

GENERO '17

INFORMALS

RULE BOOK

ROADIES

FORMAT OF THE GAME:

Number of Rounds: 4

ROUND 1: FORM FILLING

A form is made up where information of the participant is taken and certain question is asked on rational thinking of the student.

ROUND 2: GROUP DISCUSSION

A group of 8-10 participants is made where they compete on speaking, ideas and confidence. The best participant are short listed from each group for the next round.

ROUND 3: PERSONAL INTERVIEW

Participants are questionized face to face about their personality and the form they have filled up.

ROUND 4: TASKS

Here 3 rounds takes place, Group task followed by vote out, individuals' task followed by a vote out, and final round in which physical stamina, strength, and quick and clever plan of action are tested.

RULES AND REGULATIONS:

- Format of the event can be changed any time without any information.
- Participants have to reach the venue on time or else team will be disqualified.
- The decision of the judges will be final and abiding.
- Any kind of in disciplinary act would not be entertained at any cost.

SKETCHING:

Sketching is a rapidly executed free hand drawing that is not usually intended as a finished work in which various dry medium are included such as silver point, graphite, pencil, charcoal or pastel or oil pastels.

RULES AND REGULATIONS:

1. Only 1 member is allowed.
2. Sketch should be complete in the given time. No extra time will be awarded.
3. The decision of the event judge would be final.
4. Event head will be not answerable for his/her any decision.
5. You have to bring your own accessories required for our sketching.
6. Only A3 sheet would be provided for sketching.

MINUTE TO WIN IT

Minute to Win It is a game where contestants take part in a series of 60-second challenges that use objects that are commonly available around the house.

RULES AND REGULATIONS:

- 1.. All decisions by the judges and sponsors are final and abiding.
2. Each team of 4 will be given 2 lives. You may purchase 2 additional lives for RS40
3. Each challenge must be completed within the required amount of time in order to advance to the next round. If a team fails a challenge, they will be given another attempt as long as they still have a life left.
- 4.For individual challenges, any member of the team can be selected to complete the challenge. If they fail and the team has a life left, then the same person or any other team member can be selected for the next attempt.
5. If a team is found to be cheating in any way to complete a challenge, they will be automatically eliminated from the entire competition.

TUG OF WAR:

A contest in which two teams pull against each other at opposite ends of a rope with the object of pulling the middle of the rope over a mark on the ground.

RULES AND REGULATIONS:

- Format of the event can be changed any time.
- Referee decisions will be final.

- 8-10 Participants in a team.
- Participants have to reach the venue on time or else team will be disqualified.
- The decision of the judges will be final and abiding.
- Spikes are not allowed.
- Any kind of in disciplinary act would not be entertained at any cost.

NEWSPAPER DANCE:

Newspaper Dance is a game for dancing companion. A full size newspaper will be provided to the couple for the dance. As the time passes the size of the newspaper will be reduced and the last couple standing would be the winner of the event.

RULES AND REGULATIONS:

1. Format of the event can be changed any time.
2. Participants have to reach the venue on time or else team will be disqualified.
3. The decision of the judges will be final and abiding.
4. Any kind of in disciplinary act would not be entertained at any cost.
5. Avoid touching the ground.
6. The couple whose feet touched the ground will be disqualified.
7. Newspaper will be folded in half after every round.
8. The last standing couple with their feet on the newspaper will be the winner.

9. Partners have to dance on the newspaper till the song stops.

TAMBOLA

Tambola is played on a basic principle. The organizer/caller calls the Number/CUE one at a time and players need to strike Numbers on their tickets.

RULES AND REGULATIONS:

1. Format of the event can be changed any time.
2. Participants have to reach the venue on time or else team will be disqualified.
3. The decision of the judges will be final and abiding.
4. False play will lead to disqualification.
5. Any kind of in disciplinary act would not be entertained at any cost.

DALAL STREET:

Dalal Street is a virtual stock Trading Game. Dalal Street actually allows the players to trade among themselves. Each player is provided with a fixed amount of virtual money initially for trading. Shares for few companies product are offered for sale. Then with the fluctuation in the price of various products participants wins and loses the money. So by the end or closing of the market participants with large amount of money will win the game and other loses.

RULES AND REGULATIONS:

1. Format of the event can be changed any time.
2. Participants have to reach the venue on time or else team will be disqualified.
3. The decision of the judges will be final and abiding.
4. 1-2 members are allowed.
5. Market prices will changes after some interval of time.
6. Overwriting should not be allowed.
7. Any kind of in disciplinary act would not be entertained at any cost.
8. Virtual money should be returned safely after the event.

MOCK CID:-

When we were younger, some of us were drawn to Nancy Drew, some to Famous Five and Secret Seven. Soon, Sidney Sheldon, Agatha Christie changed our lives.

And well, the evergreen Sherlock!

The time has arrived to use your skills learnt from these masters!

Take out your inner detective on your palms and solve the crimes with hidden puzzles.

An interesting on-campus murder story will be there. The clues should lead to witnesses (volunteers should be asked to role play) and We have a back story and leave clues all around the campus, along with dummies acting as dead bodies, and have some volunteers act as witnesses. Each player will act upon successive clues and are eventually directed to a prize.

RULES AND REGULATIONS:

- Format of the event can be change anytime.
- 2-4 Member in a team.
- Clues will be given for tracing back to the murder on the campus.
- The clues should lead to witnesses(volunteers or some statues will be there to act as a clue)
- 3 wrong guesses, team will be disqualified.
- Clues are In 300 yards of given area.
- The one who finds out the real murderer first wins the game.
- Any kind of in disciplinary act would not be entertained at any

cost.