



[Rules Booklet]

[Annual Techno-Cultural Festival]

Paradigm 2018





[Rules Booklet]

Events Description:

Technical Events

Many technical and entrepreneurship events will held during the fest, including quizzes, Coding marathons, RC car racing and the like. These are broadly classified into various branch events. Apart from this, Workshops in a variety of fields are also held. To highlight the social responsibility of Engineers, social/environmental awareness initiatives are undertaken under the banner of Paradigm 2018. Technites is another major attraction, showcasing the beauty of technology after dark.

Literatre Events

Literature whispers the words that the tongue cannot say;
Plays the birdsong that the ears cannot apprehend;
Paints the mountains that the eyes cannot perceive;
and summons the winds that a man cannot feel.

Informal Events

There will be so many Informal Events like Tug of War, Hit the Bucket, etc. Registration for these events will be On the Spot.

Fine Arts Events

These events are considered to have been created primarily for aesthetic and intellectual purposes and judged for its beauty and meaningfulness, specifically, painting, sculpture, drawing, watercolor, graphics, and architecture.

PARADIGM 2018



Technical Events

S.No	NAME OF EVENT	Time
1	Krazy Bridge	10:00 AM - 12:00 PM
2	House of Cards	10:00 AM - 12:00 PM
3	Water Boat	12:00 PM - 1:30 PM
4	Dual Mode	12:00 PM - 1:30 PM
5	Robo Soccer	10:00 AM - 1:00 PM
6	Junkyard	11:30 AM - 2:00 PM
7	Bob The Builder	11:00 AM - 2:00 PM
8	Robo Race	10:00 AM - 1:00 PM
9	Robo Maze	10:00 AM - 1:00 PM
10	Panorama Photography	10:00 AM - 4:00 PM
11	Ad Mad Show	11:00 AM - 2:00 PM
12	Group Discussion	12:00 PM- 2:00 PM
13	Reverse Engineering	11:00 AM - 1:00 PM
14	Make a Replica	12:00 PM - 3:00 PM
15	Robo Puzzle	10:00 AM - 1:00 PM
16	Gaming Development	11:00 AM - 1:30 PM
17	Business Plan	10:00 AM- 12:00 PM
18	LAN Gaming (Call of Duty MW4)	11:00 AM - 3:00 PM
19	LAN GAMING (FIFA 17)	11:00 AM - 3:00 PM
20	LAN Gaming Mobile (Mini Militia)	11:00 AM - 2:00 PM

For any Info regarding Technical events Contact:

HEAD COORDINATOR- MR. MOHIT VERMA (MECHNICAL DEPARTMENT) - 8950397093, 7015503797



Technical Events Rules and Description

▪ **Krazy Bridge**

You are expected to build a bridge that can bear maximum load with the given materials

Problem statement:

Problem Statement along with the required specifications of the bridge will be provided at the time of the event.

Rules:

1. All the material required will be provided, outsourced materials are not allowed.
2. Teams must be of a maximum of 4 members.
3. Time frame will be given at the time of competition.

Judging Criteria:

The following characteristics of the bridge will be judged.

1. The strength of the bridge. It is governed by the maximum load it can bear.
2. Aesthetic Sense
3. Efficiency

Faculty Coordinator	Mr. Deepak Rohilla (ECE) (9467696406) Ms. Jyoti Bhardwaj (CSE) (9467773507)
Query Contacts	Chetan 9953848369 Mohit Ruhil 9050344767 Saurav 9355525004



▪ **House of Cards**

A contraption building event where a task must be accomplished using the given inventory like playing cards.

Problem statement:

All the inventory will be provided on the spot along with a problem statement.

Rules:

- Teams must be of a maximum of 4 members.
- Participant must be a full-time student enrolled in undergraduate or postgraduate programme from a recognized university or college. Any professional body other than student are not allowed in this competition.

Judging criteria:

- Number of steps
- Number of energy conversions
- Complexity
- Robustness
- Creativity
- Successful completion

Faculty Coordinator	Mr. Deepak Rohilla (ECE) (9467696406) Ms. Jyoti Bhardwaj (CSE) (9467773507)
Query Contacts	Chetan 9953848369 Vicky 9650239407 Mayank 9728003347



▪ Water Boat

Ever wanted to feel the power of the driving force of the racing Power boats? Come and build your own RC Speed boat. Build a wireless remote-controlled BOAT which travels a specified race track in the least possible time.

