
- There should be a clear association between the topic and the prose.
- A choice of two topics will be given, out of which participants have to attempt any one.
- If the article is found to be copied or a modified version of an existing one, the participant will be disqualified.
- The criteria for judgment will be as follows:
 - Originality - 10 Marks
 - Vocabulary - 5 Marks
 - Coherence - 5 Marks
 - Proportion - 5 Marks
 - Clarity - 5 Marks
 - Content - 10 Marks

Registration Fee: Rs 150

RULES & REGULATIONS

SHORT FILM MAKING

College ID:

- There are no limitations on the number of people that can be involved in the making of the movie. Feel free to involve as many people as needed.
- The short film should be 10-20 minutes' long
- There are no limitations placed on the topic, genre or content of the movie. The intention behind the same is to award maximum creative control to the filmmaker.
- Try your best to give your short movie a professional look.
- The judgment criteria for the movie is as follows:
- Understanding and interpretation of subject matter
- Coherence
- Execution and Overall Impact
- All this will be examined and assessed from a holistic perspective and everything from camera-work, direction and visual choices to performances and story elements will be properly observed.
- Prizes will be given for the top 2 movies.
- The decision of the judges in all matters will be final and binding.

Registration Fee: Rs 500

RULES & REGULATIONS

PHOTOGRAPHY

College ID:

- Round(s): Direct final(s)
- Dates of the competition will notified subsequently.
- Photographers will be provided with the theme upon registration, and will be given time from 28th of February to 12 Noon on 29th of February, 2020 to submit soft copies of their photographs.
- These soft copies must be sent to abhishekganesan9@gmail.com by the specified deadline. Each participant can submit up to two individual photographs. They shall be put up as part of the display on 1st March, 2020. The winners will be announced and awarded on the same day.
- The resolution of the photographs should be at least 5 mega pixels each.
- No RAW copies of the photographs can be submitted.
- Photos that have been digitally altered beyond standard optimization (removal of dust, cropping, reasonable adjustments to exposure, color and contrasts, etc.) will be disqualified. Multiple exposures that have been combined to produce a single 'High Dynamic Range' image are acceptable.
- Participants are allowed to capture photographs using a phone camera, provided it is one of sufficient resolution and clarity when blown up. The decision pertaining to the qualification of said photographs based on quality is solely at the discretion of the event heads and/or the judges, and shall be final and binding.
- The decision of the Judges and the discretion of the organizers will be final and binding. The judgment criteria are as follows:
 - Interpretation of Theme
 - Relevance of Theme
 - Creativity
 - Aesthetic Appeal

Registration Fee: Rs. 200

QUIZZES

INDEX

TECHBIZ QUIZ 29
GENERAL QUIZ 30
SPORTS/ ENTERTAINMENT QUIZ 31

RULES & REGULATIONS

TECH BIZ QUIZ

College ID:

- Format: Written preliminary round followed by final rounds.
- Eliminations: 25 questions (First six teams get selected for final rounds)
- Final Rounds:
 - 5 pounce rounds of 6 questions each, 1 questions per team.
 - 1 Long Visual Connect round of 6 questions
 - Total no. of questions: 61
- Two members per team (college and corporate teams allowed). On the spot registration is allowed.
- Cross teams are allowed if none of the members are from SLS Pune.
- Cross-college and cross-corporate teams are allowed (A college-corporate team would be considered as a corporate team for qualification purposes)
- Top 4 college teams and top 4 corporate teams make it to the finals.
- SLS Pune teams may participate in the quiz but will not be eligible for prize money.
- A maximum of four teams from SLS Pune can qualify for the final rounds.
- The use of mobile phones, tablets or any other electronic device is strictly prohibited and may result in disqualification from the event.
- The decision of the Quiz Moderator and the Quiz Master will be final and binding on all participants.

Registration Fee: Rs. 200 (Students)

Rs. 400 (Corporate)

RULES & REGULATIONS

GENERAL QUIZ

College ID:

- Written Prelims (20 Questions including 5 Starred Questions)
- Top 6 teams qualify for finals.
- No. of Participants: 1 Team per package (Max. 2 members per team). On the spot registration is allowed.
- Maximum 2 teams from a college can qualify for finals.
- Cross teams are allowed if none of the members of the cross team are from SLS Pune. Students from SLS Pune are allowed to participate in the quiz but will not be eligible to win prize money.
- Usage of any electronic device during the quiz is prohibited and any malpractice will lead to direct disqualification of the team.
- Quiz Master's decision is final and binding.

