**TECHNICAL EVENTS**

**1. RURAL-LE-CARTE**

Design a Business Plan which can influence the rural market in today's world. The following should be included in the business plan:

* 5C Analysis
* Segmentation Targeting Positioning
* 4P/7P of Marketing
* Go To Market Strategy ( Including pricing and advertising strategy)

The participating teams would select a bouquet of products from a list provided by the event organizers which are coming from rural areas for which they need to prepare a marketing plan

RULES

* Team size: 2-3 members, maximum 3.
* Individual cannot be part of more than 1 team
* Timing for the complete process should be 30 minutes
* The next 30 minutes will be used for the judges to analyse and evaluate Services can also be presented
* Can also act/perform in case of video advertisements
* The decision of the judges/organizers shall be final and binding on all contestants
* Competition will consist of one round to be held at campus

PRODUCTS (GIVEN ON THE SPOT) COULD BE:

* Smokeless chulah
* Neem toothbrush (datun)
* Tractor Trailer, Bullock cart
* Homemade fridge/ washing machine
* Small Mud houses
* Hand pump

**2. CARPE DIEM**

The event prepares the participants for the recruitment process.The participants get grilled with questions concern with their various subjects like technology, Finance, HR , Marketing etc. to check their academic knowledge.

**Event Format:**

**Round 1: Quiz**

A marketing quiz that will test the team’s grasp on basic marketing concepts, brand awareness, product communication strategies through celebrity endorsements.

**Round 2:**

Top from Round 1 will be called to check the presentation skills by giving any topic related to their subject of course.

**Round 3:**  
Questions from current general awareness will be asked.

And finally team with top score will be the winner.

**3. AD- MAD**

Advertisement is the main component in promoting products and services. In this competition, a non-advertised product is given to all the participants. They can create a video clip or Ad print poster to promote their products or services.

In the next round, selected participants would be asked to recreate a failed advertisement.

**RULES:-** It is a team event. Each team should have 4-5 members only.

Topics would be provided on the spot.

5 minutes preparation time for each team.

Time limit for the performing the advertisement is 1-2 minutes.

Participants shall be judged on the basis of spontaneity, content, adherence to the topic, on-stage presentation, coordination and overall appeal of the advertisement.

The caution should be taken to refrain from displaying obscenity, violence, prejudice, defamation etc. in Advertisement.

Decision of the judges will be final and binding

**4. TURNCOAT**

Event Description

Those who can understand how to put their thoughts on ice should enter into the heat of debate.

* The topic will be given on the spot.
* Participant will be given 5 minutes to think on the topic.
* Each participant will be given 3 minutes to express.
* Switching between the motions will be entirely based on judge’s decision.(for e.g. if a participant is speaking against the motion and judge press the buzzer in between, he/she has to switch his content from against to for and so on.).
* Participation will be judged on the basis of content of speech, presentation and logical validity.
* Only individual entries are invited.
* Speaking more than allotted time would deduct marks.
* No registration fee.

**5.BUSINESS QUIZ**

Round 1 : A question will be asked to a team and if they are unable to answer it will be passed to the next team - Rounds 4- 24 questions

Each team would be asked 4 questions each. ( Objective questions with options)

10 marks for correct answer and 5 negative marksfor wrong answer.

If a team cannot answer the question, they can pass the question &  then the question would be forwarded to the next team.

Answering time is only 30 seconds.

Team discussion is allowed.

Round 2: Rapid Fire Round : -Each team will be asked 10 questions one after another in one minutes time-  : 60 questions

10 marks for the correct answer and negative 5 marks for the wrong answer

Answering time is only 3 seconds

Team discussion is allowed

If a team cannot answer the question, they can say pass for the next question. The question will not  be forwarded to the next team.

