

# **RULE BOOK**

## **Registration Policy:**

- 1) You can register either INDIVIDUALLY or as a CONTINGENT.

PLEASE NOTE: Participants of the following events are required to bring their PAN Card on the day of the event:

- a) Tamasha - Street Play
  - b) SymVogue - Fashion Show
  - c) Anukriti - Group Dance
  - d) Armageddon - Battle of the Bands
  - e) Rangmanch - Theatre
- 2) Everyone is required to carry a valid ID Proof with clear photo identification (photocopies will be accepted), and a printed copy of the registration form.
  - 3) Absence of any required documents can result in disqualification at the registration desk. The decision of administrator shall be final in the case.

## **Terms And Conditions:**

- 1) In order to participate in an event, registration is compulsory for everybody.
- 2) An Individual registration is valid for one person only, and is non-transferable, except under special circumstances.
- 3) Any disagreement shall be dealt with by the Administrator of the Public Relations team.

- 4) The decision of the Administrator shall be final and binding on the party.
- 5) Symfiesta reserves the right to change the program at any time. However, efforts shall be made to ensure a program of equivalent standard.
- 6) Cancellation and Refund Policy for Paid Registrants of Paid registrations are non-refundable, except under special circumstances, as decided by the administrator.
- 7) Symfiesta is concerned with protection of your privacy.

Your personal information will only be stored for verification and security purposes.

The terms and conditions are liable to be changed at any time at the sole discretion of the authorities concerned with SymFiesta'23.

## **Contingent Policy:**

SymFiesta'23 has designed a contingent policy to encourage participation and ease the process of registration for the students.

- 1) A minimal fee of Rs. 3000/- is to be paid by a contingent. This will make them eligible to participate in multiple events, except the flagship events.
- 2) To participate in flagship events, the contingent is supposed to pay Rs. 700/- per flagship event.
- 3) Only one person/team will participate in a single event from a contingent.

If another person/team wishes to participate in the same event, a separate individual registration is to be done for that particular event.

NOTE:

- 1) Contingent registration is applicable when the teams of the same college register together for all the events. There will be an overhead charge for the flagship events.
- 2) This policy is only applicable to official college contingents who will be taking part in more than one event of SymFiesta'23.

## **HOSPITALITY POLICY:**

- 1) All participants shall be provided with accommodation from 12:00 PM on 17<sup>th</sup> March 2023 to 12:00 PM on 20<sup>th</sup> March 2023.
- 2) Each participant shall be charged Rs. 650 per person per night.
- 3) For verification purposes, all the participants must carry their Student Identity Card issued by their respective colleges. No participant will be permitted to enter the University Premises without it.
- 4) There is no provision for separate accommodation for faculty or parents accompanying the participants.
- 5) Separate accommodation will be provided for boys and girls.
- 6) The rooms will be shared on a double-occupancy basis by the participants irrespective of their college.
- 7) Consumption or possession of alcohol, consumption of drugs, narcotics/psychotropic or similar substances is not permitted within the University premises or the hotel.

Any participant found in violation of this rule will immediately get debarred from the fest.

- 8) Payments are to be made to Mr Akarsh Tripathi via UPI Payment method at UPI ID- akarsh2307-1@okicici.

Kindly mail the screenshot of the same to [symfiestaregistration@symlaw.edu.in](mailto:symfiestaregistration@symlaw.edu.in) and CC to [sharanvasundhara@gmail.com](mailto:sharanvasundhara@gmail.com).

- 9) Payments will only be accepted via Paytm and are non-refundable. Rooms will be provided on a first come first-serve basis.
- 10) In case of any dispute or discrepancy, the decision taken by the Hospitality Team of Symfiesta shall be final and binding.
- 11) For further queries, please feel free to contact -  
Ms. (+91 \_\_\_\_\_)  
Ms. (+91 \_\_\_\_\_)
- 12) Participants, team members, staff representatives, or any such person(s) from Delhi or Noida cannot avail of the services for accommodation.

## **GENERAL RULES**

### **FOR DANCE EVENTS:**

- 1) Team Limit: More than one team can participate from the same college.
- 2) The theme of the plays should highlight social issues.
- 3) Each team should comprise a maximum of 20 members and a minimum of 12 members.
- 4) Participants must be college students. They must carry their college IDs on the date of the event.