Registration Fee: Rs. 100 (Students)

Rs. 300 (Corporate)

RULES & REGULATIONS

SPORTS/ENTERTAINMENT QUIZ

College ID:

- Elimination Round: 20 questions (Top six teams qualify for final rounds)
- Final Rounds:
 - 3 pounce rounds of 12 questions each, 2 questions per team.
 - 1 Long Visual Connect round of 5 questions
 - Total Questions: 61
- All registrations will be on the spot.
- Cross teams are allowed if none of the members of the cross team are from SLS Pune.
- SLS Pune teams are allowed for the quiz but will not be eligible for prize money.
- A maximum of four teams from SLS Pune can qualify for the final rounds.
- The use of mobile phones, tablets or any other electronic device is strictly prohibited and may result in disqualification from the event.

Registration Fee: Rs 100 (Student)

Rs. 300 (Corporate)

LITERARY EVENTS

INDEX

***SPEAKING TREE** 34*

***SLAM POETRY** 38*

***WORD GAMES** 39*

RULES & REGULATIONS

SPEAKING TREE

Speaking tree is an event that aims to combine Pop-Cult with literary competition in an attempt to redefine the boundaries of both. Pop-Cult or pop culture is the modern popular culture transmitted via the mainstream media and aimed particularly at younger people. So, scrounge for all the obsolete pop trivia you find and gather them for a multi-tiered game of excitement, exhilaration and unrelenting fun at Speaking Tree.

Speaking Tree comprises of three preliminary rounds and a final round.

Each round comprises of the respective events:

1. Spellathon
2. Rhyme and Chyme.
3. Shipwreck

Finals: Just a Minute

Each round will be spun around the theme of Pop-cult, with tasks concerning Bollywood banter, or Hollywood heroics. Your inclination towards trivial facts will be your greatest assent. Step up your Lame Game and win our prize money.

Rules and Regulations

Round 1

Spellathon:

1. The spelling bee will be written therefore no contestant can orally answer the questions.
2. There will be audio/visual questions displayed on the presentation.
3. The question will need to be answered by a contestant first.
4. The contestant answering the question will get 0.5 marks extra and the same will be deducted for the wrong answerd
5. The contestants will be given 15 seconds to answer each question.
6. There will be no negative marking for spelling the words wrong.
7. The Quiz Masters Decision will be final.

RULES & REGULATIONS

Round 2

Rhyme and Chyme:

1. The participation will be given 6 topics to choose from .
2. They will have to pick four chits which will contain words related to respected topics.
3. The contestants will then choose a popular song.
4. They will be given one minute to write a stanza using these four words.
5. The paragraph should not be more than 10 lines.
6. It should also fit the rymhe/scheme or the beat of the song chosen.
7. The participants will be scored based on the sensibility/comedic value of the stanza.
8. There will be no negative marking.
9. Once a word has been picked it will be discarded from the bowl.
10. However should a participant not make use of the words given to them the following participants can steal the word by giving 2 seconds of their time.

Round 3

Shipwreck:

1. The participants will all be given certain characters by the judges who will be gods.
2. The characters are all then hypothetically put in a sinking ship with only on life jacket.
3. It is now upon each character to convince the gods that they are the ones that need to be saved using the life jacket.
4. The characters will each be given a minute and a half to begin with.
5. After each character has given their piece the floor is open for any participants to refute the arguments made by other characters.
6. The gods will decide on a survivor at the end of 15 of open discussion.