Round 3 – Buzzer Round- A question will be fired & the team who presses the buzzer first get to answer first  – 6 Questions

10 marks for the correct answer and negative 5 marks for the wrong or if team doesn’t after they press Buzzers. – No forwarding

Answering time is only 30 seconds

Round 4- Audio-visual round   
Teams  will be shown clips and will have to answer.   rounds 2 : 12 questions

10 marks for the correct answer and negative 5 marks for the wrong answer

Each Team would be asked 2 audio-visual questions. ( 1 slide in each round )

Answering time is only 30 seconds.

No passing to the next  team. Audience can answer.

 \*\* SURPRISE ROUND IN CASE OF TIE IN THE FINAL ROUND

**6. PERCEPTION TEST**

1.    There will be team of 3 members in each group.

2.    There will be three rounds in total.

**3.    Round 1:**

d)    One picture will be displayed to 2 teams.

e)    Each team will have to interpret a story out of the picture displayed.

f)    The team with best story will be qualified for the next round.

g)    Time limit: 3-5 min. if the team is not able to reach or exceed the time limit that team will be automatically disqualified.

h)    Thinking time is 60 sec.

**4.    Round 2:**

a)    The final teams will be given only one picture & they will have to make a different story out of it.

b)    The best team with the motivating story will be the winner.

**7. QUIZ**

GENERAL RULES

1. Only team entries are eligible.

2.A team shall consist of max two persons

3. The decision of the quiz-master will be final and will not be subjected to any change

4.The participants shall not be allowed to use mobile or other electronic instruments.

5.The questions shall be in the form of multiple choice, True / False statement, Specific-answer question etc.

6. Audience shall not give any hints or clues to the competitors.

7.Replacement of any participant of a team is not allowed after registration

8.Teams selected for the final rounds will be allowed to give themselves an appropriate name related to the competition by which they may want to be known

**Instructions :**

**FINAL QUIZ\_ STAGE ROUNDS**

Round 1 : A question will be asked to a team and if they are unable to answer it will be passed to the next team - Rounds 4- 24 questions

Each team would be asked 4 questions each. ( Objective questions with options)

10 marks for correct answer and 5 negative marks for wrong answer.

If a team cannot answer the question, they can pass the question & then the question would be forwarded to the next team.

Answering time is only 30 seconds.

Team discussion is allowed.

**Round 2: Rapid Fire Round : -Each team will be asked 10 questions one after another in one minutes time- : 60 questions**

10 marks for the correct answer and negative 5 marks for the wrong answer

Answering time is only 3 seconds

Team discussion is allowed

If a team cannot answer the question, they can say pass for the next question. The question will not be forwarded to the next team.

**Round 3 – Buzzer Round- A question will be fired & the team who presses the buzzer first get to answer first – 6 Questions**

10 marks for the correct answer and negative 5 marks for the wrong or if team doesn’t after they press Buzzers. – No forwarding

Answering time is only 30 seconds

**Round 4- Audio-visual round**

Teams will be shown clips and will have to answer. rounds 2 : 12 questions

10 marks for the correct answer and negative 5 marks for the wrong answer

Each Team would be asked 2 audio-visual questions. ( 1 slide in each round )

Answering time is only 30 seconds.

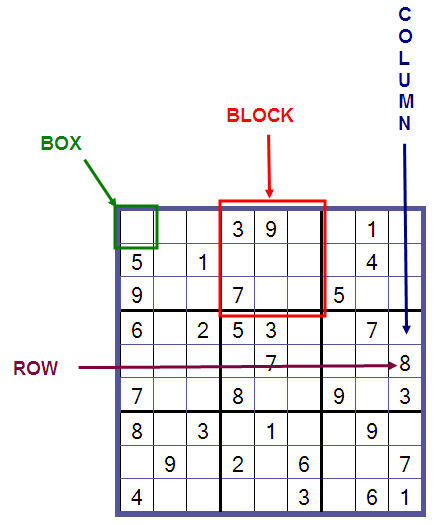
No passing to the next team. Audience can answer.