Rules:

1. Teams must be of a maximum of 5 members.

BOAT Specifications

1. Maximum dimensions of the BOAT at any point of time during the race

- Length: 80 cm
- Breadth: 35 cm
- There is no constraint on the height.

(Note: The above-mentioned dimensions includes the rudder and propeller of the BOAT)

2. BOAT can be powered either by an IC engine or a DC electric motor. Use of any other kind of power source is strictly prohibited. BOAT must have only one of these power source for propulsion

3. If powered by an IC engine, the capacity (displacement volume) should not be more than 3.2cc.

4. If powered by electric motors, the potential difference across the motor terminals should not be more than 12volts DC.

5. In addition to the power sources for propulsion you may use dc motors or servo motors for rudder controller.

Faculty Coordinator	Mr. Rajesh Babbar (ME) (9466754402)
Query Contacts	Tushar Pathak 8822266649 Himanshu 8882401270 Komal Satija 9015694220



▪ **Dual Mode Vehicle Challenge**

The event involves building a remote controlled 'all terrain' vehicle that can move and steer both on land and water.

Rules:

Robot specifications

- Robot must fit inside a box of dimensions 50cm x 50cm x 50cm during the whole course of run.
- The external wired/wireless remote control used to control the machine manually as well as the externally placed power supply is not included in this size constraint.
- Machine cannot be constructed using readymade Lego kits or any readymade mechanism. Violating this clause will lead to disqualification.

Competition rules

- A team may consist of a maximum of 4 members.
- Teams can be made from different years and colleges as well.
- During the race if the robot fails to cross an obstacle, the team may skip it and the robot can start from the next one. However, the team will be penalized with additional time as mentioned on the check point.
- At no point during the run, robot should come out of racing track (due to poor maneuvering or hitting by the opponent robot etc.). In such a case, the robot will be placed on the last cleared checkpoint and allowed to continue from that point.
- Organizers' decision in this regard would be the final and binding.



- To encourage wireless control, the team will be given a time bonus of +20 seconds if your robot is wirelessly maneuverer.
- The team will not be allowed to touch their robot once it has entered the track, unless and otherwise required with prior permission of the organizer but the timer won't be stopped. There is no provision for timeout if the robot needs to be fixed while on the track.
- Power supply will be provided in the event premises and needed to be checked by the team itself.

Judging criteria:

The following characteristics of the bridge will be judged.

- Efficiency
- Minimum time taken to complete the track

Faculty Coordinator	Mr. Rajesh Babbar (ME) (9466754402)
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▪ **ROBO SOCCER**

Build a wireless/wired controlled Bot powered by DC motors to manoeuvre in a small soccer arena competing with other opponent to score maximum goals.

Track Specifications

1. The track may be uneven and may contain obstacles.
2. Different balls will represent different score according to their difficulty of position.

Rules :-

Robot Specifications

1. Robot must fit inside a box of dimensions 50cm x 50cm x 30cm during the whole course of run.
2. The external wired/wireless remote control used to control the machine manually as well as the externally placed power supply is not included in this size constraint.
3. A holding mechanism can be attached at the front of the bot but it must not block the ball completely inside it.
4. Machine cannot be constructed using readymade Lego kits or any readymade mechanism. Violating this clause will lead to disqualification.
5. The organizers will provide a standard single phase, 230V, 50 Hz, 10A AC power supply. Any extension cords, eliminators, adaptors etc. required will have to be arranged by team themselves.

Competition Rules

1. A team may consist of a maximum of 4 members.



- 2.. Robots of two teams selected anonymously will compete at a time.
3. Organizers' decision in this regard would be the final and binding.
4. To encourage wireless control, the team will be given a time bonus of +20 seconds if your robot is wirelessly maneuverer.
5. If wires of the two robots get entangled, the timer would be stopped and the respective teams shall be allowed to disentangle it and start the race again but from the last cleared checkpoint. However, any desperate attempt to entangle the wires or harm other bot will be dealt with strictness and the concerned bot will be penalized.
6. The team will not be allowed to touch their robot once it has entered the track, unless and otherwise required with prior permission of the organizer but the timer won't be stopped. There is no provision for timeout if the robot needs to be fixed while on the track.
7. Power supply will be provided in the event premises and needed to be checked by the team itself.