RULES & REGULATIONS

Final Round

JAM

1. The JAM master is god. No questions or arguments once the final decision has been made
2. To object, slam the table and say “JAM”. The JAM master decides when you are allowed to put forth your objection
3. You get a penalty if the competition objects on any of the following counts:
 - You object out of turn
 - You stutter, stammer, and generally indulge in “time-wasting tactics”. These include efforts to buy time like interspersing your talk with “uhh”, “aah” etc...
 - Early start and late start
 - Speaking too fast or too slow
 - Grammatical errors
 - Undue stress on words, undue emphasis in the sentences
 - Repetition of a previously used idea

Not following the “random rules” as set by the JAM master. For example, the most popular random rule was “Praise Guntas before objecting”. If you forget to do so or the JAM master thinks that the praise was not good enough, you will not be allowed to object and lose points for an incorrect/bad objection

4. The total time is sixty seconds, inclusive of all the time that all the speakers in a given round are allowed to speak
5. Points are given in the following manner:
 - Positive points for every second that you speak
 - Positive points for every correct objection
 - Negative points for every incorrect objection
 - Bonus points for being the last speaker
6. The winner is the person with the maximum number of points at the end of the round.

RULES & REGULATIONS

Disclaimer:

1. If any participant is found cheating or using any undue means during the course of the event, the participant is subject to disqualification.
2. Mobile Phones are not to be used during the course of the event. and if any participant does the same, the organizers have discretion to disqualify the participant immediately.
3. Silence is to be maintained at all times during the Event.
4. Any disruption to the event in any form shall lead to the disqualification of the participant by the Organisers with exercise of their discretion.
5. The decisions of the judges and organizers are absolute for the adjudication of each round, the declaration of the winners for the event and disqualification of participants.

Registration Fee: Rs 150

RULES & REGULATIONS

SLAM POETRY

- **Originality counts** - The participants can present any original piece of their prose or poetry.
- **All is well, when the audience understands you** - Your work can either be in English or Hindi. Language should not be the barrier between you and your listeners.
- **Time is the need of the hour** – We can hear you the whole day, but he have got limits. The time per performance cannot be less than 2 minutes and must not exceed 5 minutes.
- **Paper speak volume than the screen** - The participants must get hard copy of their poems to submit for reevaluation.
- **Poets don't copy** – We appreciate you for who you are. The participants will be immediately disqualified in case of plagiarized or copied work.
- **Expression and poet goes hand in hand** – A poet is incomplete without his work, and his work is incomplete without the poet. The participants can use any method to make their piece most expressive.
- We can't mark your views, but marking the way is the new coding language. So, you shall be marked on the following criteria:
 - Originality
 - Creativity
 - Fluency
 - Expressions

Registration Fee: Rs 100

RULES & REGULATIONS

WORD GAMES

- Participants are permitted either to participate individually or in teams of two.
- There will be two rounds –

Round One

- This is a pen and paper based event consisting of a series of word puzzles. This is a qualifying round.
- Participants have 30 minutes to complete this round.
- The number of teams qualifying to the final round will be determined based on the number of registrations.

Round Two

- The second round will be Hangman.
- All necessary materials will be provided.
- Participants found using electronic gadgets of any kind will be immediately disqualified.
- In case of a tie between two teams at the end of either of the two rounds, there shall be a tie-breaker.
- The decision of the Organizing Committee in all matters will be final.

Registration Fee: Rs. 100

GAMING EVENTS

INDEX

<i>FIFA</i>	42
<i>COUNTER STRIKE</i>	43
<i>PUBG</i>	44

RULES & REGULATIONS

FIFA

College ID:

- It is an individual event, and will be a one on one (1 v 1) competition.
- The game will be played on a PlayStation 4 (Ps4) device.
- Each half will last for 5 minutes.
- The level of difficulty would be at the “Legendary” setting.
- Players can choose any team to play with apart from World 11, Classic 11 and Adidas All Stars. This discretion will lie with the organizers of the event.
- Players are permitted to bring their controllers, as long as they are compatible with the PlayStation 4 (Ps4) device on which the game would be played.
- There will be one game per round for each player.
- Tournament Type: Single Elimination
- Only on the possession of the ball can the players avail the option of a ‘Pause’.
- Only 2 ‘Pauses’ per match are allowed. The duration of a ‘Pause’ must not exceed 30 seconds.
- Pausing the game when the ball is not in possession of the player would result in disqualification.
- The option of Offside and Injuries will be switched on.
- Re-entry will be permitted only during the first round.