\*\* SURPRISE ROUND IN CASE OF TIE IN THE FINAL ROUND

**8. Sudoku**

A standard Sudoku puzzle consists of a grid of 9 blocks. Each block contains 9 boxes arranged in 3 rows and 3 columns.

Consider this example of an actual Sudoku puzzle:

****

There is only one valid solution to each Sudoku puzzle. The only way the puzzle can be considered solved correctly is when all 81 boxes contain numbers and the other Sudoku rules have been followed.

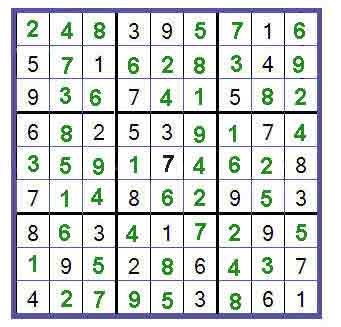
· When you start a game of Sudoku, some blocks will be pre-filled for you. You cannot change these numbers in the course of the game.

·Each column must contain all of the numbers 1 through 9 and no two numbers in the same column of a Sudoku puzzle can be the same.

· Each row must contain all of the numbers 1 through 9 and no two numbers in the same row of a Sudoku puzzle can be the same.

· Each block must contain all of the numbers 1 through 9 and no two numbers in the same block of a Sudoku puzzle can be the same.

Sudoku Solution When the rules are applied, the solved Sudoku puzzle appears as shown:



**9. Monopoly**

Place the board on a table and put the Chance and Community Chest cards face down on their allotted spaces on the board. Each player chooses one token to represent them while travelling around the board. Each player is given $1500 divided as follows:

2 $500's, 2 $100's, 2 $50's, 6 $20's, 5 $10's, 5 $5's, and 5 $1's.  
All remaining money and other equipment go to the Bank.

**BANKER**  
  
Select as Banker a player who will also make a good Auctioneer. A Banker who plays in the game must keep their personal funds separate from those of the Bank.  
When more than five persons play, the Banker may elect to act only as Banker and Auctioneer.  
  
  
**THE BANK**  
  
Besides the Bank's money, the Bank holds the Title Deeds, and the houses and hotels prior to purchase by the players. The Bank pays salaries and bonuses. It sells and auctions properties and hands out the proper Title Deed cards when purchased by a player, it also sells houses and hotels to the players and loans money when required on mortgages.  
The Bank collects all taxes, fines, loans and interest, and the price of all properties which it sells and auctions. The Bank "never goes broke." If the Bank runs out of money, the Banker may issue as much as needed by writing on any ordinary paper.  
  
  
**THE PLAY**  
  
Starting with the Banker, each player in turn throws the dice. The player with the highest total starts the play. Place your token on the corner marked "**GO**", then throw the dice and move your token  
(in the direction of the arrow) the number of spaces indicated by the dice.  
After you have completed your play, the turn passes to the left. The tokens remain on the spaces occupied and proceed from that point on the player's next turn. Two or more tokens may rest on the same space at the same time.   
Depending on the space your token reaches, you may be entitled to buy real estate or other properties, or be obliged to pay rent, pay taxes, draw a Chance or Community Chest card, Go To Jail, or etc...  
  
If you throw doubles, you move your token as usual, the sum of the two dice, and are subject to any privileges or penalties pertaining to the space on which you land. Retaining the dice, throw again and move your token as before. If you throw doubles three times in succession, move your token immediately to the space marked "**In Jail**".  
  
  
**GO**  
  
Each time a player's token lands on or passes over **GO**, whether by throwing the dice or drawing a card, the Banker pays that player a $200 salary.  
The $200 is paid only once each time around the board. However, if a player passing **GO** on the throw of the dice lands 2 spaces beyond it on Community Chest, or 7 spaces beyond it on Chance, and draws the "**Advance to GO**" card, they collect $200 for passing GO the first time, and another $200 for Advancing to it the second time by the instructions on the card.  
  