Faculty Coordinator	Mr. Arun (Civil) (9992349722)
Query Contacts	Vibhor (Pharmacy) 9650489033 Chandrika Saini 7988785067 Sakshi 7015218312



▪ **JUNKYARD**

A pile of junk, knowledge of basic laws of Science and a pinch of creativity; yeah, that's all it takes to make an awesome contraption.

Problem statement:

All the inventory will be provided on the spot along with a problem statement.

Rules:

- 1.Teams must be of a maximum of 4 members.
- 2.Build must be completed within the given time frame.
- 3.Outsourced materials are not allowed.

Faculty Coordinator	Mr. Manoj Kumar (Mech) (9992843593)
Query Contacts	Kartike Nirmal 8745076968 Karan Luthra 9899531109 Rahul Pandit 9728114549



▪ **Bob the Builder**

A contraption building event where a task must be accomplished using the given inventory.

Problem statement:

All the inventory will be provided on the spot along with a problem statement.

Rules:

- Teams must be of a maximum of 4 members.
- Participant must be a full-time student enrolled in undergraduate or postgraduate program from a recognized university or college. Any professional body other than student are not allowed in this competition.

Judging criteria:

- Number of steps
- Number of energy conversions
- Complexity
- Robustness
- Creativity
- Successful completion

Faculty Coordinator	Mr. Deepak Rohilla (ECE) (9467696406) Ms. Jyoti Bhardwaj (CSE) (9467773507)
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▪ **ROBO MAZE**

Build a wireless/wired controlled Bot powered by dc motors to travel a specified race track in the least possible time.

Robot Specifications

1. Robot must fit inside a box of dimensions 30cm x 30cm x 30cm during the whole course of run.
2. The external wired/wireless remote control used to control the machine manually as well as the externally placed power supply is not included in this size constraint.
3. Machine cannot be constructed using readymade Lego kits or any readymade mechanism. Violating this clause will lead to disqualification.

Competition Rules

1. A team may consist of a maximum of 4 members.

Faculty Coordinator	Mr. Arun (Civil) (9992349722)
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▪ **ROBO RACE**

Build a wireless/wired controlled Bot powered by dc motors to travel a specified race track in the least possible time.

Track Specifications

1. The track may be uneven, and width may vary from 35 cm to 100 cm.
2. The obstacles present on the track may be present in the form of
 - a. Sand, Gravel, Oil, Grease, Mud, crystal balls, nails, splinters, straws, pipes and other forms of debris.
 - b. Blocks, inclined surfaces, Stairs, and steps of maximum height 4 cm.
 - c. Water and Fire.
3. The whole track will have various checkpoints at regular intervals.

Rules:

Robot Specifications

1. Robot must fit inside a box of dimensions 50cm x 50cm x 30cm during the whole course of run.
2. The external wired/wireless remote control used to control the machine manually as well as the externally placed power supply is not included in this size constraint.

Competition Rules

1. A team may consist of a maximum of 4 members.
2. During the race if the robot fails to cross an obstacle, the team may skip it and the robot can start from the next one. However, the team will be penalized with additional time as mentioned on the check point.



3. At no point during the run, robot should come out of racing track (due to poor maneuvering or hitting by the opponent robot etc.). In such a case, the robot will be placed on the last cleared checkpoint and allowed to continue from that point.
4. Organizers' decision in this regard would be the final and binding.
5. To encourage wireless control, the team will be given a time bonus of +30 seconds if your robot is wirelessly maneuverer.
6. The team will not be allowed to touch their robot once it has entered the track, unless and otherwise required with prior permission of the organizer but the timer won't be stopped. There is no provision for timeout if the robot needs to be fixed while on the track.
7. Power supply will be provided in the event premises and needed to be checked by the team itself.

Faculty Coordinator	Mr. Arun (Civil) (9992349722)
Query Contacts	Bhavya 9068955057 Lakhbir 9899281209 Vibhor (Pharmacy) 9650489033



▪ **PANORAMA PHOTOGRAPHY COMPETITION**

A themed photography competition. Participants must submit photos based on set of chosen themes.