Registration Fee: Rs. 100

RULES & REGULATIONS

COUNTER STRIKE

College ID:

- Number of participants: Only 1 team per package (1 Clan).

Rules for Solo Participants:

- Death-match Duration: 10 minutes.
- The event will start with a battle between 10 players.
- The player with the highest score will qualify for the next round.
- The map will be decided by common consensus or at the discretion of the organizers.
- Use of SG 550, also referred to as GAYGUN, is prohibited.
- The players are not permitted to use shields.

Rules for Team Participations:

- Competition Duration: 2 minutes 25 seconds.
- A team must consist of 5 participants.
- All matches will be Knockout matches.
- A coin toss will be used to decide the side of each team i.e. either terrorist or counter terrorist.
- In case of a tie the other team will get to choose the map for a rematch.
- If one of the players forfeits the match, the team will be disqualified and the other team will be declared as the winner, irrespective of the score
- 'Friendly fire' will be switched on.
- Use of SG 550, also referred to as GAYGUN, is prohibited.
- The players are not permitted to use shields.

Registration Fee: Rs. 100

RULES & REGULATIONS

PUBG

College ID:

- Number of participants:
- The event will be a knockout tournament.
- Registrations can be done prior to as well as on the day of the event. Re-registrations will be allowed in the first round only till the cap gets full.
- Each game lasts for about 40 minutes.
- Players will have to play with their own mobiles relying on their own data providers in order to avoid any disconnections. Wi-Fi service will not be available.
- Map played on would be - Erangel/sanhok/Miramar with 'sunny' option on Solo/squad/duo
- TPP. (as per your requirement)
- Any dispute will be handled by the event in-charge.
- Use of any emulators, hacks, software/tools, or any trigger/controllers and items which give an undue advantage are strictly prohibited and would lead to disqualification.
- Claims for reimbursement of registration fees will not be entertained under any circumstances.
- The organizers will not be responsible for any connection issues during the matches which may or may not result in disconnections.
- Use of any external software or files is not allowed.
- Any kind of physical assistance is strictly prohibited.
- Participants are expected not to disturb other players during the match and are expected to leave the spot immediately after their elimination.

Registration Fee: Rs. 100 (Solo)
Rs. 400 (Squad)

BUSINESS EVENTS

INDEX

<i>BEST MANAGER</i>	<i>47</i>
<i>SYMBHAV STOCK EXCHANGE</i>	<i>49</i>

RULES & REGULATIONS

BEST MANAGER

College ID:

There has been a noticeable shift in the global business scenario, with the focus shifting from manufacturing-oriented business to service-oriented ones. It is clearly visible that even business centered around a tangible product that is manufactured in a traditional industry is now relying more and more on effective marketing and establishment of goodwill for the profitable sustenance and longevity of the business. There is absolutely no doubt, therefore, that the greatest asset that any entrepreneurial venture can possess is an abundance of brilliant and unique ideas and a skilled team to execute it in the most optimal way possible.

The Entrepreneurship Cell of Symbiosis Law School, Pune endeavors to cultivate a culture of constant ideological disruption and encouraging more and more young minds to question what they know to take control of their own life and build something amazing. In line with that ideology, this year at Symbhav X we are bringing to you 'Busy Business', an event designed to emulate a holistic experience of starting an entrepreneurial venture from the ground up.

Event Design:

The event will be divided into **three** rounds. Each participant/participating team (hereafter collectively referred to as 'participant') will have to go through all the rounds. **There will be no elimination across rounds.**

Round 1:

- This round will focus on the bare bone structure of the venture, with the participant discussing the exact nature of the product/service and its viability in its target market, amongst any other element that needs to be thought through during the process of refining a business idea.
- The chief purpose of this round is to ensure that the business idea is presented in its entirety in a refined and concrete format. This will help the judges get a complete understanding of the objectives of the participant while also giving the latter invaluable practical insight on certain ideological blind spots they left unaddressed during the brainstorming period.
- *Judgement Criteria:* For this round, the adjudicators will judge the participants on
 - Clarity of idea
 - Communication Skills
 - Answers to Questions by said adjudicators
 - Understanding of the target market

RULES & REGULATIONS

Round 2:

- This round will work with the premise that both the participant and the adjudicators have a complete understanding of the business idea. This round will entail the participant describing possible marketing and placing strategies that the participant intends to employ to engage the target market and ensure optimal outreach, profitability and sustenance of the venture.
- It goes without saying that these potential ideas and methodologies will have to be in line with the target market and the idea itself. This round will give the participants breathing room to get some real life review from seasoned players in this space (the adjudicators) and will give adjudicators a chance to assess the participants' skill set and overall capabilities to create a legitimate venture.
- *Judgement Criteria:* For this round, the adjudicators will judge the participants on
 - Understanding of the target market
 - Communication Skills
 - Answers to Questions by said adjudicators
 - Creativity and Uniqueness of Approach
 - Clarity of Approach

Results:

The adjudicators will give a brief description of their experience of the event with the participants being in attendance. They will also elucidate on certain common grounds and elements that the majority of participants can focus on for their personal and professional growth in the near and distant future while also motivating them to consistently exceed their own standards to reach the hefty and impressive heights that they potentially can achieve.

The top **two** highest performing participants will receive cash prizes.

Registration Fee: Rs.100 (Individual)
Rs. 200 (Team)

RULES & REGULATIONS

SYMBHAV STOCK EXCHANGE

College ID:

Themed:

- Participants may apply as an individual, or in a team of two.
- Cross teams are not allowed.
- The Competition is essentially categorized into three rounds. Participants shall work individually or in pairs as investors, with stipulated amounts of capital provided to them for each round.

The First Round:

- The investors are provided with a catalogue of companies along with their respective product or service with an elaboration of the marketing strategy they intend to adopt for the sales of such product or service.
- The investors evaluate the benefits they may accrue in such investment and thus invest their capital by purchasing shares in the various companies that pique their interests, with complete discretion in the proportion of purchase of these shares. The participants are expected to maximize their gains over several derivatives.
- Upon investing in the Companies of their interests, each individual investor is expected to substantiate his reasoning for his deliberated investments.

The Second Round:

- The Investors are then offered the purchase and sale of the shares according to the market share price, through a broker, where no broker fees will be considered.
- The bidding on shares of a certain Company may be conducted where there are two or more buyers bidding incrementally on such shares.
- Additional capital would be provided soon after, to further investments in the respective companies.

The Third Round:

- The Third Round paves way for a spontaneous element being thrown into the mix, diversely affecting the stock market as has been continuing over the two rounds.
- The investors are expected to best utilize their opportunity in further purchasing or selling shares. At the end of this round, the investor with the highest corpus amount is titled the winner, along with the one with the second and third highest corpus amount respectively.

RULES & REGULATIONS

- No investor is allowed to invest more than 50% of their capital in one company. Share price rigging in such manner is deemed illegal.
- The share price of all stocks will be announced at the end of each round. The Corpus amounts for each investor shall also be announced at the time.

Registration Fee: Rs. 200

MISCELLANEOUS EVENTS

INDEX

<i>HOGATHON</i>	53
<i>CHUGGATHON</i>	54
<i>ARM WRESTLING</i>	55
<i>TREASURE HUNT</i>	56
<i>LIP SYNC BATTLE</i>	57
<i>CHARADES</i>	58

RULES & REGULATIONS

HOGATHON

College ID:

- In case of any disputes regarding the results of this event, the decision of the organizers will be final and binding.

Round 1:

- The number of items consumed within the stipulated time shall be recorded for every participant.
- Multiple rounds will be conducted according to the number of participants.
- Only 3 people can compete at a time.
- Duration of this round will be of 3 minutes.

Round 2:

- The top 5 candidates selected from Round 1 shall be selected to compete in the second round.
- In case a finalist is unable to compete in Round 2, the subsequent runner up shall be called in to compete.
- Duration of this round will be 4 minutes.

Registration Fee: Rs. 200

RULES & REGULATIONS

CHUGGATHON

College ID:

- The contestants will be given 6 glasses to drink alternately, i.e. a spicy drink and a bitter drink. The time taken to drink all 6 glasses will be recorded. The one with the shortest time will win prizes.
- The selection of drinks to be consumed during the competition will solely lie with the organizers of the event.
- The contestants must not pause or stop in any manner while their time is running.
- Spilling drinks must be avoided for it may lead to immediate disqualification.
- The contestants should first complete the drink in the given cup before moving on to the next one, inability to do so would amount to disqualification.