  
**BUYING PROPERTY**  
  
Whenever you land on an unowned property you may buy that property from the Bank at its printed price. You receive the Title Deed card showing ownership. Place the title deed card face up in front of you. If you do not wish to buy the property, the Bank sells it at through an auction to the highest bidder. The high bidder pays the Bank the amount of the bid in cash and receives the Title Deed card for that property.  
Any player, including the one who declined the option to buy it at the printed price, may bid. Bidding may start at any price.  
  
  
**PAYING RENT**  
  
When you land on a property that is owned by another player, the owner collects rent from you in accordance with the list printed on its Title Deed card.  
If the property is mortgaged, no rent can be collected. When a property is mortgaged, its Title Deed card is placed face down in front of the owner.  
It is an advantage to hold all the Title Deed cards in a color-group (i.e., Boardwalk and Park Place, or Connecticut, Vermont and Oriental Avenues) because the owner may then charge double rent for unimproved properties in that colour-group. This rule applies to unmortgaged properties even if another property in that colour-group is mortgaged.  
It is even more advantageous to have houses or hotels on properties because rents are much higher than for unimproved properties. The owner may not collect the rent if they fail to ask for it before the second player following throws the dice.  
  
  
**CHANCE AND COMMUNITY CHEST**  
When you land on either of these spaces, take the top card from the deck indicated, follow the instructions and return the card face down to the bottom of the deck. The "**Get Out of Jail Free**" card is held until used and then returned to the bottom of the deck. If the player who draws it does not wish to use it, then they may sell it, at any time, to another player at a price agreeable to both.  
  
  
**INCOME TAX**  
  
If you land here you have two options: You may estimate your tax at $200 and pay the Bank, or you may pay 10% of your total worth to the Bank. Your total worth is all your cash on hand, printed prices of mortgaged and unmortgaged properties and cost price of all buildings you own.  
You must decide which option you will take before you add up your total worth.  
  
  
**JAIL**  
  
You land in Jail when...  
(1) Your token lands on the space marked **"Go to Jail",**  
(2) You draw a card marked **"Go to Jail"** or  
(3) You throw doubles three times in succession.  
When you are sent to Jail you cannot collect your $200 salary in that move since, regardless of where your token is on the board, you must move directly into Jail. Your turn ends when you are sent to Jail.  
If you are not "sent to jail" but in the ordinary course of play lands on that space, you are  
**"Just Visiting"**, you incur no penalty, and you move ahead in the usual manner on your next turn.  
You still are able to collect rent on your properties because you are **"Just Visiting"**.  
  
A player gets out of Jail by...  
(1) Throwing doubles on any of your next three turns,  
if you succeed in doing this you immediately move forward the number of spaces shown by your doubles throw. Even though you had thrown doubles, you do not take another turn.  
(2) Using the "**Get Out of Jail Free Card**"  
(3) Purchasing the "**Get Out of Jail Free Card**" from another player and playing it.  
(4) Paying a fine of $50 before you roll the dice on either of your next two turns. If you do not throw doubles by your third turn, you must pay the $50 fine. You then get out of Jail and immediately move forward the number of spaces shown by your throw.  
Even though you are in Jail, you may buy and sell property, buy and sell houses and hotels and collect rents.  
  
  
**FREE PARKING**

A player landing on this place does not receive any money, property or reward of any kind.  
This is just a "free" resting-place.  
  
  
**HOUSES**  
  
When a player owns all the properties in a colour-group they may buy houses from the Bank  
and erect them on those properties.  
If you buy one house, you may put it on any one of those properties. The next house you buy must be erected on one of the unimproved properties of this or any other complete colour-group you may own. The price you must pay the Bank for each house is shown on your Title Deed card for the property on which you erect the house. The owner still collects double rent from an opponent who lands on the unimproved properties of there complete colour-group.  
Following the above rules, you may buy and erect at any time as many houses as your judgement and financial standing will allow. But you must build evenly, i.e., you cannot erect more than one house on any one property of any colour-group until you have built one house on every property of that group. You may then begin on the second row of houses, and so on, up to a limit of four houses to a property. For example, you cannot build three Houses on one property if you have only one house on another property of that group.  
As you build evenly, you must also break down evenly if you sell houses back to the Bank (see SELLING PROPERTY).  
  