Rules:

1. Photograph must belong to the participant only.
2. Participant must submit technical info of the image
3. Final decision will be made by judges (number of hits on the image will also be considered).
4. Only DSLRs, mirrorless and smartphone cameras are allowed.
5. Image Editing is allowed not manipulation.

Faculty Coordinator	Mr. Arun (Civil) (9992349722)
Query Contacts	Jobin 8076914226 / 9990729268



▪ **AD - MAD SHOW**

AD MAD Show is an 'Advertisement Making Competition' for students to showcase their creativity in Marketing products and services. Its objective is to acquaint the students about promotional strategies in marketing through advertisements. It comprises of humorous & conceptual ad presentation by the students. Students will act out on various advertisement script and ideas relevant for different sectors including FMCG (fast moving consumer goods) product, services, automobiles and social awareness etc. All the teams will be given a time frame to showcase their talent.

Problem statement:

- Keep Thinking Marketing The participants will have to come prepared & present an advertisement for a product/service of their choice.

Time allowed to present your prepared ad will be Max. 3 minutes

Judging Criteria:

1. Advertisement's content – How humorous it is.
2. Expressions.
3. The presenter's fluency.

Rules:

1. A team may comprise of a maximum of 4 members.
2. The ad prepared by the contestant must not contain any obscene words/any subject that hurts the feelings of a culture/language/religion/region.
3. Negative marking for any disobedience of rules.
4. The decision of the judge is final and abiding.

Faculty Coordinator	Mr. Deepak Rohilla (ECE) (9467696406) Ms. Jyoti Bhardwaj (CSE) (9467773507)
Query Contacts	Vicky Sharma 9891004450 Anuj Bhardwaj 8750903769 Sahil Bhardwaj 8684803597 Rahul Pandit 9728114549



▪ **GROUP DISCUSSION**

Group discussion is basically concerned about sharing your views, ideas and arguments related to the topic.

Problem statement:

Topics will be revealed at the time of event only.

Judging Criteria:

1. Confidence
2. Relevancy to the topic
3. Attitude of the individuals and
4. Convincing power

Rules:

1. Every individual will get 2 min of time to give their point of view and in between no one will interrupt the speaker.
2. After giving your point every participant will be given time to communicate with each other related to the topic.
3. Non- parliamentary language should not be used.

Faculty Coordinator	Mr. Deepak Rohilla (ECE) (9467696406) Ms. Jyoti Bhardwaj (CSE) (9467773507)
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▪ **REVERSE ENGINEERING**

Reverse Engineering, as many of you might already have heard of involves going back to a concept from the prototype. This technique is often adopted by organizations while developing new products or improving the existing products. It is also used for studying the technology used by competitors and Market leaders of that Industry. In this competition the participant should prove his understanding of fundamental concepts as an engineer. It requires them to have a systematic approach to analyzing and reasoning the engineering design of devices and systems.

Rules:

- 1.The teams will be given a mechanical device which they are required to disassemble to the smallest components; note down the specifications of each component; complete and engineering drawing representing the electrical circuitry / major structural components (whatever is applicable), and then re-assemble the component.
- 2.Teams will be provided with the problem statement on the-spot.
- 3.All entrants are regarded as having the full understanding of the rules and regulations governing the competition.
- 4.The decision of the jury shall be final and binding

Faculty Coordinator	Mr. Manoj Kumar (Mech) (9992843593)
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▪ **MAKE A REPLICA**

Make a WordPress website replica in minimum time.

Problem statement:

Problem statement will be provided at the time of the event.

RULES:

- Teams must be of a maximum of 4 members.
- Participant must be a full-time student enrolled in undergraduate or postgraduate programme from recognized university or college. Any professional body other than student are not allowed in this competition.

JUDGING CRITERIA:

The following characteristics of the bridge will be judged.

- Aesthetic sense
- Time

Faculty Coordinator	Mr. Deepak Rohilla (ECE) (9467696406) Ms. Jyoti Bhardwaj (CSE) (9467773507)
Query Contacts	Nilatpal (B.Tech CSE) 9999005913



▪ **ROBO PUZZLE**

Build a wireless/wired controlled bot powered by DC motors to travel a specified mathematics puzzle in the least possible time.

