

# WYSIWYG 2018

## RULE BOOK

The entire event shall be based on the following rules common to all the events

1. Every participant is required to arrive at the Institute at least 1 hour before the commencement of his/her respective event.
2. It is mandatory for all the participants to show their valid College ID Card.
3. The decision of the organizers and judges will be final and binding on the team.

**The rules for each individual event are as follows-----**

### 1. AD-MAD SHOW

1. **Team Size:** Max 4 members
2. **Time limit:** 10 min for the presentation
3. Acting is compulsory. Teams may also use other modes of communication (Video, Power Point Presentation, Poster etc.)
4. Teams have to prepare advertisement on the given topic.
5. There is no entry fee.
6. Use of abusive language is strictly prohibited.
7. A presentation is to be made about your advertisement explaining the concept, the Product, the Marketing Mix & Cost of broadcasting it on Audio and Visual media. **Laptops are to be brought by the participants.**
8. **Evaluation Criteria**
  - ✓ Creativity
  - ✓ Team work
  - ✓ Presentation skills
  - ✓ Acting skills
  - ✓ Connectivity to audience

### 2. BUSINESS PLAN

1. Team members should be from the same Institute.
2. A team must consist of 2-3 members or Individual.
3. One student cannot be part of more than one team.
4. There is no limit to the number of team entries that can be received from a particular institute.

5. The Team or the Individual will be provided a product on the spot and they have to make their "Business Plan" regarding the given product within a time limit of **1 Hour\*** (Time limits are bound to change as per the participation of teams)
6. The submission will be accepted in any format as far as it is understandable.
7. In the business plan there should be brief & precise data regarding marketing plan, financial investing and revenue gain policy and human resource planning of the business.
8. Maximum time limit for the presentation will be of 10 minutes\* including the reference video (if any).
9. All Teams and the Individuals need to carry their respective Laptops.

**EVALUATION will be done on the basis of:**

- ✓ Depth of analysis.
- ✓ Innovative approach and imagination.
- ✓ Feasibility of ideas proposed.
- ✓ Understanding of the challenges.
- ✓ Presentation skills.

### **3. BUSINESS QUIZ**

#### **Elimination Round**

1. There can only be 2 people in the team.
2. Teams will be selected at the end of this round for the next round.
3. This round shall have MCQs and time limit shall be 10 minutes.
4. 1 mark for every right answer and -0.5 for each wrong answer.

#### **Round 1**

1. Total questions 24 for 8 group (3 questions. Each group).
2. 10 marks for correct answer, and no negative marking for wrong answer.
3. If a team cannot answer the question, then the question would be forwarded to the next team for full marks.
4. Only 5 teams would be selected for the 2nd Round.
5. Answering time is only 30 seconds.

#### **Round 2 (Buzzer-Round)**

1. There will be 15 questions in this round.
2. No pass on if the answers are wrong.
3. If a team cannot answer the question, then the question would be forwarded to the audience.
4. Negative marking is there -10 for each wrong answer & +10 for right answer.
5. Only 3 teams would be selected for the 3rd Round.

#### **Round 3 (Rapid-Fire-Round)**

1. 1 minute for each team to answer 5 questions.
2. Each question carries 10 marks.
3. 5 marks will be deducted for each wrong answer.
4. If a team cannot answer the question, they can ask for the next question.
5. The question will not be forwarded to next team.

