



SYMPHENIA

And the fun begins...

**R U L E
B O O K**



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CULTURAL EVENTS



FASHION SHOW- PEHCHAAN

RULES AND REGULATIONS

1. Each school can send only one team. Two or more teams from the same school will be disqualified.
2. Each team can have minimum 6 and maximum 15 members.
3. Time limit for each team will be 15 minutes (curtain to curtain, including setup and performance both). Marks will be deducted for exceeding the time limit.
4. The theme selection for fashion show is open to all the teams.
5. Participants are to submit a write-up where they introduce their teams and the themes that they are going to be performing on, prior to the event.
6. Every team has to bring the music track for their performance in a pen drive/CD/device connectable with an aux wire, in MP3 format and mail the same to the undersigned.
7. Props such as cigarettes, wine bottles or lightening fire and other hazardous objects etc. are not allowed and will lead to disqualifications.
8. Stage with 'I' shaped extension will be provided; both the stage and ramp extension may be used as walking ramp.
9. Vulgarity is strongly prohibited.
10. All teams are expected to report 1.5 hours prior to the event.
11. The decision of the judges is final and binding.

For further information, contact:

CHANDNI KUMAR

+91-8588992567

chandni.kumar2020@scmsnoida.ac.in

SOLO SINGING-RIPPLE

RULES AND REGULATIONS

1. No bar on genres.
2. Only one person is allowed to accompany the participant on the instruments.
3. Any participant who would be using a backing track for their performance, must inform in advance to the event head and the track should be carried in a pen drive on the day of the event.
4. Participant can choose either English or a Hindi song.
5. Time limit will be of 7 mins, including sound check.
6. Exceeding the time limit will result in loss of points. The time starts as soon as the participant arrives on stage.
7. There is no on the spot registrations.
8. Decision of the judges will be final and binding.

For further information, contact:

SWASTIK CHAKRABARTY

+91-7011325432

swastik.chakrabarty2020@scmsnoida.ac.in

DUET SINGING

RULES AND REGULATIONS

1. No bar on genres.
2. Two people at max are allowed to accompany the participant on the instruments.
3. Any participant who would be using a backing track for their performance, must inform in advance to the event head and the track should be carried in a pen drive on the day of the event.
4. Participant can choose either English or a Hindi song.
5. Time limit will be of 7 mins, including sound check.
6. Exceeding the time limit will result in loss of points. The time starts as soon as the participant arrives on stage.
7. There is no on the spot registrations.
8. Decision of the judges will be final and binding.

For further information, contact:

SWASTIK CHAKRABARTY

+91-7011325432

swastik.chakrabarty2020@scmsnoida.ac.in

BAND WARS-FORTISSIMO

RULES AND REGULATIONS

1. No bar on genres. Be as experimental and innovative as possible.
2. A maximum of 9 members can participate per band.
3. Maximum time allotted to each band will be 20 minutes, including time for set up and sound check. Exceeding the time limit will result in reduction of marks.
4. All participants are required to bring their own instruments. A 5-Piece Drum Kit, sufficient cables and microphones will be provided at the venue.
5. Order of the performances will be decided by draw of lots. No changes in the order will be made.
6. Teachers or additional students will not be permitted to help in setting up the instruments or act as accompanists during the performance.
7. There are no on-the-spot registrations.
8. The decision of the judges will be final and binding.

For further information, contact:

UTSAV BANSAL

+91-9953130855

utsav.bansal2020@scmsnoida.ac.in

SOLO DANCE-LIGHTS, CAMERA, DANCE!

Display your individual brilliance, be the star of the stage that's all yours. The stage gives you the chance to flaunt your best moves and elegance. This is your chance to free yourself and express the best.

RULES AND REGULATIONS

1. Time limit:3-5 minutes(+2 minutes for setup and clearance. Negative marking will be done for exceeding the time limit.
2. Dance form : Participants are free to perform any dance style(s)
3. Choice of songs is open to the participants. The audio may be a single song or melody.
4. Usage of props are allowed. Participants should get their own props. SCMS NOIDA will not provide any props.
5. Pen drive containing the song to be performed is required to be submitted at the registration desk on the day of the event.
6. The participants will be judged on their costumes, visual representation and dance form.
7. The decision of the judges shall be final and binding.