- 5) Each category of the competition (solo dance and group dance) will be judged separately.
- 6) On-the-spot registration will only take place if there is a vacancy in the slot provided.
- 7) On the day of the competition, participants are required to bring a backup pen drive, in case, somehow if the original track fails to play properly.
- 8) Special effects such as disco balls, cheer poms and safe props will be allowed, but subject to prior approval. If approved, these will need to be set up and removed from the stage in the limited time between the performances.
- 9) Participants must arrange for the same on their own.
- 10) The props used must not be hazardous and must comply with the theme.
- 11) The stage must be left clean by the performers.
- 12) No changes regarding the song track or replacements of participants will be permitted on the day of the competition (subject to prior approval).
- 13) Any kind of obscenity will cause disqualification of the participant.
- 14) All dance routines and costumes should be appropriate and decent for the audience and judges' viewing.
- 15) Participants who have registered in multiple competitions will not be given any considerations about costume changes, so they must manage and arrange accordingly.
- 16) The competition will go on according to a pre-decided schedule. Therefore, no special time requests or changes will be accepted.
- 17) Participants must be prepared to compete out of order during any unusual or unexpected circumstances.
- 18) All teams must be supervised and headed by a single coordinator who can be in contact with the event.
- 19) All participants agree to conduct themselves in a manner displaying good sportsmanship throughout the event.
- 20) Footwear is recommended but not required.

21) Jewellery as part of the Costume is allowed.

## **AFSAANA**

### **OPEN MIC**

Starry night, an audience, the mic and you - what a combo! Be it stand-up, acoustic or slam poetry, come and showcase your inner orator and performer in front of us. Let yourself be expressed through your words and own the stage as you have always wanted to!

#### **RULES:**

- 1) Content can be delivered only in languages Hindi or English. The competition shall allow any student under any school/college/university to perform as well as independent performers.
- 2) Students must carry along their official college identification. An entry without such identification would not be allowed. There **may** be an additional nominal fee for independent performers.
- 3) Every participant shall get 3-8 minutes to deliver his/her content, depending on the category. If the time limit is exceeded, only the part of the content that was served within the time allotted shall be considered.
- 4) Content should not involve obscenity or any such thing which hurts the sentiments of any particular person, community, race or gender (at the discretion of the judges).
- 5) The performer shall be held responsible for any kind of misconduct at the location of the event.
- 6) Judging Criteria: Content, Delivery, Gestures, Stage presence, Audience engagement and Overall Impact.
- 7) Decision of the judges would be final and binding under all circumstances.

8) Use of props is allowed, brought in by the participant himself. The organisers hold the discretion of allowing it on stage.

9) The decision of the coordinators shall be final and binding. No further requests shall be entertained.

10) The organizers reserve the right to amend these rules at any point which will be duly informed to all the participants.

11) Participants can register under the following categories:

- Spoken Words - Poetry, Slam, Shayari, Story-telling, Declamation
- Comedy - Stand-up, Mimic

12) Participants are requested to either perform their original piece or recreate it giving it their touch. The performance should not be exactly like the original one.

**CASH PRIZES:**

- First Prize: INR 7000/-
- Second Prize: INR 4000/-
- Third Prize: INR 2000/-

**DATE OF EVENT:** 17<sup>th</sup> March 2023

**CONTACT DETAILS:**

**REGISTRATION FEES**

**RS. 200 per person**

# ANUKRITI

## GROUP DANCE

The beats sync, the form of the formation, and the coordination win the hearts of judges. The emotion is channeled through the dance, where they portray certain feelings through the moves of the dance. The group that performs and expresses itself the best through creativity wins the competition.

### RULES:

- 1) One entry per college.
- 2) There shall be only one round.
- 3) Time limit for the round would be 6 to 10 minutes (including stage setup and clearance time). Exceeding this time limit may lead to a negative marking.
- 4) Use of props is allowed as far as they are not likely to cause any accident.
- 5) Groups should comprise of minimum 7 and a maximum of 18 participants, where at least 4 participants must remain on the stage at all times.
- 6) The song can include variations in style and may be a medley or fusion. Pure Indian classical or folk entries are permitted as long as it fits the theme, which will be **based on the theme \_\_\_\_\_**.
- 7) The participants will be judged on the following parameters:
  - Creativity in choreography Usage of props
  - Relativity to the theme
  - Usage of costumes



8) The music piece for the performance has to be brought in 'MP3' format on 2 USB drives (to be on the safer side) on the day of the performance. No songs in the form of a CD or through AUX will be allowed.

9) The teams must submit their tracks 48 hours before the event. It can be emailed to symfiesta@symlaw.edu.in. We do not take the responsibility for tracks submitted after the said time.

10) The decisions of the judges in all regards shall be final and binding-

**NOTE:**

If time allows, a team from different departments of the same college may be permitted.