  
**HOTELS**   
  
When a player has four houses on each property of a complete colour-group, they may buy a hotel from the Bank and erect it on any property of the colour-group. They return the four houses from that property to the Bank and pay the price for the hotel as shown on the Title Deed card. Only one hotel may be erected on any one property.  
  
  
**BUILDING SHORTAGES**  
When the Bank has no houses to sell, players wishing to build must wait for some player to return or sell their houses to the Bank before building. If there are a limited number of houses and hotels available and two or more players wish to buy more than the Bank has, the houses or hotels must be sold at auction to the highest bidder.  
  
  
**SELLING PROPERTY**  
  
Unimproved properties, railroads and utilities (but not buildings) may be sold to any player as a private transaction for any amount the owner can get. However, no property can be sold to another player if buildings are standing on any properties of that colour-group. Any buildings so located must be sold back to the Bank before the owner can sell any property of that colour-group.  
  
Houses and Hotels may be sold back to the Bank at any time for one-half the price paid for them. All houses on one colour-group may be sold at once, or they may be sold one house at a time (one hotel equals five houses), evenly, in reverse of the manner in which they were erected.  
  
  
**MORTGAGES**  
  
Unimproved properties can be mortgaged through the Bank at any time. Before an improved property can be mortgaged, all the buildings on all the properties of its colour-group must be sold back to the Bank at half price. The mortgage value is printed on each Title Deed card.  
  
No rent can be collected on mortgaged properties or utilities, but rent can be collected on unmortgaged properties in the same group.  
  
In order to lift the mortgage, the owner must pay the Bank the amount of mortgage plus 10% interest. When all the properties of a colour-group are no longer mortgaged, the owner may begin to buy back houses at full price.  
  
The player who mortgages property retains possession of it and no other player may secure it by lifting the mortgage from the Bank. However, the owner may sell this mortgaged property to another player at any agreed price. If you are the new owner, you may lift the mortgage at once if you wish by paying off the mortgage plus 10% interest to the Bank. If the mortgage is not lifted at once, you must pay the Bank 10% interest when you buy the property and if you lift the mortgage later you must pay the Bank an additional 10% interest as well as the amount of the mortgage.  
  
  
**BANKRUPTCY**  
You are declared bankrupt if you owe more than you can pay either to another player or to the Bank. If your debt is to another player, you must turn over to that player all that you have of value and retire from the game.  
In making this settlement, if you own houses or hotels, you must return these to the Bank in exchange for money to the extent of one-half the amount paid for them.  
This cash is given to the creditor. If you have mortgaged property you also turn this property over to your creditor but the new owner must at once pay the Bank the amount of interest on the loan, which is 10% of the value of the property.  
The new owner who does this may then, at their option, pay the principal or hold the property until some later turn, then lift the mortgage. If they hold property in this way until a later turn, they must pay the interest again upon lifting the mortgage.  
Should you owe the Bank, instead of another player, more than you can pay (because of taxes or penalties) even by selling off buildings and mortgaging property, you must turn over all assets to the Bank. In this case, the Bank immediately sells by auction all property so taken, except buildings. A bankrupt player must immediately retire from the game. The last player left in the game wins.  
  
  
**MISCELLANEOUS**  
Money can be loaned to a player only by the Bank and then only by mortgaging property. No player may borrow from or lend money to another player.   
  