ROBOT SPECIFICATIONS

- Robot must fit inside a box of dimensions 30cm x 30cm x 30cm during the whole course of run.
- The external wired/wireless remote control used to control the machine manually as well as the externally placed power supply is not included in this size constraint.
- Machine cannot be constructed using readymade Lego kits or any readymade mechanism. Violating this clause will lead to disqualification.

COMPETITION RULES

- A team may consist of a maximum of 4 members.
- Teams can be made from different years and colleges as well.

GENERAL RULES

- The teams must adhere to the spirit of healthy competition. The teams must not damage the opponent's machine in any way. Judges reserve the right to disqualify any team indulging in misbehavior.
- Judge's decision shall be treated as final and binding.
- The organizers will not hold any responsibility for any damage/loss sustained by the machine/team during the game.

JUDGING CRITERIA:

The following characteristics will be judged.

- Efficiency
- Minimum time taken to complete the track

Faculty Coordinator	Mr. Arun (Civil) (9992349722)
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▪ **GAME DEVELOPMENT (Workshop)**

This is a game development workshop Construct 2 software. By this you can easily create html5 games without any coding.

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Query Contacts :	Shorya Sharma 9911186016 Nitesh 9996888764 Nilatpal (B.Tech CSE) 9999005913



▪ **BUSINESS PLAN**

- Business plans may be submitted by individuals or by teams.
- There must not be more than 3 in a team.
- Business plan includes executive summary, company description, industry analysis, market and competition, strategies and goal, product and services, marketing and sales, management and organization, operations, financial pro formats, financial requirement, exhibits.

Faculty Coordinator	Mr. Deepak Rohilla (ECE) (9467696406) Ms. Jyoti Bhardwaj (CSE) (9467773507)
Query Contacts	Rohit 9643548771 Rahul Pandit 9728114549 Sakshi 7056740272



▪ LAN Gaming

➤ **Call of Duty: Modern Warfare 4**

For all those gamers out there looking for another opportunity to show-off their unusual talent, hold your horses because here comes paradigm's LAN gaming competitive event with some of the best and most played games on the table. defeat others and you re the gaming king.

RULES

1. You are responsible for your actions and equipment. We are not liable for anything that happens to you and your equipment.
2. Do not attempt to steal items from the event or anyone else. Legal consequences will be there.
3. Cheating is not tolerated.
4. Do not bring any type of hacks/viruses/etc. to the event.
5. Listen to those in charge.
6. We reserve the right to remove anyone from premises for any reason we fit.

Faculty Coordinator	Mr. Deepak Rohilla (ECE) (9467696406) Ms. Jyoti Bhardwaj (CSE) (9467773507)
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➤ FIFA 17

Registration will be On the Spot

Round 1: Elimination Round

- You have to play 5 Minutes Match (**Only 1st Half**) with PC, and you must have the Leading score till 1st Half (**Duration 5 Minutes**).
- The player with leading score till 1st Half will enter to the Next Round.

Round 2: Knockout One on One

- Pair of Players will play **10 Minutes of Full Match**. The one who wins will be selected for the next round.
- In case of Draw Match, **Golden Goal** will be used to select the Winning player.

Round 3: Face the Legends

- The Selected Players will have to play with the **FIFA Legends Team**. And you must win the match to enter the Next Round. In case of any tie match, **Golden Goal** will be used to select the winning player.
Duration: 10 Minutes | Full Match

Round 4: Final Match

- **Rules of final match will be disclosed in the event day!**

Faculty Coordinator	Mr. Deepak Rohilla (ECE) (9467696406) Ms. Jyoti Bhardwaj (CSE) (9467773507)
Query Contacts	Nilatpal (B.Tech CSE) 9999005913 Sayon 8130334165



➤ LAN Gaming (Mobile)- Mini Militia

Let's have a Deathmatch in Mini militia

The Registration will be on the spot.

Rules

1. You must Register before you join any kind of deathmatch game.
2. Every phone/tablet will be checked for any kinds of Mods for Mini Militia. If found, then we will install the Real Version of Mini Militia after Uninstalling that Mod
3. *In case, if anyone have the Original Mini Militia and they have any kind of Rankings, then we will have to Uninstall that Version too, because we need to give equal platforms to every participant. We hope that everyone will cooperate well.
4. Even after Checking, if we see someone playing with the Mod/hacked Version of Mini Militia, then that player will be Disqualified.