No props shall be provided and participants are required to carry their props. However, the use of fluid, flame or any other hazardous substance is strictly prohibited.

**CASH PRIZE:**

- First Prize: INR 15,000/-
- Second Prize: INR 8,000/-
- Third Prize: INR 5,000/-

**DATE OF EVENT: 18<sup>th</sup> March 2023**

**CONTACT DETAILS:**

**REGISTRATION FEES:** Rs 2500 per team

**ARMAGEDDON**

## **BATTLE OF BANDS**

The drums, guitar and vocals together form a beautiful rhythm. When played together, they form a piece of music that one cannot escape. Performers play their best and present to us with the beats that came from their hearts. Battle of Bands is one competition that everyone thoroughly enjoys, and music is the one key to happy hearts.

### **RULES:**

- 1) A minimum of 7 and a maximum of 18 members in a band including accompanists will be allowed.
- 2) Bands get a total of 20 minutes on stage (including sound setup). Only a grace period of 1 minute will be granted after the completion of 20 minutes, beyond which the sound will be cut.
- 3) **The theme for the competition is \_\_\_\_\_.** Participants may blend any genre(s) of music with others.
- 4) Participants can perform in any language. The songs may be covers or originals.
- 5) Vocals are compulsory. Pure instrumental performances are not allowed.
- 6) Cross-college bands are allowed; however, one person may only participate as a member of one band. If a person participates in two bands, both bands will be subject to disqualification.
- 7) A 5-piece drum kit with 1 hi-hat, 1 crash and 1 ride, mics, cables and amplifiers/sound monitors will be provided.
- 8) **The participants are required to send in any audio/video recording of their performances by \_\_\_\_\_, the results of which will be declared by \_\_\_\_\_.**
- 9) The participants must bring all other instruments other than the aforementioned ones themselves.

Note: All participants must have a valid college ID or an ID proof (one member must have a college ID in the band to participate but, all the members must carry an ID proof).

- 10) There is no negative marking or disqualification for crossing the time limit.
- 11) Participants must carry their cables for pedal boards and processors.

### **CASH PRIZES:**

- First Prize: INR 18,000/-
- Second Prize: INR 12,000/-

**DATE OF EVENT: 17<sup>th</sup> March, 2023**

### **CONTACT DETAILS:**

**REGISTRATION FEES: Rs 1000 per team**

## **CONCINNITY**

### **SOLO SINGING**

The drums, guitar and vocals together form a beautiful rhythm. When played together, they form a piece of music that one cannot escape. Performers play their best and present to us with the beats that came from their hearts Solo Singing is one competition that everyone thoroughly enjoys, and music is the one key to happy hearts.

#### **RULES:**

- 1) Each participant must carry along his/her official College Identity An entry without the same would not be allowed.
- 2) Selection of songs is open to the participant to choose from any genre.
- 3) Original compositions are not allowed.
- 4) No pre-recorded music or backing vocals are allowed. The use of any form of pre-recorded music could lead to disqualification.

5) Performance time should not exceed 6 minutes, including the time for setup.

6) Participants would be judged on the following:

- Voice and Singing Technique: 60 %
- Rhythm: 15%
- Song Selection: 15%
- Overall Stage Presence: 10%

7) All instruments needed for the performance must be carried along; the host shall not be responsible for the arrangement of any instrument needed.

8) The decision of the judges would be final and binding under all circumstances.

NOTE:

A maximum of 2 accompanists are allowed on the instruments.

Additional in-kind goodies to some more candidates based on their performance and punctuality.

**CASH PRIZES:**

- First Prize: INR 6,000/-
- Second Prize: INR 3,000/-
- Third Prize: INR 1,500/-

**DATE OF EVENT:** 17<sup>th</sup> March 2023

**Contact Details**

**Registration Fees: Rs 300**

# **MUBAHISA**

## **DEBATE**

### **RULES:**

- 1) There will be individual participation only. Only one entry can be made by one participant.
  
- 2) The medium of the debate will be English.
  
- 3) This shall be a knockout tournament.
  
- 4) The adjudicator flips the coin to decide the proposition and opposition team before announcing the motion.
  
- 5) The adjudicator will announce the motion and give 15 minutes to both individuals to prepare their arguments. Participants are allowed to use any kind of device (mobiles, laptops etc.), the internet or reading material in any form during the preparation time.

6) After 15 minutes, the speaker of the proposition side (for the motion) will come forward and present his/her arguments S/he can speak for 3-4 minutes. The adjudicator will tap once when 3 minutes are over and twice after 4 minutes. Any arguments presented beyond this time won't be considered, however, the speaker can complete his/her sentence after the tap.