For further information, contact:

ISHA SODHA

+91-9999751831

isha.sodha2020@scmsnoida.ac.in

RUPASHI SEHGAL

+91-9811009794

rupashi.sehgal2021@scmsnoida.ac.in

GROUP DANCE-MUSE

RULES AND REGULATIONS

1. No. of students per team:8-10
2. Time limit:6 minutes on the stage +2 minutes for set up. Points will be deducted for exceeding the time limit.
3. A minimum of 4 members should be present on the stage at any time during the performance
4. Costumes and props have to be arranged by the respective teams. No props will be provided by SCMS NOIDA.
5. Teams are requested to submit their list of props beforehand.(Props will not be allowed in case the information is not provided in time)
6. 2 CD's/pen drive containing the song to be performed on are to be submitted at the registration desk on the day of the event.
7. Any kind of fluid, flame or heavy objects is not allowed on the stage
8. Any obscene/offensive music/song is not allowed.
9. Any derogatory acts are strictly not allowed on stage
10. Obscenity of any kind will lead to immediate disqualification.
11. Decision of the judges will be final and binding.

For further information, contact:

ISHA SODHA

+91-9999751831

isha.sodha2020@scmsnoida.ac.in

STREET PLAY-FITTOOR

Be determined to eye against social evils ,raise your voice to spread awareness. Disseminate socially relevant message, spread awareness throughout , make your voice heard and be the heroes of the society.

RULES AND REGULATIONS

- 1.Time limit: 10-15 mins (including set up time)
2. Team size : 10-15
- 3.The play should contain a social message
- 4.No electronic or pre recorded songs are allowed
5. Minimum use of props and teams to bring their own props , the organising committee will not provide the props .
6. Language- Hindi and/or English
7. Points will be deducted for vulgarity, use of foul language and exceeding time limit.

For further information, contact:

RAKSHITA KOCHHAR

+91-9988272910

rakshita.kochhar2020@scmsnoida.ac.in

**LITERARY AND
BUSINESS
EVENTS**



DEBATE- THRUST TALK

The event will be conducted in two rounds:

Round 1: The extempore round in which students will pick up the chit and will have to speak on the topic written on the chit.

Round 2: The JAM round in which five best students from the extempore round would be selected and a common topic will be given to these selected students and they have to speak for one minute on the topic.

If the number of participants is more than 25 there will be an additional round that is Pre- Extempore Round

RULES AND REGULATIONS:

1. Two minutes will be given to the candidate for thinking
2. One minute will be given for speaking on the topic.
3. If participant exceed the time limit or speak less than time allotted points will be deducted.
4. Participant can change the chit once but even for this the points will be deducted.

For further information, contact:

RAHUL KAMRA

+91-8968282200

rahul.kamra2020@scmsnoida.ac.in

AD-MAD-PITCH PERFECT

RULES AND REGULATIONS

1. Each team should have 4-6 members only
2. Language- English/Hindi
3. The teams will be judged on the following criterion-
4. Advertisement content- how humorous it is, expressions and adherence to the topic
5. There will be 2 rounds:

Screening Round: Mad over Marketing

In round 1, the participants will have to come prepared and present a 3-5 minutes advertisement for a product/service of their choice. Displaying obscenity, violence, prejudice, defamation etc. in the advertisement is strictly prohibited. The decision of the judge will be final and binding.

Final Round: Impromptu

The selected top 5 teams will be competing in this round. Topics would be provided on the spot. 20 minutes will be given to each team for preparation. Time allotted to each team for performing the advertisement will not be more than 3 minutes.

For further information, contact:

DIVYANSH GUPTA

+91-9582578237

divyansh.gupta2020@scmsnoida.ac.in

MOCK STOCK EXCHANGE- DALAL STREET

RULES AND REGULATIONS

Round 2- Virtual Trading

RULES AND REGULATIONS: ·

1. Every team shall comprise of two members each.
2. At the beginning of the event, each team shall be given a fixed amount of 'Virtual money'.
3. Mock-Stock Exchange will comprise of 1.5 non-stop hours of trading that will consist of trading of stocks. This figure is tentative and is subject to change depending on time availability
4. Mock-Stock Exchange will comprise of publicly traded companies.
5. Every team has to trade with these stocks and maximize their profits.
6. News items will be flashed every two minutes. The participants would then be required to analyse the impact on the securities and accordingly trade.
7. The team with maximum assets (total value of all shares owned by the team + cash in hand) at the end will be declared the winner.
- 8

Each team member has to make sure that they don't use any electronic device such as mobile phones, laptop and tablets etc. Every team must get their own pens, pencils, markers, erasers, hardboards or whatever is necessary. Organising team will not provide these requisites.

