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GENERAL RULES

- According to NIFT rule, only 50 participants from each campus are allowed.
- All the teams must carry their NIFT ID cards at the time of registration. An ID card for Converge'18 will be given to them and this ID card should be carried with them all the time, any contestant failing to present the ID on asking, may be denied participation.
- Time limit, wherever provided must be strictly adhered to. Failure to do so may lead to penalization as per rules or even disqualification.
- Adherence to theme wherever provided is mandatory, teams failing to do so may be marked accordingly.
- Judge's decision at the face of any discrepancy or dispute shall be final and binding, and no further objections shall be entertained.
- Use of obscene, disrespectful, indecent or offensive language, imagery or implications are strictly prohibited. Overstepping moral, social, or religious boundaries shall be immediately and strictly penalized. The decision of the same shall rest with the judges.
- Soft-copies, wherever required, have to be submitted in a readable Compact Disc in an acceptable format at the time of registration.
- The teams should have proper playing gears and kits required for all sports events.
- All participants should report to the venue at least 30 minutes prior the commencement of the event, unless mentioned.
- If any team / athlete arrives late by more than 15 minutes beyond the scheduled time of an event, the opponent will be announced as winners of that particular game through "walkover". Every team / athlete should compulsorily wear their respective jersey / tracksuit representing their campus while participating in the events.
- The organizing committee reserves the right to change the event schedule and timings.

ATHLETICS



Running Events

**No. of player- 8 (4 boys and 4 girls)
2 in each category (1 boy and 1 girl)**

Categories:

- A. 100 m boys & girls
- B. 200 m boys & girls
- C. 400 m boys & girls
- D. 800 m boys & girls

Rules-

1. The Running events will be organized for boys & girls separately.
2. Runner is disqualified after two false starts.
3. Sprints: Runner must remain in lane throughout race.
4. Runner must start behind the start line.
5. Runner is disqualified if he/she impedes another runner's progress by obstructing, jostling or interfering and gains an unfair advantage.
6. Runner must wear spikes (preferable), sneakers or athletic shoes. Bare foot running is not allowed.
7. Jumping the gun/whistle/clap will cause a false start, which could lead to disqualification from the competition.
8. Further rules will be based on AFI (Athletic Federation of India)
- 9. Decision of referee will be final.**

Relay Events 4x100 m

No. of player- 8 (4 boys and 4 girls)

Rules-

1. Relay events will be organized for Boys & Girls separately.
2. Runners must pass the baton within the exchange zone.
3. Runners may not throw the baton to make a pass. And dropping of Baton will lead to disqualification.
4. Runners must remain in their lanes throughout the 4x100 meter relay race.
5. Runners are disqualified if they obstruct, impede or interfere with another runner's progress.
6. Within the takeover zone, it is only the position of the baton which is decisive, and not the position or location of the body or limbs of the competitions.
7. Bare foot running is not allowed.
8. Decision of referee will be final.



Long Jump

No. of player- 2 (1 boy and 1 girl)

Rules-

1. Long Jump events will be organized for Boys & girls separately.
2. Always start behind the take-off line.
3. The best of non-consecutive 3 jumps will be marked as the final score.
4. Measure the distance of the jump from the take-off line / board to the closets impression made in the sand by any part of the body.
5. Exit pit from the sides or rear, walking back toward the runway and crossing over the take-off line will result in a foul.
6. Further rules will be based on AFI (Athletic Federation of India)
- 7. Decision of referee will be final.**

Shot put & Discuss Throw

No. of player- 2 (1 boy and 1 girl)

Rules-

1. Shot-put & Discuss Throw events will be organized for boys & girls separately.
2. The best of non-consecutive 3 throws will be marked as the final score.
3. Do not step over on or over the shot-put toe board/line.
4. Shot Put: A legal put must be initiated from the shoulder and the crotch of the neck with one hand only. The shot does not drop below the shoulder.
5. An athlete is not permitted to touch the ground outside the stipulated circle during the throw.
6. Prior to the discus/shot put hitting the ground, the athlete cannot go out of the circle. If he or she does that, it is considered as a foul.
7. If the discus/shot put ends up outside the landing area, the throw would be invalid.
8. Further rules will be based on AFI (Athletic Federation of India)
- 9. Decision of referee will be final.**