  
**RULES for a SHORT GAME** (60 to 90 minutes)  
There are three changed rules for this Short Game.  
1. During **PREPARATION** for play, the Banker shuffles the pack of Title Deed cards, then the player to the left cuts them, then the Banker deals out two, one at a time, to each player. The players must immediately pay the Bank the printed price of each. Play then begins as in the regular game.  
2. In this short game, it is necessary to have only three houses (instead of four) on each lot of a complete colour-group before the player may buy a hotel.  
Rent for a hotel remains the same as in the regular game.  
The turn-in value of a hotel is still one-half the purchase price, which in this game is one house fewer than in the regular game.   
3. **END OF GAME.** The first player to go bankrupt retires from play, as in the regular game. However, when the second bankruptcy occurs, the game ends. Play immediately ceases, with the bankrupt player's turning over to there creditor all that they have of value, including buildings and any other properties.  
This happens whether the creditor is a rival player or the Bank.  
Each remaining player then values his/her property.  
(1) Cash on hand   
(2) Lots, Utilities and Railroads owned, at the price printed on the board.  
(3) Any mortgaged property owned, at one-half the price printed on the board.   
(4) Houses, valued at purchase price.  
(5) Hotels, valued at purchase price including the value of the  
three houses turned in.  
**THE RICHEST PLAYER WINS!**

**10. Criss cross**

Opponents roll balls down one of two tracks on the plastic gameboard, depending on whether they are the 'offense' or 'defense' for that particular play. One track is straight; the other meanders in progressively diminishing arcs. There are catching depressions where the tracks intersect, each worth a different score if the meandering balls are knocked off the track by the defense. Two balls are launched down the meandering track; the defender is allotted four balls to prevent these from reaching their intended destination.

A default 15 points are awarded to the offense for each ball that successfully reaches the end of the meandering track. Points are scored by the defending player for each ball of the offense that FAILS to reach the end of its path, according to the amount on the depression that the ball rests in.

After each play opponents swap roles.

The first player to accumulate 300 points is the winner.

**11. PLC Programming :**

* Participants have to register earlier for this event.
* There should be single participant.
* On the spot coding.
* Winner will be decided according to time taken for programming.
* No helping material is allowed.
* No use of the internet is allowed.
* All decisions of the contest officials are final.

**12. Tech Link :**

* Single line diagram of various appliances as given on spot.
* Participants have to register earlier for this event.
* There should be single participant.
* Winner will be decided according to time taken for completion.
* No helping material is allowed.
* No use of the internet is allowed.
* All decisions of the contest officials are final.

**13.Micro-Processor 8085 Design :**

* Participants have to register earlier for this event.
* There should be single participant.
* On the spot coding.
* Winner will be decided according to time taken for programming.
* No helping material is allowed.
* No use of the internet is allowed.
* All decisions of the contest officials are final.

**14. Poster Making :**

* In this event Poster will be formed on the theme of management and current social issues. Eg. E-commerce, use of social networking sites etc.
* Time duration-1 hour
* All the participants should bring all necessary tools and accessories with them

**15.VLSI Design:**

* Participants have to register earlier for this event.
* There should be single participant.
* On the spot coding.
* Winner will be decided according to time taken for programming.
* No helping material is allowed.
* No use of the internet is allowed.
* All decisions of the contest officials are final

**16. Tech – Quiz:**

The rules and regulations for Inquisitive are as follows:

1. There should be Four students per team.

2. Maximum 7 teams will be selected.

3. The Question paper will consist of 30 multiple choice questions of 20 minutes duration.

4. Each Question will carry one mark.

5. No negative marking will be there for wrong answers.

Rules and Regulations for TECHQUIZ

There will be four rounds. Lowest scorer teams will be eliminated at the end of every round depending upon the total number of teams.

First Round: Technical Round

1. sEvery team will be given 5 Questions. This is not the pass-on round.

2. 45 Seconds will be provided for each question.

3. Lowest scorer teams will be eliminated at the end of this round.

4. Each Question will carry 10 marks each.

5. There will be no negative marking.

6. One Question will be asked from the audience and reward will be given.

Second Round : Word Puzzle

1. Word puzzle is based on the concept of a letter bank, as players make words using the letter cards. The game contains 98 letter cards which will bring the game toward conclusion.