For further information, contact:

AKSHIT SETH

+91 9015250337

akshit.seth2020@scmsnoida.ac.in

B-PLAN PITCH

RULES AND REGULATIONS

1. Only team entries are allowed
2. Minimum 2 and maximum of 4 members in a team.
3. Each team gets about 10 minutes to present their pitch.
4. The business idea should be original and not copied from any international markets. Duplication shall lead to disqualification.
5. - The team should pitch an idea from the perspective of the Indian markets and should help the consumers but be profit-oriented at the same time.
6. The products /services can be from any industry.
7. The team should focus on all the aspects of the idea i.e. business model, revenue stream, SWOT, market study, competitors, cash flow, vision and mission statement and growth prospects.
8. Any disrespectful behaviour or derogatory remarks against the panel members or fellow participants, organisers or the institution are grounds for disqualification.

For further information, contact:

S.SREERAM

+91-9871113159

s.sreeram2020@scmsnoida.ac.in

QUIZ-BRAWL OF BRAINS

RULES AND REGULATIONS

1. Each team must have 2 members.
2. Both members should be from the same school.
3. Use of electronic devices, mobile phones, internet etc. during the quiz shall lead to disqualification.
4. There will be a total of 5 rounds.
5. The decisions of the quiz masters will be final and binding.

Round 1: Qualifiers

It will be a written qualifier with 10 questions about current affairs. Marking for the same will be +3 for every right answer and -1 for every wrong answer.

The cut off will be decided on the spot and the qualifying teams will move to the next round.

Round 2: English

This round will revolve around basic vocabulary, spelling, and idioms and phrases!

3 questions will be asked to every team.

A time frame of 20 seconds will be given to each team to answer after which the question will be passed on automatically.

+5 will be given to the team for every right answer and if the question is passed then +2 to the next team that answers it.

Round 3: Corporate Affairs

Your knowledge about companies, CEOs, logos, taglines, mergers etc. will be tested.

3 questions will be asked to every team.

A time frame of 20 seconds will be given to each team to answer after which the question will be passed on automatically.

+5 will be given to the team for every right answer and if the question is passed then +2 to the next team that answers it.

Simran

Round 4: Geography

This round will be based on basic facts from all around the world will be tested. Know the world economy, countries, nationalities, food, friends and enemies on your fingertips.

3 questions will be asked to every team.

A time frame of 20 seconds will be given to each team to answer after which the question will be passed on automatically.

+5 will be given to the team for every right answer and if the question is passed then +2 to the next team that answers it.

Round 5: Rapid fire

This round will have no particular theme.

It will be a buzzer round.

15 questions in all will be asked, the team answering the maximum right number of questions will win this round.

+2 will be added for every right answer.

The team with the highest total marks shall win.

For further information, contact:

Simran Dua

+91-9773730430

simran.dua2020@scmsnoida.ac.in

Madhav Sachdeva

+91-9971531873

madhav.sachdeva2020@scmsnoida.ac.in

POETRY WRITING

Poetry is when an emotion has found its thought and the thought has found words.

RULES AND REGULATIONS

1. Individual Participation
2. Participants are required to bring their own stationary. Only the sheets will be provided by the college.
3. The theme will be declared on the spot.
4. Time Limit: 60 minutes.
5. Poem can be in either of the languages, Hindi or English.
6. The length of the poem should be at least 3 paragraphs (12 lines).

So get ready to dive in your thoughts and express your soul freely.

For further information, contact:

Shubhi Rawal

+91-8395883388

shubhi.rawal2020@scmsnoida.ac.in

ART

EVENTS



PHOTOGRAPHY -SNAPSHOT

There is only one round in this event.

RULES AND REGULATIONS

1. The theme will be given on the spot.
2. Individual participation only, no group work allowed.
3. Multiple entries from the same school are allowed.
4. Students must bring their own cameras, laptops and other required equipment (tripods, battery extenders, flash etc.).
5. Duplicate entries will not be considered.
6. Students must carry their school identity card.
7. Participants are allowed to submit a maximum of 2 pictures.
8. The pictures should be clicked inside the college campus only.
9. The students should submit their pictures at the given time and date. No late entries would be entertained.
10. Editing is allowed to the extent that the originality of image is maintained.