Javelin Throw

No. of player- 2 (1 boy and 1 girl)

Rules-

1. Javelin Throw events will be organized for boys and girls separately.
2. A Javelin must be held at the grip. It shall be thrown over the shoulder or upper part of the throwing arm and must not be hurled. Non-Orthodox styles are not permitted.
3. A throw shall be valid only if the tip of the metal head strikes the ground before any other part of the Javelin.
4. If the participant, after starting the throw, touches the demarking lines, the ground outside or the runway it will be considered a foul throw.
5. Further rules will be based on AFI (Athletic Federation of India)
- 6. Decision of referee will be final.**

Points(for each event):

- Winner- 5 points
1st Runner up- 3 points
2nd Runner up- 1point

KHO-KHO



No. of players - 12 (9 on field players + 3 extras)

Rules-

1. An inning will consist of chasing and running turns, will be of seven minutes duration. Each match will consist of two innings.
2. An interval of 5 minutes is allowed after an inning and 2 minutes between 2 turns.
3. The captain of the toss winning team will have the choice of chasing or running.
4. With the commencement of the game, three runners have to get inside the court.
5. As soon as a runner is put out the next three runners must enter the field before "kho" is given. If a runner fails to enter the field, she is given out.
6. Kho is to be given from behind a sitting chaser and has to be loud enough.
7. The seated chaser shall not get up without getting "kho".
8. When an active chaser leaves a post, she shall go in the direction of other post remaining on the side of the centre line which she was facing before leaving the post.
9. Further rules will be based on KKFI (Kho Kho Federation of India)
10. **Decision referee will be final.**

Points:

Winner : 5 Points
1st Runner-up : 3 Points
2nd Runner-up : 1 Point

BASKETBALL



No. of players - 10 {5 on field players(4B+1G) + 5 extras (4B+1G)}

Rules-

1. The match will be played in 4 quarters for duration of 20 minutes with 5 minutes per quarter. Break time is 4 minutes in the order of 5-1-5-2-5-1-5 minutes.
2. A maximum of 2 time-outs in a quarter will be permitted.
3. Each team is allowed to take 3 time-outs throughout a match.
4. In case of tie, the teams will play 5 minutes extra time.
5. On completion of the league matches, if two or more teams are on same points, then the tie shall be resolved as follows:
 - a. If two teams are tied, head-to-head wins among the teams will be considered to break the tie.
 - b. If more than two teams are equal in placing, a second classification will be established, taking into account only the results of the games between the teams that have tied.
 - c. If there are still teams tied after the second classification, the basket average will be used to determine the placing, taking into account only the results of the games between the teams that tied.
 - d. If there are still teams tied, the placing will be determined using the goal average from the results of all their games played in the group.
6. All other rules as per FIBA (International Basketball Federation).
7. **Decision of referee will be final.**

Points:

Winner : 5 Points
1st Runner-up : 3 Points
2nd Runner-up : 1 Point

FUTSAL



No. of players - 7 (5 on field players + 2 extras)

Rules-

1. Futsal studs are compulsory.
2. A match is played by two teams, each consisting of not more than 7 players (a goalkeeper and four outfield players) and 4 substitutes. Substitutions may be made at any time, whether the ball is in play or not, but only in the specially demarcated substitution zones.
3. Each half of the game is of 10 minutes for qualifiers, quarter finals and semi finals.
4. For Finals, half time will be of 15 minutes.
5. Teams are entitled to a one-minute time-out in each period. There are no time-outs in extra time.
6. Penalty shoots will be taken from the centre, with no goalkeeper defending the post. Penalty goals should go in one bounce.
7. Goalkeepers have only four seconds in which to play the ball, with either their hands or feet, and may not touch it again if it has been deliberately played to them by a team-mate without an opponent playing or touching it. Goalkeepers are also now free to play anywhere on the pitch and throw the ball beyond the halfway line.
8. Unlike 11-a-side football, goals may not be scored directly from the kick-off in futsal and there is no offside.
9. Decision of the referee will be final.
10. All other rules as per FEF (Futsal European Federation).