5. **Code of Conduct**

- Elimination Round

1. Each Server will have 10 players (There will be multiple servers according to the Number of Participants).

Match Duration: 07 Minutes | NO TEAMS

2. At the End of the Match Only Top 5 Scorers will enter the Next Round.

- Survive with a Team

1. Each server will have 10 Players i.e. 5 Players in Each Team.

2. The Winning Team will go to the Next Round.

Match Duration: 07 Minutes | WITH TEAMS

- Final Round

The Rules of Final Round will be disclosed on the Spot. So, prepare yourself for the tough competition.

Faculty Coordinator	Mr. Deepak Rohilla (ECE) (9467696406) Ms. Jyoti Bhardwaj (CSE) (9467773507)
Query Contacts	Nilatpal (B.Tech CSE) 9999005913 Sayon 8130334165



Literature Events

▪ CALLIGRAPHY

1. It is an individual competition
2. On site writing samples will be provided
3. Participants must bring their own writing tools & A3 size sheets
4. Presentation should be made using calligraphy technique in Hindi or English
5. Each participant will get 1:30 hour
6. Judgement criterion will be based on creativity, design ,calligraphy technique &content clarity
7. Decisions of the judges will be final &binding

Faculty coordinator	Ms. Sudesh (9416486396)
Event coordinator	Ritu Rathee (8221956343)



▪ DEBATE

1. Each team has one constructive speech and one rebuttal speech.
2. Each team consists of 2 speakers.
3. Time allowed to each team is max. 4 mins.
4. The judgement is based on
 - I. Content (definition, arguments),
 - II. Style (delivery, voice, body language)
 - III. Strategy (structure of speech, use of time, team work)
5. Topic for debate (Hindi and English)
“Is it right for the government to restrict freedom of speech?”

Faculty coordinator	Dr. Renu (9205841331)
Student coordinator	Annu (9013210712)



▪ IRSHAAD/POETRY

1. It is an individual competition.
2. Recitation can be on one topic or multiple.
3. Time given to each participant is maximum 5 minutes
4. Content should not be vulgar or based on any religion and should not harm anyone sentiments,
5. Evaluation criteria -
 - I. Physical presence
 - II. Dramatic appropriateness
 - III. Voice and articulation
 - IV. Evidence of understanding
 - V. Overall performanceAccuracy
6. The participants must engage the audience through physical presence.
7. Project to the audience; capture the attention of everyone, i
8. Make sure you know how pronounce every word in your own poem.

Faculty coordinator	Dr. Sanjeev (9996675117) Ms.Banita(9467337774)
Event coordinator	Shagun ()



▪ **EXTEMPORE**

1. It is an individual competition.
2. Topics will be provided on site.
3. Students will be given 10 mins to prepare the topic.
4. Students will have to speak for max 2 mins.
5. Judgement will be based entirely on the material presented, fluency of the language and the manner in which the opinions are advocated.
6. There will be separate topics for Hindi and English extempore .

Faculty coordinator	
Event coordinator	



▪ STORY TELLING

Come join us for “tape a tale”, storytelling open mic event.

“In this universe, and this existence, where we live with this duality of whether we exist or not and who are we, the stories we tell ourselves are the stories that define the potentialities of our existence. We are the stories we tell”

Our theme for the event is “mixed bag” so tell us anything that you want to share with us ! the time you witnessed something life changing or a tinder date gone wrong , a creepy incident that will give us goosebumps or a memory that makes you laugh.

Bring all your friends, because the audience will vote as well.

RULES FOR THE COMPETITION:

1. This event is for personal, first person stories ONLY .i.e. stories should be from personal experience and should not be taken from other sources.
2. The length of the story should not exceed 10 minutes.
3. End the story with a moral for the audience to take back with them.
4. The story can be bilingual.
5. Judges will judge the story on the basis of content, audience interaction, physical presence and the mode of delivery.

Faculty coordinator	Ms. Shikha Gupta (9253768699)
Event coordinator	Ritesh (9466366329)