#### **4. FASHION BASH**

##### **RULES**

Time allotted: 10+1 minutes

Number of participants: 6-20

1. Only one sequence is allowed.
2. Anything that promotes obscenity is explicitly banned.
3. Exceeding time limit will result to negative marking of the group.
4. Participants should confirm registration 30 minutes prior to event.
5. Every team is advised to bring own props and music in mp3 format. Props such as cigars, wine bottles etc are banned.
6. One person per team must be there to manage sound track.
7. Emphasis will be given to clothing, walking style and originality.
8. No props and costumes will be provided by the organizers .Teams are required to bring their own costumes and props.
9. Use of materials like candles, matches, cigarettes, alcohol and any hazardous materials on stage is prohibited. Teams are required to contact organizers before using such stuffs.
10. Two copies of soundtrack to be submitted in advance in standard audio format- **.wav or .mp3** of sound quality 192kbps or above to the organizers.
11. Vulgarity of any kind would lead to disqualification of the team from the event. Hence, if the team feels that any stunt of costume design can be deemed as vulgar, it is strongly advised to consult organizers before performing on stage.

##### **EVALUATION CRITERIA**

- ✓ Choreography
- ✓ Music
- ✓ Co-ordination
- ✓ Relevance to the theme
- ✓ Creative and apt display of garments and accessories
- ✓ Sequence and walk-Confidence and gesture of the model

## **5. WAR OF BANDS**

1. Registration fee of Rs. 500 per team.
2. 10+5 minutes will be provided for the sequence.
3. No abusive language will be allowed on stage.
4. No pre recorded track will be allowed during performance.
5. Bands need to carry their own instruments. Drummers need to carry their own brass section and bass pedal.
6. Judges decision will be the final decision.
7. Accommodation will be provided for outsiders.
8. Languages preferred are Hindi & English only.

## **6. NUKKAD NATAK**

The competition will consist of one round (15 -20 Minutes)

1. A team should have a minimum of 4 and a maximum of 20 members. (Including musicians and exclusive of all helpers.)
2. Teams have to bring their own props and costumes.
3. Negative point for exceeding the time limit.
4. No sound system and electronic music system will be allowed.
5. Only household objects can use as props (dholak, sticks, drums, gulaal are allowed.). Use of fire and water is prohibited.
6. Script should be original/ self written and should not be copied, if found guilty, would result in disqualification of team.
7. Languages preferred are Hindi & English only.
8. Vulgarity is strictly prohibited.

## **7. SOLO DANCE**

**Team Size:** Solo

**Round(s):** 1

**TIME LIMIT:** 5-7 minutes (+2min setup and clearance time).

1. The track is to be arranged and provided to the organisers at least 30 minutes in advance to the event.
2. Vulgarity is strictly prohibited.

## **8. GROUP DANCE**

**Team Size:** Minimum 2 & Maximum 18

**Round(s):** 1

**Rules:**

1. The track is to be arranged and provided to the organisers at least 30 minutes in advance to the event.
2. Vulgarity is strictly prohibited.
3. Performers have to clear the stage after their performance otherwise they will be penalised heavily by the organisers.
4. **Time Limit:** 12 minutes maximum (+ 1 min setup and clearance).

## **9. T-SHIRT PAINTING**

**Team Size:** Solo.

**Rounds:** 1

**Materials Provided:** "T-Shirt"

**General Rules:**

1. Participants are needed to make a painting based on the given theme.
2. Participants are not allowed to bring any references.
3. Participants are required to bring colours, brushes & other drawing materials.
4. Only one t shirt would be given so participants should take special care so as not to spoil the t-shirts. An A4 sheet would be given which could be used for rough work.
5. The decisions of the judge shall be considered as final and binding.
6. Any explicit content shall lead to straight disqualification.

## **10. TREASURE HUNT**

1. Decision of the judges will be final.
2. Team should report to the area specified as per the time allotted to them.
3. Each team must have not more than 3 members.
4. The team with all the treasure reported first will be the winner, as per Judge's decision.

## **11. CYBER GAME (Individual)**

**Need for Speed (Most Wanted)-**

1. Participation fee of Rs 100 per individual
2. Rules applicable same as the game
3. No limit of number of participants from one institute

## **12. CYBER GAME (Counter Strike 1.6)**

1. Participation fee of Rs 500 per team.
2. Rules applicable same as the game
3. No limit of number of teams from one institute.