11. Decision of referee will be final.

Points:

Winner : 5 Points
1st Runner-up : 3 Points
2nd Runner-up : 1 Point

VOLLEYBALL-BOYS/GIRLS



No. of players -10 (6 on field players + 4 extras) boys and girls separately

Rules-

1. Volley Ball tournament is organized for both girls and boys separately.
2. Each team will have 6 playing members.
3. Each match will be best of 3 sets of 15 rally points each.
4. The finals will be best of 5 sets of 25 rally points each.
5. Two time-outs of 2 minute each is allowed per team in a match.
6. LIBERO will be permitted.
7. In case of Deuce in the deciding set, a difference of 2 points should be scored compulsorily to win the match.
8. In case of Deuce in regular sets, a difference of 2 points maximum up to 17 and 27 points will be played and the team scoring 17 and 27 points first will be declared winners.
9. Rotation of members is not compulsory.
10. Further rules will be based on FIVB (Fédération Internationale de Volleyball).

11. Gum-sole shoes is compulsory for participation.

12. Decision of referee will be final.

Points:

Winner : 5 Points
1st Runner-up : 3 Points
2nd Runner-up : 1 Point

THROWBALL- GIRLS



No. of players -10 (7 field players + 3 extras)

Rules-

1. Each team will have 7 playing members.
2. Each match will be of 15 points and best of 3 sets. One time-out (2 minutes) per team in a match is allowed.
3. The finals will be best of 3 sets of 25 rally points each.
4. Choice of side/service as per coin tosses.
5. Service can be given by any side behind the back line (corners only).
6. Only one touch is allowed and second player can catch the ball and throw it.
7. Movement of both legs is not allowed while holding the ball.
8. A player can hold the ball for maximum of 3 seconds.
9. A player is not allowed to touch the net while delivering the ball.
10. Smashing is not allowed.
11. Once the other team gets the service, the serving player and all the other players rotate one position clock wise.
12. The same player will serve until the service breaks.
13. After each set, the team changes sides.
14. If the ball touches the net while servicing, it will be a re service.
15. A player touching the net or the opposite side with his hands will be considered foul.
16. Body touch is not allowed.
17. In case of Deuce in regular sets a difference of 2 points maximum up to 17 points will be played and the team scoring 17 points first will be declared winners.
18. In case of Deuce in the deciding set a difference of 2 points should be scored compulsorily to win the match.
19. Further rules will be based on ITF (International Throw-ball Federation).

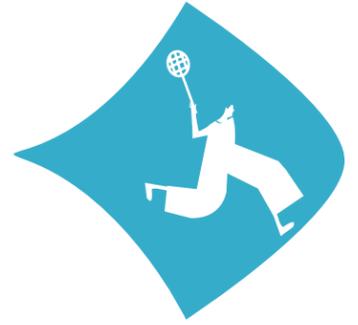
20.Gum-Sole shoes is compulsory for participation

21.Decision of referee will be final.

Points:

- Winner : 5 Points
1st Runner-up : 3 Points
2nd Runner-up : 1 Point

BADMINTON



No. of players - 4 (2 girls & 2 boys)

Categories: - Boys' Singles - Girls' Singles - Mixed Doubles - Boys' Doubles – Girls' Doubles.