For further information, contact:

AADITYA RAI

+91-8826845298

aaditya.rai2020@scmsnoida.ac.in

ADITI BERIWAL

+91-9793859994

aditi.berawal2020@scmsnoida.ac.in

POSTER MAKING-VIBRANIUM

RULES AND REGULATIONS

1. Individual participation
2. Participants are required to bring their own stationary.
3. Only A3 sheets will be provided by the college.
4. Theme will be declared on the spot.
5. Time limit: 90 minutes
6. Judgement criteria: Creativity, Design, Clarity, Content

For further information, contact:

RADHIKA BAKSHI

+91-9990539777

radhika.bakshi2020@scmsnoida.ac.in

FACE PAINTING-UNDER THE HOOD

Because sheets and wall gets too much main stream , try your painting skills on the face of your team mate. A face is not less than a canvas; paint it with your imagination.

RULES AND REGULATIONS

1. It is team event. There can be 2 participants in a team, one will paint and the other whose face will be used as a canvas.
2. Participants should bring their own colours ,brushes , sponge and the other stationery items.
3. Only face painting colours should be used.
4. Colours should be user friendly.
5. Topic will be provided on the spot.
6. Time limit is 60 minutes.
7. Decision of the judge will be final and binding.
8. Assessment will be based on following criteria
 - Face and neck area must be utilized.
 - Painting should be done according to the theme.
 - Creativity, innovation and design

For further information, contact:

RISHIKA JUNEJA

+91-9839722311

rishika.juneja2020@scmsnoida.ac.in

MEDHA RICHARDS

+91- 9818411652

medha.richards2020@scmsnoida.ac.in

RANGOLI MAKING-BLEND IT LIKE VIBGYOR

RULES AND REGULATIONS

1. The participants shall have to prepare rangoli within the space provided by the organizers.
2. Theme:- save earth
3. There will be only one round of the competition.
4. Maximum time to complete rangoli is 2 hours.
5. Participants shall bring their own material. Only rangoli colors can be used for making rangoli.
6. The participants will not be allowed to refer to any printed material etc. for preparing rangoli.
7. A group may have not more than 2 participants.
8. Multiple entries by one person is not allowed.
9. Judging criteria-Overall appearance and appeal,details and clarity in rangoli art, colour combination, creativity.

For further information,

ESHA KOHLI

+91-8826254253

esha.kohli2020@scmsnoida.ac.in

GRAFFITI

RULES AND REGULATIONS

1. It is a team event. Each team can have 2-3 members.
2. Canvas will be provided by the Institute. Participants must bring their stationary and tools.
3. The theme will be disclosed on the spot.
4. Participants will be given 1 hour to complete their artwork.
5. All graffiti must be completed on provided canvas.
6. Decision of judges will be final and binding.
7. Judgement criteria-Accordance to theme, Creativity, innovation, design.

For further information,

HARSHITA JUNEJA

+91-9013913691

harshita.juneja2020@scmsnoida.ac.in

INFORMAL

EVENTS



IPL-AUCTION

RULES AND REGULATIONS

1. Each team should have 2-6 members in there teams.
2. A total of 10 teams will be shortlisted.
3. Once the bid has been made it cannot be cancelled.
4. A team of 11 players has to be selected.
5. Teams have to bid with regards to certain criteria which would be disclosed on the day itself.
6. Exchanging of players is not allowed.
7. Teams with the highest cumulative points and budget will be the winner.
8. Data base would be provided to you on the day itself.

For further information,
ABHAY JIT SINGH
+91-9650714850
abhay1212dece@gmail.com

ANUJ WADHWA
+91- 8010410334
anuj.wadhwa2020@scmsnoida.ac.in

TREASURE HUNT

Round 1: Logical and IQ quiz

First round will be a logical quiz where half of the teams will be eliminated.

Round 2: Visual round

You will be shown some riddle videos where you have to solve it. Top 6 teams will move to the final round.

Round 3: The final hunt

The final round includes the final treasure hunt where each clue will lead you to the next and finally to the treasure.

RULES AND REGULATIONS

1. Misbehaviour will lead to instant disqualification.
2. Usage of internet is strictly prohibited.
3. Each team should comprise 4-5 members.
4. Team members have to stay together throughout the competition, any member found without their team will be disqualified.
5. No team member is allowed to go outside the campus premises.

For further information,

SARTHAK GOYAL

+91-9953164566

sarthak.goyal2020@scmsnoida.ac.in

TARUN SARDHANA

+91-9999724500

tarun.sardhana2020@scmsnoida.ac.in

STAND-UP COMEDY

RULES AND REGULATIONS

1. Performance can be individual, duo or in a group of maximum four members.
2. Each participant/group shall be given 10 minutes of stage time within which they have to conclude.
3. Participants will be judged on the basis of content, fluency, spontaneity, presentation & sense of humour.
4. The use of any pre-recorded videos, audios or any other digital medium is not permitted.
5. Props, if required, should be arranged by the participant.
6. No participant can point out any individual or religion in any way, and any dual meaning obscene content is strictly not allowed. The same will be reflected in the results.
7. Negative marking for exceeding time limit.
8. The participants are expected to report 1 hour prior to the event.
9. Decision of the judges is final and binding.