2. Each team has to recognize puzzle word.

3. This is a pass on round.

4. 45 Seconds will be provided for each question.

5. Each word will carry 10 marks each.

6. If a team is unable to provide the answer then it will be passed on to the second team and half (five Marks) will be added for the second team for providing answer within 15 seconds.

7. Lowest scorer teams will be eliminated at the end of this round.

Third Round: Engineering Laws

1. This is a pass on round.

2. 45 Seconds will be provided for each question.

3. If a team is unable to provide the answer then it will be passed on to the second team and half (five Marks) will be added for the second team for providing answer within 15 seconds.

4. Lowest scorer teams will be eliminated at the end of this round.

Fourth Round : Smart phone

1. The number of questions at this round will be 10.

2. The team who first press the buzzer will be given the opportunity to answer the question.

3. Each Question will carry 10 marks each.

4.45 Seconds will be provided for each question.

5.If a team is unable to provide the answer then it will be passed on to the second team and half (five Marks) will be added for the second team for providing answer.

Technical quiz (Last):

* One question will be given to all teams. This is not the pass-on round.
* 15 Seconds will be provided for the question.
* Lowest scorer teams can be eliminated at the end of this round.
* Question will carry 20 marks.

**RULES FOR TECH.QUIZ.**

* There should be 2 members in each team.
* There are total three rounds.

1. Round one is of current affairs/ general knowledge. There are total five questions for each team.
2. Round two is of multiple choice technical questions. There are total five questions for each team.
3. Round three is for your presence of mind.For every wrong answer there will negative marking.

**RULES FOR MAKING A JOB**

* There should be 1 member on machine.
* The Judgment should be taken in 2 steps: - 1.Accuracy. 2. Minimum time taken.

**RULES FOR DISMANTLING OF TYRES**

* There should be 2 members in each team.
* The Judgment should be taken in 3 steps:-1.Accuracy 2.Way of dismantling. 3. Minimum time taken.

**RULES FOR CAD/Solid modeling**

* There should be 1 member on every computer.
* The Judgment should be taken in 2 steps:-1.Accuracy 2. Minimum time taken.

NON- TECHNICAL EVENTS

1. **Graffity:**

* Total team : 4
* Per team 5 person
* Theme will be followed and will be mailed to the coordinator of the event with explaination and the picture to be painted of the theme for the approval.
* Time duration one hour

**2. Best Selfie:**

* Number of participants 1
* Upload selfie of G-Potenzia’17 on Facebook Official page of GTC
* The picture with maximum likes on Facebook Official page of GTC will be the winner

**3. Personality Contest:**

* Maximum participants will be 2 in each team
* Round 1 :

Dress-up: 10 mins will be given to every team for dressing – up.

Round 2:

Makeup: Each team will be given 20 min.

Round 3:

Hair style: Each team will be given 20 min.

* There will be no elimination in any round.
* Overall personality will be judged on the scale of looks, Make-Up and Hair style

**4. Footloose:**

* Random participation on the spot
* Time duration will be 5 min
* Maximum participants will be two at a time

5. **Unplugged(Gazal & Sufi Songs)**

* Time duration 5-7 minutes
* Only single entry ( can be two in case of duet)

**6. Dubsmash + Mimic**

* Stage event
* Student has to prepare their own dubsmash on given theme { 90’s movie HIT scenes }
* Time Duration : 5 min per team Maximum
* Max. entries per team will be 5 person
* Total no. of teams : 4

**7. Alpana(Technical & Social)**

• No. of participants: 2-4 member

• Time: 1 hr 30 Minutes

• Participants are required to bring their own colors and decorative items accordingly

**8. Alheena(Mehandi)**

• No. of participants: 1 member

• Time: 1 hour

• Participants are required to bring their own mehandi.

**9. Debate**

* Number of participants 1-3
* Time limit : 6-8 min.
* Discuss with concerned faculty for topics for debate

**10. Paperoids (Best out of Waste)**

• No. of participants: 2-3 member

• Time: 1hr 30 Minutes

• Participants are required to bring their own waste material, glue, scissors, colors, fevicol.