Rules-

1. All matches are best of 3 sets of 11 points each.
2. The finals will be best of 5 sets of 21 rally points each.
3. In case of Deuce in regular sets a difference of 2 points maximum up to 13 points will be played and the team scoring 13 points first, will be declared winners.
4. In case of Deuce, in the deciding set a difference of 2 points should be scored compulsorily to win the match.
5. After every set, 2 minutes will be allotted as extra time.
6. A serve is delivered diagonally across the courts. During service, both the server and receiver must stand at diagonally opposite sides without touching the boundary lines of the badminton courts.
7. Players/teams will switch sides on the court at the end of every game.
8. Servicing while foot touching any line on the court of the server will be considered foul.
9. Service has to be done below waist level, else opponent gets the point.
10. At the beginning of the game and when the score is even, the server serves from the right service court. When it is odd, the server serves from the left court.
11. Further rules will be based on WBF (World Badminton Federation).

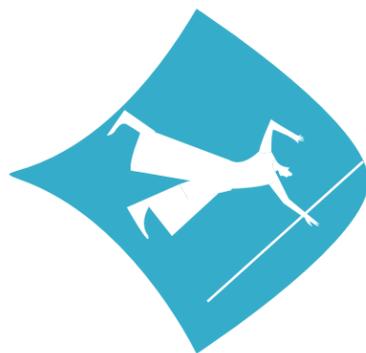
12.Gum-Sole shoes is compulsory for participation

13.Decision of referee will be final.

Points:

- Winner : 5 Points
1st Runner-up : 3 Points
2nd Runner-up : 1 Point

KABADDI



No. of players - 10 (7 on field players + 3 extras) boys and girls separately.

Rules-

1. Each playing team shall consist of maximum 10 Players. 7 Players shall take the ground at a time and the remaining 3 players are substitutes.
2. The duration of the match shall be a minimum of 10 minutes divided equally in two halves of 5 minutes each along with 4 minutes interval between halves. The teams will change sides after the interval. The number of players for each team at the start of second half shall remain the same as it was at the end of first half.
3. Each Team shall be allowed to take one "Time Out" of 90 Seconds each per match. Such time out shall be called for by the Captain, Coach or any playing member of the team with the permission of referee. During the time out, the match clock will be paused and will restart on the commencement of the next raid which has to start on the blow of the whistle by the referee / umpire.
4. All other rules as per IKF (Indian Kabaddi Federation).

5. Decision of referee will be final.

Points

Winner : 5 Points
1st Runner-up : 3 Points
2nd Runner-up : 1 Point

TABLE TENNIS



No. of players - 4 (2 girls & 2 boys)

Categories: - Boys' Singles - Girls' Singles - Mixed Doubles - Boys' Doubles – Girls' Doubles.

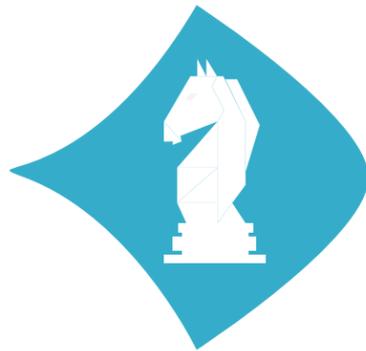
Rules-

1. All matches for boys' singles, girls' singles, boys' doubles, Girls' doubles and mixed doubles are best of 3 sets of 11 points each. For finals, there will be of 5 sets of 21 points each.
2. In case of Deuce in regular sets a difference of 2 points maximum up to 13 and 23 points will be played and the team scoring 13 and 23 points first will be declared winners.
3. In case of Deuce in the deciding set a difference of 2 points should be scored compulsorily to win the match.
4. The ball must rest on an open hand palm. Then it must be tossed up at least 6 inches and struck so the ball first bounces on the server's side and then the opponent's side.
5. If the serve is legal except that it touches the net, it is called a let serve. Let serves are not scored and are reserved.
6. Further rules will be based on IITF (International Table Tennis Federation).
7. Decision of referee will be final.

Points

Winner : 5 Points
1st Runner-up : 3 Points
2nd Runner-up : 1 Point

CHESS



No of players- 1 per campus.