For further information,

AVIRAJ ARORA

+91-9958129992

aviraj.arora2020@scmsnoida.ac.in

POKÉMON MASTERMIND

RULES AND REGULATIONS

There will be individual participation

Round 1: Knockout round

There will be basic quiz related to Pokemon , participants scoring more than 60% will qualify for further rounds.

Round 2: There will be 1 vs 1 online Pokemon random battles , we will be providing laptops with working internet connection.

Website through which we will be having online battles is **Pokemon showdown**(you can Google it and practice online)

Round 3: Top 8 participants will battle it out in Ubers or Anything goes in Pokemon showdown in a Round Robin league format.

Final Round:Top 2 participants will face each other in Best of 7.

First one to win 4 Matches will lift the Trophy

For further information,

TARUN SARDHANA

+91-9999724500

tarun.sardhana2020@scmsnoida.ac.in

SARTHAK GOYAL

+91-9953164566

sarthak.goyal2020@scmsnoida.ac.in

**GAMING EVENTS-
KING OF VIRTUAL
BATTLES**



FIFA

GAME SETTINGS:

Game Tactics: Custom tactics allowed

Formations: custom formations not allowed

Injuries: Off

Referee: Random

Camera Settings: Tele Broadcast

Time of the Day: Night - 8PM

Home Team: Coin toss will decide.

Half Length: 4 minutes (Final: 6 mins half)

Handball: On

Time/Score display: On

HUD: Player Name Bar and Indicator On

Weather: Clear

Season: Summer

FIFA Trainer: Off

Difficulty: Legendary

Game speed: Fast

Offside: On

Pitch Pattern: Default

Pitch Wear: None

Stadium: Neutral

EXTRA TIME: In the event of a draw at the end of regulation time, players should use Penalty Kicks.

RULES AND REGULATIONS

- 1.You can choose your preferred controls; Manual, Semi or Assisted. Tactical defending mode only.
- 2.It is the responsibility of all Players to be familiar with the controller's functions and mode of operation.
- 3.If a controller is defective, a Player can pause the game and notify the referee once only, if the player agrees the problem is fixed he may not pause again.
- 4.The referee will determine the controller status in making such a decision. If a Player plays with a defective controller, all results are nevertheless valid.
- 5.You can bring your own PS4 controllers.
- 6.No memory cards or saved games are permitted.
- 7.You cannot select any fictional or All-Star teams. Any regular season teams, as installed with the original game, can be selected.
- 8.Both Players can select the same team.
- 9.Selecting Tactics are allowed before the match starts.

For further information,

Rohit Kundu

+91-7059570701

rohit.kundu2020@scmsnoida.ac.in

Tarun Sardana

+91-9999724500

tarun.sardhana2020@scmsnoida.ac.in

PUBG-M

RULES AND REGULATIONS

1. Everyone will play on their own mobile devices.
2. Students are allowed to play wherever they find it being convenient.
3. There will be 3 games TPP, FPP, TPP.
4. Maps will be Erangel and Sanhok.
5. Final results will be calculated by adding kill points + survival points.
6. Emulators are not allowed.
7. Multiple squads teaming together is not allowed.
8. There will be multiple spectators spectating the whole match so any person caught using unfair means will be disqualified on the spot.
9. No abusive language is allowed.
10. Any player who does not follow the rules and regulations will be disqualified.

For further information,

Rohit Kundu

+91-7059570701

rohit.kundu2020@scmsnoida.ac.in

Tarun Sardana

+91-9999724500

tarun.sardhana2020@scmsnoida.ac.in

CLASH ROYALE

RULES AND REGULATIONS

You have to bring your own mobile phones with working internet connection

Round 1

- There will be a custom in game tournament where standard rules are followed
- Time limit of tournament will be 1 hour
- You can play as many matches you can during that 1 hour and with each win your points will be added and each defeat will lead to deduction of points -At the end of Tournament , Top 4 players will be selected for Final round

Round 2

Top 4 players will be playing Series in a Round Robin format..