**11. Space Hunt (Ganga Darshan)**

* Time limit 5-7 minutes
* The clue will be placed in a particular area and order.
* A team cannot skip a clue.
* If you found others teams clue by chance never tamper it. A violation could cause disqualification of your team.
* The treasure hunt consist of 5-6 clues.each one heading to the next clue.
* All the teams clues are at different places but the final distination in the treasure is the same. The teams which finds the treasure first wins.

**12. Astro Poet(Poetry)**

* Poem must not exceed 40 lines
* Last date for confirming and submission of hard copy of selected poem to the concerned faculty is 10 march,2017

**13. Paper Folding (Art & Craft)**

* No of participant – 2 max.
* Time limits: 2 hrs
* Participants are required to bring their own material for decoration, colors, cutting etc.

**14. Pot Decoration**

No. of participants: 2 member

• Time : 1hr 30 Minutes

• Participants are required to bring their own material for decoration, colors, pots etc

CULTURAL EVENTS

**1. Monophonic Music (Solo Song):**

• Time : 2+1 Minutes

• Students are required to bring their own CDs for background music if required

**2. Polyphonic Music (Duet Song):**

• Time: 2+1 Minutes

• Students are required to bring their own CDs for background music if required

**3. Rhythm (Solo dance):**

• Time limit: 4+1 minutes

• Participants are required to bring their own music CDs and props

• Last date for confirming the song and giving the CD to the concerned faculty is 10 march,2017

**4. Hoofer (Duet Dance):**

• Time limit: 4+1 minutes

• Participants are required to bring their own music CDs and props

• Last date for confirming the song and giving the CD to the concerned faculty is 10 march,2017

**5.Exotic Performing Artist (group dance):**

* No. of participants in group: more than 4 members
* Time limit: 6+1 minutes
* Participants are required to bring their own music CDs and props

Last date for confirming the song and giving the CD to the concerned faculty is 10 march,2017

**6. Vyang Rachna (Skit):**

* Time limit : 10 minutes (+4 minutes to set upto the act.)
* Each team can compromises minimum of 6 and a maximum of 12 members.
* Use of obsence language is not allowed.
* Use of fire and other hazardous substance as props is not allowed.
* Language : Hindi and English

**7. Starbuzz(Fashion Show)**

* No. of participants 1
* Round 1: Seasonal Theme

Students will walk on the ramp individually

* Round 2: Social Media

Students will walk with their partners to represent different profession

* Round 3: Formal

Students will walk in groups on the ramp in formal dresses

* Lowest score candidate will be eliminated after Round 2.
* Winners will be decided according to marks given by judges in 3 roundssss

**8.** **Comical Dance(Funny Dance):**

* No. of participants in group: more than 4 members
* Time limit: 6+1 minutes
* Participants are required to bring their own music CDs and props
* Last date for confirming the song and giving the CD to the concerned faculty is 10 march,2017

**9. Trombone Player(Instrumental):**

* No. of participants : 1

• Time : 3+1 Minutes

• Participants are required to bring their own instrument

**10**. **Grab a Snap:**

* Number of participants 1
* Upload collage of G-Potenzia’17 on Facebook Official page of GTC
* The picture with maximum likes on Facebook Official page of GTC will be the winner

**11. . Hindustani Consonant(Antakashari)**

* Number of participants more than 3
* Rounds : 3-5
* Discuss with concerned faculty

**GENERAL RULES**

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• All participants should report at the registration desk before 10.00am.

• Participants must bring their college ID cards.

• Decision of the panel members is final.

• The candidates should follow the general rules for smooth conduct of events.

• For every event cash prizes will be awarded.

• Overall championship will be awarded.

• Participant certificates will be provided.

• Transport facility available.

**Note:- Student/ team can’t withdraw from any event. If the student/ team withdraw from any event they would be penalized with the sum of Rs. 100 per event**