Rules-

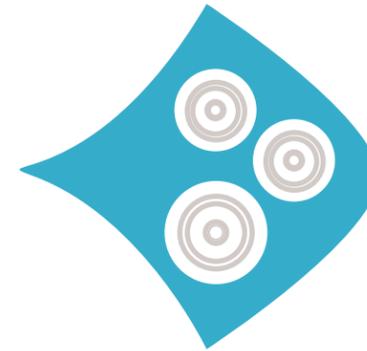
1. Swiss system will be followed.
2. Maximum of 1 hour per game (each player 30 minutes).
3. Duration between each move will be 30 seconds.
4. Touch and move rule will be followed.
5. Maximum of 3 illegal moves will be allowed.
6. 50 moves will be allowed if King is the last chess piece left from the board.
7. If match ends up in a tie, then piece count will declare the winner.
8. Organizers will provide Chess Clock, Chess Board, Chess coins.
9. All other rules as per FIDE (World Chess Federation).

10. Decision of referee will be final.

Points

- Winner : 5 Points
1st Runner-up : 3 Points
2nd Runner-up : 1 Point

CARROM



No. of players - 2 (1 boy and 1 girl)

Categories: Singles- Boys/Girls, Mixed Doubles.

Rules-

1. The game will be of 4 rounds.
2. Thumbing / Back Stroke is not allowed.
3. Red coins 3 points, Black / White coins 1 points. e. For minus stroke penalty will be 1 coin.
4. The player who breaks, attains white.
5. If the player touches opponents coin before his/her own, penalty of one coin will be allotted to the opponent.
6. After pocketing red coin, the player must cover it with one more of his/her coin.
7. All other rules as per ICF (International Carrom Federation).

8. Decision of referee will be final.

Points

- Winner : 5 Points
1st Runner-up : 3 Points
2nd Runner-up : 1 Point

SOLO SINGING



No. of rounds: 2
No. of participants: 1

Rules-

Round 1: This is an elimination round. 8 Participants will be shortlisted for 2nd Round (Final round).

Theme : Late 90's (Bollywood)

Time Limit: 3 minutes (for the complete performance)

1. Participants are allowed to accompany their performance with ONE instrumentalist or a karaoke track.

Round 2:

Theme :Sufi (Bollywood)

Time Limit: 3 minutes

1. Bollywood versions of the above genre is allowed.
2. Medley of two or more songs is not permitted.
3. Participants are allowed to accompany their performance with ONE instrumentalist or a karaoke track.

Judgment Parameters (10 points each):

1. Choice of song
2. Sur -Tal
3. Accuracy of lyrics- pronunciation
4. Expression
5. Overall impact

Note:

1. Music is to be submitted at the time of registration to avoid technical glitches.
2. Participants must report at the venue 60 minutes prior to the commencement of the event to avoid penalization.

Points:

- Winner- 5 points
1st Runner up- 3 points
2nd Runner up- 1 point

DUET SINGING



No. of rounds: 1

No. of participants: 2 (1 boy + 1 girl)

Rules-

Theme : Folk (Bollywood)

Time Limit: 3 minutes

1. The song should strictly follow under the given genre.
2. Medley of two or more songs is not permitted.
3. Participants are allowed to accompany their performance with ONE self-operated musical instrument or karaoke.

Judgment Parameters(10 points each):

1. Choice of song
2. Sur -Tal
3. Accuracy of pronunciation
4. Expression
5. Coordination
6. Overall impact

Note:

1. Music to be submitted at the time of registration to avoid technical glitches.
2. Participants must report at the venue 60 minutes prior to the commencement of the event to avoid penalization.

Points:

- Winner- 5 points
1st Runner up- 3 points
2nd Runner up- 1 point

SOLO DANCE



No. of rounds: 1

No. of participants: 1

Rules-

Theme : Street Style

Time Limit: 3+2 minutes (inclusive of stage set-up time if required)

1. Performance / Choreography must be based on the given genre.
2. One prop use mandatory.

Judgement Parameters(10 points each):

1. Choreography
2. Expression
3. Use of Props
4. Stage Presence / Coverage
5. Overall Impact

Note:

1. Participants must report at the venue 60 minutes prior to the commencement of the event to avoid penalization.
2. Music is to be submitted at the time of registration to avoid technical glitches.