Final round

- Top 2 players will be playing a best of 7 series
- First person to win 4 Matches will lift the Trophy

For further information,

Rohit Kundu

+91-7059570701

rohit.kundu2020@scmsnoida.ac.in

Tarun Sardana

+91-9999724500

tarun.sardhana2020@scmsnoida.ac.in

GENERAL RULES:

1. All competitors are required to stay within the tournament area or inform the organizers in the event of stepping out.
2. All players are required to show up at least half an hour before the tournament and report to the organizers to collect their ENTRY NUMBERS.
3. Players not present at the designated start time for any match will be disqualified.
4. Players are encouraged to be in the designated play area 15-minutes prior to game time.
5. Each Player will have 2 minutes to configure controls, line-ups and settings in accordance with the rules described above under Match Settings and Tournament Rules.
6. Custom packages cannot be used, nor can anything else that is not available in the in-game pause menu.
7. In all situations possible, tournament referees will monitor the game situation so that it may be restored in the event of game interruptions.
8. Only scores reported to the referee are official. No replays or game interruptions, except for designated pauses to report scores (if any), will be allowed.
9. No coaching allowed (for example, people in the audience may not advise a Player while playing).
10. Players are prohibited from wearing their own headsets and may not listen to any music during tournaments.
11. In case of any kind of unfortunate event or disconnection, disc error or electricity failure, the score will remain the same regardless of game played but the half in which the problem occurred will be played again.
12. You CANNOT pause game unless the game is stopped.
13. If you pause the game intentionally, you may be warned or disqualified at referee's discretion. Second warning will disqualify you automatically. You have 40 seconds after the pause.
14. Any participant deliberately attempting to sabotage or damage equipment to restart matches will be immediately disqualified from the tournament.

15. Any persons who attempt to disrupt matches with verbal or physical abuse to referee/admin or competitors will be disqualified from the tournament and may be removed from the venue.

16. Refusal to play a match or committing any disruptive behavior that can delay the tournament will result in forfeit of the match regardless of contestant tournament standings.

17. Players must conduct themselves in a reasonable manner, maintaining a friendly and polite demeanor to spectators, members of the press, tournament or league officials, and to other Players.

18. Players will refrain from using vulgar or offensive language.

19. Abusive behaviour, including harassment and threats is prohibited

20. Physical abuse, fighting or any threatening action or threatening language, directed at any Player, spectator, official or any other person is prohibited.

21. Abuse to game stations, controllers or any tournament equipment is prohibited.

22. Any action that interferes with play of a game, including but not limited to purposely breaking a game station, interfering with power, and abuse of in-game pausing, is prohibited.

23. Gambling, including betting on the outcome of games, is prohibited.

24. Referees will be on site to monitor all game play. Referees will begin play, and will record scores for each game. Referees will be identified by a special ID tag.

25. In case of any other dispute, referee/admin's decision will be final.

26. The tournament rules may be subject to change at short notice on the spot.

ENTREPRENEURSHIP

CELL

EVENTS



TEST YOUR ENTREPRENEURIAL MINDSET

RULES AND REGULATIONS

1. Each team should consist of 2-3 members.
2. Each team will be given some basic product (picture) to think and work upon (on-the-spot).
3. You will be given time to discuss with your team members.
4. Team would not be allowed to use internet. (Don't forget someone's mind created the internet.)
5. The product should be commercially feasible/viable.
6. Each team would be required to make a presentation/pitch for 5-7 minutes.

For further information,

SURAJ BANSAL

+91-9475757960

suraj.bansal2020@scmsnoida.ac.in

FAILURE- SUCCESS TURNED UPSIDE DOWN

RULES AND REGULATIONS

1. Each team should consist of 2-3 members.
2. A "failure" will be given on the spot.
3. You will be given 20 minutes for research and discussion.
4. For research, teams would be allowed to use internet.
5. Following this, you will be required to prepare your slides for presentation - 20 minutes.
6. You will be required to be as creative as possible in your slides and presentation.
7. The presentation would last for 5-7 minutes.

For further information,

DIVYANSH SABARWAL

+91-9650776960

divyansh.sabarwal2021@scmsnoida.ac.in

***NOTE: YOU AND YOUR TEAM MEMBERS HAVE TO CARRY SCHOOL ID-CARDS (MANDATORY) AND REPORT AT THE REGISTRATION DESK AT LEAST ONE HOUR PRIOR TO THE COMMENCEMENT OF YOUR EVENT. TEAMS HAVE TO REGISTER TOGETHER ON THE EVENT DAYS.**