7) After a gap of 60 seconds the speaker of the opposite side will come forward and speak.

8) After the speaker of the opposition has spoken, the speaker from the proposition will have 60 seconds to prepare a rebuttal/reply speech of 2 minutes in which the speaker can rebut the arguments of the other speaker; a similar will be done for the speaker against the proposition.

9) The adjudicator will announce the winner at the end of the debate after both speakers have spoken, and the scores have been tabulated.

Scoring Criteria:

Every speaker in every debate is scored separately on three criteria:

a. Matter (Content)- What was the actual argument(s) presented by the speaker? Were any actual examples, facts or studies stated? If so, how relevant were they?

b. Manner (Presentation)- How good was the speaker's body language and poise? How well did s/he maintain eye contact? Did s/he use their voice and rhetoric well?

c. Method (Structure)- Were the speaker's arguments structured in a way that was easy to understand? Was every

point elaborated sufficiently? Did the speaker's rebuttals flow naturally?

7 marks for each criterion, which means the speaker will be judged out of

Whoever has the higher score proceeds to the next round.

### **CASH PRIZES:**

- First Prize: INR 7,000/-
- Second Prize: INR 4,000/-
- Third Prize: INR 2,000/-

**EVENT DATE: 17<sup>th</sup> March 2023**



### **CONTACT DETAILS-**

**REGISTRATION FEES- INR 350**

## **KALAKRITI**

### **WALL PAINTING**

Spray paints lighten up a wall when they form beautiful formations. Each wall painting expresses the artist's imagination with colour and pattern. The pattern makes the picture look attractive, making it picturesque for any occasion. The funky art makes one stare at the painted wall with mesmerisation, seeking to find what else it may portray.

### **RULES**

- 1) Participants can be individual artists or a team of a maximum of four participants.

- 2) The concept will be provided by the organizer a few days before the event.
- 3) Canvas walls and spray paints will be provided by the organizer.
- 4) All wall paintings must be completed in provided space.
- 5) All contestants must complete their wall painting within the time limit.
- 6) Competitors who are rude, abusive or deemed otherwise unsuitable by the organizers will be disqualified from the competition. All contestants must allow their pieces to be photographed and available for use in all forms of media platforms.
- 7) Pieces will be judged by a panel selected by the organizers. Artists will have a chance to explain their artwork to the panel.
- 8) Winners will be announced on the day of the competition.
- 9) The decision by the judges is final and there is no appeal process.
- 10) The theme should be the main focus of the graffiti.
- 11) Participants may use any medium, however, the use of stencils is prohibited strictly.
- 12) No mobile phone or other references may be used. Violation of this will lead to disqualification.

#### Judging Criteria-

The judge will review artwork based on the following criteria:

- a. Interpretation of the theme
- b. Technical skill
- c. Originality

NOTE: The wall paint must not include words, national flags, or slogans, The graffiti must not represent any particular individual, organization, or brand name and must not depict any religious theme.

#### **CASH PRIZES:**

- First Prize: INR 6,000/-
- Second Prize: INR 3,000/-
- Third Prize: INR 1,500/-

**DATE OF EVENT: 18<sup>th</sup> March 2023**

#### **CONTACT DETAILS:**

**REGISTRATION FEE:** Rs 250 per participant.

**MERAKI**



## **CANVAS PAINTING**

Setting an idea on a canvas is tough. The idea of an artist is in the head, and expressing the sphere of the ideology is not easy. These artists do that on a canvas, with their hearts poured into the strokes by paints. Canvas painting speaks for the ideas that lie inside the mind of an artist.

### **RULES:**

- 1) The competition only allows for individual participation.
  
- 2) The participants may use any medium to make their artwork.
  
- 3) A canvas of A3 size (11.7"x16.5") will be provided to each participant at the venue. All other materials required by the participant for the completion of the artwork shall be brought by them beforehand.

**USE OF STENCILS IS STRICTLY BARRED AND SHALL INVITE DISQUALIFICATION.**

- 4) The Participants will be allowed 2 hours to finish their artwork.
  
- 5) The theme for the Event shall be released a week before the date of competition and shall be followed in all artworks.

The Artwork of all participants should represent the theme and the participant should be able to explain the same.

- 6) Once submitted, the submitted artworks shall become the property of Symfiesta'23. By participating in this event, the participants agree to allow for their submitted artworks to be

photographed and made available for all forms of use across all media platforms.