Points:

- Winner- 5 points
1st Runner up- 3 points
2nd Runner up- 1point

GROUP DANCE



No. of rounds: 1

No. of participants: 6 to 10

Rules-

Theme: Indian Epics

(The team has to present any episode from the Indian epics through dance.)

Time Limit: 5+2 minutes (inclusive of stage set-up time if required)

1. **Dance Style:** Fusion of 2 styles (one Indian classical is mandatory)
2. Costumes are mandatory.

Judgement Parameters(10 points each):

1. Choreography
2. Synchronisation
3. Expression
4. Costume
5. Stage Presence / Coverage
6. Innovation

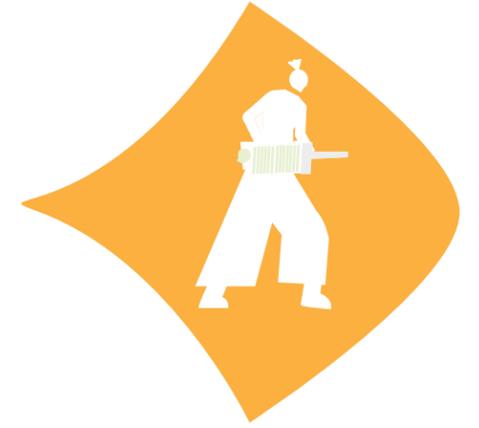
Note:

1. Music to be submitted at the time of registration to avoid technical glitches.
2. Participants must report at the venue 60 minutes prior to the commencement of the event to avoid penalization.

Points:

- Winner- 5 points
1st Runner up- 3 points
2nd Runner up- 1 point

JUNK MUSIC



No. of rounds: 1

No. of participants: 3 to 5

Rules-

Theme:None

Time Limit: 3 (exclusive of stage set-up time if required)

1. Music must be created out of waste materials.
2. Music devices or instruments are NOT to be used; this needs to be strictly followed.

Judgement Parameters (10 points each):

1. Harmony
2. Innovation
3. Overall Impact

Note:

1. The objects used are subject to judges' approval.
2. Participants must report at the venue 60 minutes prior to the commencement of the event to avoid penalization.

Points:

- Winner- 5 points
1st Runner up- 3 points
2nd Runner up- 1 point

BATTLE OF BANDS



No. of rounds: 1
No. of participants: 3 to 5

Rules-

Theme : Pop Rock

Time Limit: 8+2 minutes (Inclusive of stage setup time, also exceeding the time limits will lead to marks deduction)

1. Minimum of 2 instruments + 1 lead singer is compulsory.
2. Students will have to get their own instruments like guitar etc. The drum set will be provided by NIFT
3. Rae Bareilly. However it won't be given for any practice sessions.

Judgement Parameters(10 points each):

1. Music (clarity, overall musical performance)
2. Stage presence (how well the band connects with the audience)
3. Connectivity to theme
4. Synchronization
5. Accuracy of pronunciation & expression

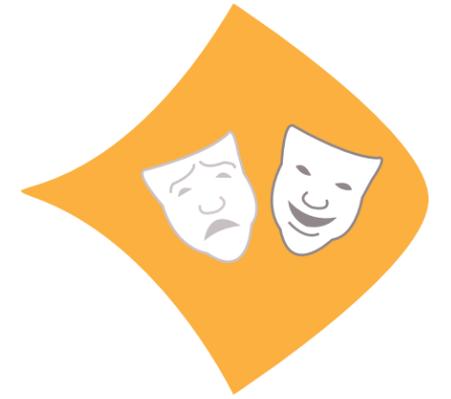
Note:

1. The decision of the jury will be the final.
2. Participants must report at the venue 30 minutes prior to the commencement of the event to avoid penalization.
3. The winner will be decided based on the final score.