Registration Fee: Rs. 100

RULES & REGULATIONS

ARM WRESTLING

College ID:

- Both players must be square to the arm wrestling table prior to the commencement of the match.
- At the start of a game, both players' shoulders should not be less than a fist distance apart from their hands.
- Players must start after they hear "Ready, Set, Go".
- In order to constitute a pin, you can touch any part of the other players' fingers, forearm or wrist.
- Your hands must not touch your body during the competition.
- If you commit a foul three times, you will be disqualified from the match.
- If for whatever reason the grip falls apart, the grip is to be placed in its right alignment again.
- If any of the player's position is such that his arm can be injured, the referee can stop the match right away and rule it as a foul.
- At least one foot has to remain in contact with the floor during the match.
- The matches will be decided on the outcome of best-out-of-three matches.
- Bending of wrists to form a 'lock' or a 'hook' will be considered as a foul.
- Failure to arrive at the venue within 5 minutes of being called will result in disqualification from the game.
- Any disputes or technical difficulties which may arise during the tournament should be informed to the organizers and their decision in this regard shall be final and binding.

Registration Fee: Rs. 100

RULES & REGULATIONS

TREASURE HUNT

College ID:

- Number of Participants – 3-5 members in a team will be permitted. College IDs will need to be submitted beforehand.
- The area for hiding clues has been restricted to the vicinity of Viman Nagar, Pune.
- There shall be ten clues hidden around the area, the first and last ones being hidden in the college premises itself.
- The hunt will be in the form of a race. The last ten teams to reach the location shall continue to be eliminated after each clue, so that only 5 teams remain after the 9th clue.
- A Symbhav volunteer shall be present at each location to hand over the next clue in the course of the hunt.
- The registration fee does not include transportation charges. The expense of autos to get around the area during the hunt shall be borne by the participants themselves.
- The team that finishes the hunt first, wins.
- Usage of any unfair or malicious means while competing shall result in disqualification. The decision will rest with the organizers and shall be final and binding.

Registration Fee: Rs. 200 (per Team)

RULES & REGULATIONS

LIP SYNC BATTLE

College ID:

- Participants may register individually or in teams of two.
- The performance must be 2 - 5 minutes long.
- Participants are to lip sync any song of their choice. Minimum of 1 song and maximum of 3 songs (merged in one file) can be used.
- The songs that participants choose must subscribe to the limits of decency and not contain any vulgar or offensive lyrics.
- The song should be disclosed to those managing the event an hour before the participant performs. It is preferable that the participant brings the music clip with themselves; though they can peruse a catalogue of songs kept with the event head.
- Participants are permitted to carry their own props for their performance. No props will be provided. The usage of flammable objects, weapons, vermilion (gulaal) or any item that poses a possibility of danger to the audience or surroundings is strictly prohibited.
- Participants will be judged on performance, charisma and the ability to hold the attention of the crowd.
- The decision of the Judges shall be final and binding.

Registration Fee: Rs. 100

RULES & REGULATIONS

CHARADES

College ID:

- Number of Participants: 1 team per package (Only 2-4 members in a team will be permitted).
- Out of a team of three to four members, one member must enact the name of the movie while the other members of the team are required to guess the same.
- Each team member must act at least once in all four rounds.
- Each team will be given a time limit of 90 seconds to guess as many movies as possible.
- The team which guesses the most number of movies gains the most points.
- Fingers or other pre-decided signals can't be used to show numbers or alphabets.
- Lip-syncing is strictly not allowed.
- Pointing at objects or people is not allowed.

Registration Fee: 100/Team

RULES & REGULATIONS

***FOR EVENT AND
REGISTRATION RELATED
QUERIES, CONTACT:***

ABHISHEK SINGH

+91 9971195191

PRAKRITI TRIPATHI

+91 8126193154

RASHI MISHRA

+91 9425861560

SHANVI PUNAMIYA

+91 9619883816