7) Use of Electronics (mobile phones, tablets, Bluetooth devices, earphones, digital watches etc.) and Photographic references of any kind are strictly barred during the duration of the event: Using the same can lead to disqualification of the participant.

8) Participants are strictly not allowed to use any form of reference during the event. Doing the same will invite disqualification.

9) Submitted canvases should not display any text on the front surface. Any details of the participant (name, year of study, institute, phone number etc.) should not be present on their artworks. Non-compliance might lead to disqualification.

10) All participants shall be given a Participant Code at the venue and only this code shall be used by them to identify themselves during the event. This code shall also be used by the participants to label their artworks.

11) Upon completion of the 2 hours allotted for preparing the artwork, the Participants shall be allowed to explain the same to the judges and how it connects to the theme.

12) The criterion for judging artworks shall be as follows:

- Originality
- Interpretation of the theme
- Technical skills employed

13) Event results shall be announced on the same day. The results are not contestable and the decision of the judges shall be final and binding on all participants.

14) Participants are required to monitor their conduct on the college premises and also during the event. If any participant is found to be rude, abusive, or found breaking the general code of conduct by engaging in disruptive activities, shall be disqualified from the event.

**NOTE:**

- Photographs, Wires and 3D objects are not acceptable as mediums in the artwork. Any submission using the same shall be disqualified.
- No artwork should include/represent any specific individual, organization, or brand name:
- Depicting religious elements/themes/sentiments in the artwork is not allowed.

**CASH PRIZES:**

- First Prize: INR 6,000/-
- Second Prize: INR 3,000/-
- Third Prize: INR 1,500/-

**DATE OF EVENT: 17<sup>th</sup> March 2023**



**Contact Details**

**REGISTRATION FEES**

Rs 200 per Participant

# SHUTTER MANIA

## PHOTOGRAPHY

### Rules

- 1) There is no cap on participation from a single college. However, the total number of participants shall not exceed fifteen (15).
- 2) The number of individual participants per team- individual participation.
- 3) Themes:
  - SwaPratibimb- Portrait Photography
  - Spashtavaadee- Candid Photography
  - Chayachitra- The sun and the shadow
- 4) SwaPratibimb- The participants shall click portraits within the fest of a single person or group containing not more than five people at once
- 5) Spashtavaadee The participants must click candid pictures of various events happening during the fest
- 6) Chayachitre- The sun and shadow may be clicked anywhere, but they should be clicked only on the day of the competition.
- 7) A maximum of 6 photographs [two photographs from each theme] have to be submitted to the undersigned at the specified time, which would be told on the spot and before the start of the event.
- 8) Photographs have to be submitted in JPEG format only Mobile photography is not allowed.

- 9) Editing and putting watermarks is strictly prohibited. If found, the participant will be disqualified.
- 10)The use of flash is strictly prohibited. The manual mode must be used while clicking the photographs.
- 11)No extra accessories are allowed e.g.- External Speed Light, Advanced Filter, etc.
- 12)The photographs have to be submitted in the google drive link in a folder named "Your Name-Shutter Mania". The photographs should be named in the following format: "Name-Theme"
- 13)Judgement Criteria:
  - Interpretation of Theme: 7 marks
  - The scale of the technical quality of the photograph: 6 marks
  - The creativity behind the photograph: 6 marks
  - Incorporation of Surprise Element: 6 marks
  - Explanation and story behind the picture: 5 marks
- 14)Participants' attendance is compulsory on all days, an absence would lead to the deduction of 5 marks 3 marks shall be deducted if they do not follow the instructions while clicking the photographs

#### **CASH PRIZES:**

- First Prize: INR 6,000/-
- Second Prize: INR 3,000/-
- Third Prize: INR 1,500/-

**DATE OF EVENT:** 18<sup>th</sup> March 2023

#### **Contact Details**

**REGISTRATION FEES – INR 250 per participant**

# **COGNIZANCE**

## **QUIZ**

### **GENERAL RULES FOR QUIZ**

- 1) Team Limit: 3 members per team (Maximum - 3 members, 2 member teams and Lone Wolf teams are also allowed).
- 2) Anyone under the age of 30 years as of April 2022 is allowed to participate in the event.
- 3) Cross-College, as well as Open teams, are allowed.
- 4) There will be two rounds, the Preliminary round and the Final round. The Top 6 teams from the Preliminary round will proceed to the Final round.
- 6) The Quizmaster's rules as well as decisions are final and binding.

#### Note:

- In the event a team comprises members who are in college as well as are in the Open category, they will be treated as an Open team.
- The use of any electronic device- smartphones, laptops, tablets, smartwatches etc is prohibited.
- Cross college team will be treated as an open team.
- The participants are, required to carry their writing instruments- pens, pencils, crayons, charcoal, quills etc.

- The rules for the Preliminary and Final rounds will be explained by the Quizmaster before they commence.

**CASH PRIZES:**

- First Prize: INR 7,500/-
- Second Prize: INR 5,500/-
- Third Prize: INR 3,000/-

**DATE OF EVENT: 18<sup>th</sup> March 2023**

**CONTACT DETAILS:**

**REGISTRATION FEES:** INR 350 for the duo

INR 250 for individual participation

**COLOSSAL GAMING**

**GENERAL RULES**

### 1) Valorant (PC)

Participants Capacity: 30

Participation Fee: Rs. 200

#### Game Settings

Map: Ascent Game

Mode: Deathmatch Players will be distributed into Groups A, B and C at random and each group will have three matches. The top 3 players on the leaderboard after the three rounds will qualify for the Finale Round.

### 2) Fifa 22 (PS4)

Participant Capacity: 32

Participation Fee: Rs: 200

#### Game Settings

Game type: Offline

Half-length: 6 Minutes

Time of Day: Day Pitch Wear: None

Referee: Random Season: Dry

Game Speed: Normal Ball: Default

3) Call of Duty (Mobile) This event will be held online and all the participants will be added to a discord server for further information

Participant Capacity: 75 Participation Fee: Rs. 150

#### Game Settings:

Game type: Free for all

Round Score Limit: 20



Time Limit: 5 minutes

Map: Will be declared at the time of the event

Players will be distributed into Groups A, B, C, D and E. Every group will have 3 matches and the players with the highest scores in their respective groups will qualify for the Finale Round.

### **General Guidelines**

- 1) Every person is supposed to bring their own gaming equipment.
- 2) Internet Support will not be provided by the college.
- 3) Any unfair means are strictly prohibited and the players will be disqualified immediately.
- 4) Any dispute concerning the event shall be handled by the event head(s).
- 5) The decision of the event heads shall be final and binding.

### **CASH PRIZES:**

- First Prize: INR 5,000/-
- Second Prize: INR 2,500/-
- Third Prize: INR 1,500/-

**DATE OF EVENT:** 18<sup>th</sup> March 2023

### **Contact Details:**

### **REGISTRATION FEES:**

INR 250 per participant

# **RAKHS**

## **SOLO DANCE**

The feet go as high as possible, and they come down gracefully with the audience looking at the dance. Solo dance is an event where people perform individually, dancing their thoughts on songs that one has heard the dance moves performed there become an inspiration for people who want to dance ahead as well. This competition is about inspiration, your love towards your passion, and the ways you can change your mood while dancing solo in front of people.

### **RULES:**

- 1) Team Limit: It is an individual event, maximum of 5 participants per college. Individual registration (not tied to any college) is also allowed, though the participant should be a college student only.
- 2) There shall be one round only.
- 3) Though there is no restriction on style i.e., participants are allowed to showcase any dance style, it is requested that the performance be centred around **the theme: \_\_\_\_\_**.
- 4) Participants are required to adhere to the time limit of 4 minutes. Exceeding the time limit would lead to a negative marking.

- 5) Use of props is optional and a maximum of one prop is allowed. The event head must be intimated about the use of props in advance.
- 6) Any kind of dress, prop or music will not be provided by the organizer.
- 7) Any form of vulgarity and obscenity will lead to immediate disqualification.
- 8) JUDGMENT CRITERIA - Participants will be judged based on their adherence to the theme of the event, costumes, visual representation, utilization of stage, dance form and choice of the song.
- 9) Music piece for the performance has to be in 'MP3' format. Participants are required to send their songs 48 hours before the event via mail at [symfiesta@symlaw.edu.in](mailto:symfiesta@symlaw.edu.in). Design for precautionary measures participants are requested to carry their songs in a pen drive on the day of the event.
- 10) No CD and Aux facility will be provided.
- 11) The judges' decision will be unquestionably binding on the participants and shall not be open for discussion.

NOTE: No gifts will be presented to the judges in conjunction with the dance performance.

#### **CASH PRIZES:**

- First Prize: INR 8,000/-
- Second Prize: INR 4,000/-
- Third Prizd: INR 2,000/-

**DATE OF THE EVENT: 18<sup>th</sup> March,2023**

#### **Contact Details**

#### **REGISTRATION FEES**

Rs 300 per participant

## **RAP BATTLE**

### **RULES:**

- 1) The originality of content - The content to be presented by each performer should be entirely original. References can be made to popular songs, as is accepted practice, in terms of cadence, flow, delivery, or a couple of bars. However, if a verse is found to be plagiarized, it would lead to an outright disqualification. The determination of plagiarism shall solely be at the discretion of the judges and the management authorities.
- 2) While rap, in its essence, is an instrument of free speech, a certain decorum has to be kept in mind during the performances. The use of any cuss words, or vulgar, or sexually explicit content shall lead to elimination from a round. Furthermore, the use of any vulgar, gross, or explicit gestures will lead to elimination. The determination of what constitutes vulgarity will solely be at the discretion of the judges and the management authorities and shall be decided per socially acceptable behaviour.
- 3) The beats used during performances should be 'Free Beats'. If a participant is using a 'Paid Beat', the participant should have authorization from the producer. All the beats shall be shared with the managing authorities as and when required. The same shall be communicated to the participants duly.
- 4) The content, in terms of lyrics as well as beats, should not infringe upon any third-party copyrights, trademarks, or other intellectual property rights.
- 5) The assessment of each performance shall be done on the following grounds:
  - Clarity and coherence of the verses
  - Delivery C Stage presence

### **ROUNDS**

- 1) The competition shall consist of 4 rounds. In other words, all participants are required to be prepared with 4 verses each. These verses can be pre-written or free-styled, as per the wishes of the participant.

- 2) Previously released songs by the participants can also be performed/showcased.
- 3) Round 1 shall be a cypher, wherein a beat shall be shared by all the participants. This freestyle beat shall be shared duly, giving enough time for the participants to adjust/compose their verses. THIS SHALL BE A FREE FOR ALL ROUND THERE SHALL BE NO ELIMINATION. Furthermore, the beat will accommodate all the participants. Therefore, the time duration for each verse (participant) should be not more than 1 minute.
- 4) Round 2 will consist of a showcase by each participant Each performance shall be limited to 3 minutes. A buffer of 30 seconds will be provided, after which there will be a negative marking of 1 mark for every 10 seconds exceeded. THIS WILL BE AN ELIMINATION ROUND.
- 5) Round 3 will be an old-fashioned rap battle. Participants will be pitted against one another, and they have to come up with unique verses stating why they're better than their opponent, based on which they shall be promoted to the next round. The beat for this round shall be **shared with the Cypher beat itself duly**. Kindly note that THIS WILL BE AN ELIMINATION ROUND.
- 6) Round 4 will be yet another showcase, in which the participants are free to perform any song/verse of their choice this round aims to mesmerize the judges and the audience with your art and win over the arena.
- 7) In case of a tie, an old-fashioned rap battle will be organized, similar to round 3, giving each participant 1 verse to respond back and forth. Initiation will be decided by a toss. After the battle, a 1-minute flex showcase performance will be organized. Based on both of these, the winner will be decided.

## GENERAL GUIDELINES

- 1) By participating in this event, you:
  - Permit the recording of your contributions
  - Assign to the organizers the complete copyright and other rights of your contributions for use in media
- 2) Competitors who are rude, abusive, or deemed otherwise unsuitable by the organizers will be disqualified from the competition.

There is no appeal process. Protests are prohibited and will not be accepted regarding the results of any round.

## CASH PRIZES:

- First Prize: INR 7,000/-
- Second Prize: INR 4,000/-
- Third Prize: INR 2,000/-

**DATE OF EVENT:** 18<sup>th</sup> March 2023

**Contact Details**

**REGISTRATION FEES:**

Rs 350 Per Participant

**TAMASHA**

**STREET PLAY**

GENERAL RULES

- 1) Team Limit: More than one team can participate from the same college.
  
- 2) The theme of the plays should highlight social issues.
  
- 3) Each team should comprise a maximum of 20 members and a minimum of 12 members.

4) Time Limit- Total: 22 minutes 1 minute for entry + 20 minutes play + 1 minute for exit from the point when the team's name is announced.

5) Teams would be adjudged and marked out of a total of 100 marks.

Following is the bifurcation of the total marks and criteria:

Introduction 15 Marks

Overall Technical Presentation 40 Marks

Overall Artistic Presentation 30 Marks

Final Conclusion of Performance 15 Marks

6) Instruments shall be brought by the respective teams No instruments shall be provided.

7) Exceeding the time limit shall result in a deduction of 3 marks per minute.

8) The decision of the judges shall be final and binding.

Note-

- Use of Props- Musical instruments and Gulal allowed. (No electronic instruments).

- No professional assistance is permitted, all students must be certified students of their respective colleges and must bring their identity cards along with them.
- Use of offensive language is strictly prohibited and shall lead to disqualification.
- Obscenity is strictly prohibited.
- The competition will be conducted in an open space. Therefore, no microphones, speakers, or music systems shall be allowed to create any sound.

### **CASH PRIZES:**

- First Prize: INR 15,000/-
- Second Prize: INR 8,000/-

**DATE OF EVENT: 18<sup>th</sup> March, 2023**

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**Contact Details-**

### **REGISTRATION FEES**

Rs 2500 per team



# **SYMVOGUE**

## **FASHION SHOW**

The message is the one social message conveyed to the people with the help of ramp walks and fashion. Hands down to the participants who make this possible, with the men and women walking on the ramp. Symvogue teaches you confidence, and style, and sends out a powerful message with the help of stitches and colours.

### **RULES:**

- 1) Team Limit: Only one entry per college.
- 2) Minimum 7 and maximum 18 members per team (including back-stage helpers, makeup artists and hair stylists etc).
- 3) Time limit: 15 minutes per team (curtain to curtain, including the time change of clothes).
- 4) The following requirements should be emailed to [symfiesta@symlaw.edu.in](mailto:symfiesta@symlaw.edu.in) 48 hours before the event as mentioned:
  - The introduction of the teams, not exceeding 3 minutes, has to be emailed to the event heads.
  - The music tracks for the ramp walk should be in 'mp3' format.
- 5) The judgment would be based on costume, originality, portrayal, and basic choreography.

6) Each team must bring and submit 2 CDs and a pen drive containing their soundtrack in 'mp3' format on the day of the event to any of the heads of SymVogue.

7) Two team members must be present to provide the cues for lighting and music.

8) An I-shaped extension would be provided to the stage which can be used as a walking ramp.

9) Lighting of candles, matches or cigarettes is strictly prohibited and would amount to immediate disqualification.

10) All the members of the team must carry a valid college ID card on the day of the event.

11) The decision of the judges would be final and binding on all the participants and no objections would be entertained.

12) The institute would provide only the stage equipment and nothing else, so the needful must be carried out by the teams themselves.

#### **CASH PRIZES:**

- First Prize: INR 18,000/-
- Second Prize: INR 13,000/-
- Third Prize: INR 5,000/-

**DATE OF EVENT: 18<sup>th</sup> March,2023**

#### **CONTACT DETAILS:**

REGISTRATION FEES:

Rs 3000 Per Team

# **RANGMANCH**

## **THEATRE**

The masks worn by the dramatists can shape into any emotion the stage requires. The work of a theatre group is to physically present an ideology to the world, where the people watching connect to the idea and become a part of it just by watching the performances. That's theatre, where your dialogues and gestures present the ideology in a short period, making everyone feel as though they are a part of this very concept.

## **RULES**

- 1) One Team per college, with a minimum of 7 and a maximum of 18 members per team will be allowed.
- 2) Time limit: 35 minutes including the time for setup, stage time and clearance time.
- 3) There will be no theme as per the performances.
- 4) Permitted languages for the Act: English and Hindi.
- 5) Costumes, props and music must be arranged by the teams themselves. The only production materials provided would be 4 chairs and 2 tables.
- 6) Any kind of fluids, animals, fire or any other material which has a possibility of damaging the stage would not be permitted.
- 7) Pre-recorded music is allowed and should be brought in a pen drive in 'mp3' format. They are also to email the same to [symfiesta@symlaw.edu.in](mailto:symfiesta@symlaw.edu.in) a week before the event.
- 8) Although vulgarity or profanity is not forbidden, it will be at the discretion of the judges to evaluate accordingly. The decision of the judges will be final and binding.

Judging Criteria - Acting, direction, screenplay and overall impact.

## **NOTE:**

Students from different colleges cannot form a team.

Teams will be penalized in the form of a score deduction if the time limit is exceeded.

Participants will be provided with a light control box and a sound control box, from which the lighting and sound can be controlled. The Team needs to bring a member for controlling the lighting and sound.

The teams would be required to show the materials or props to be used in the play before the event for approval; it would be at the discretion of the event heads to allow these materials to be used. If not permitted, those props would not be allowed to be used during the play.

### **CASH PRIZES:**

- First Prize: INR 6,000/-
- Second Prize: INR 3,000/-
- Third Prize: INR 1,500/-

**DATE OF EVENT: 18<sup>th</sup> March 2023**

### **CONTACT DETAILS**

### **REGISTRATION FEES**

RS. 2500 PER TEAM.