Points:

Winner- 5 points
1st Runner up- 3 points
2nd Runner up- 1 point

STREET PLAY



No. of rounds: 1
No. of participants: 6 to 10

Rules-

Theme : 1) Baba Superstition 2) #Trending 3) Wedding or Bidding 4) Section 377 5) Fake is the new real

Time Limit: 15 minutes for the complete performance and setup.

1. The team has to select one theme.

Judgement Parameters(10 points each):

1. Content/script
2. Performance
3. Relevance of the theme to costumes/prop
4. Overall impact and Originality

Note:

1. Judges will hold the right to stop any act at whichever point they find it to be violating the rules or general decency.
2. Participants must report 30 minutes prior to the commencement of the event to avoid penalization.

Points:

Winner- 5 points
1st Runner up- 3 points
2nd Runner up- 1 point

ANTAKSHRI



Theme - None

No. of participants: 2(Participate in a pair)

Rules-

The event will comprise of 4 rounds.

Round 1: Antakshari within Antakshari:

Time Limit: 90 seconds per team

Teams are required to sing successive songs from the letter in which they end the previous song

Round 2: English to Hindi :

Time Limit : 60 seconds per team

The teams are required to sing as many songs as possible after converting the given English word to Hindi.

Round 3: Video Round

Time Limit : 45 seconds per team

The teams are required to identify the 10-second video clip and sing the song that follows. Also the participant has to guess the singer and the movie or album.

Round 4: Audio Round

Time Limit : 45 seconds per team

The teams are required to identify the 10-second audio clip and sing the song that follows. Also the participant has to guess the singer, actor and actress.

Note:

1. Results will be based on the final scores.

Points:

Winner- 5 points

1st Runner up- 3 points

2nd Runner up- 1 point

RAP BATTLE



No. of rounds: 2

No. of participants: 1

Rules-

Round 1: This is an Elimination round

The rappers need to rap their own creation.

Time Limit:2 mins.

Round 2:

Theme: The theme for the rap will be given at the time of registration of the event.

1. The selected 8 rappers for the second round, 5 minutes time will be given before the performance.

2. The rappers have to prepare a rap of minimum eight lines and should not exceed one minute.

3. Rappers are not allowed to recycle lyrics which he/she used in the previous round

Judging Parameters (10 points each):

1. Innovation
2. Content
3. Harmony and balance
4. Overall impact

Points:

Winner- 5 points

1st Runner up- 3 points

2nd Runner up- 1 point

MR. AND MS. CONVERGE



No. of participants: 2 (1boy + 1girl)

Theme: Cross Dress

Rules-

No. of rounds: 3

Round 1: Ramp Walk and introduction

1. Both participants will be evaluated on their individual style quotient.

Round 2: Couple Talent Round

1. Both participants have to perform a collaborative/group talent on stage.
2. Time Limit: 90 seconds for the complete performance
3. Please note that this is a couple events, NOT individual

Round 3: Judges' Questions

Judgement Parameters (10 points each):

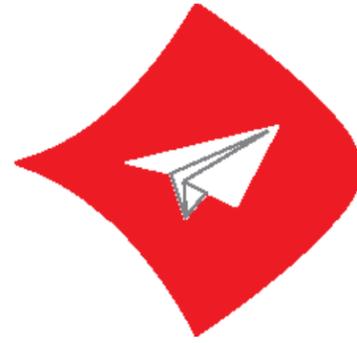
1. Presentation
2. Talent
3. Personality
4. Style
5. Spontaneity

Points:

Winner- 5 points

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HIJACK



Background story- The players are on an hijacked aircraft. They only have one parachute left to facilitate their escape, therefore only one of them will be saved. Each of them is a negative character, and each of them needs to convince the jury why they should be given the last parachute.

No. of participants from each centre: 1
Language - English

Rules-

1. The event will comprise of 1 round.
2. Each participant will be given a negative character from history, literature, movies etc. (Eg: Hitler, The Joker, etc.)
3. **Time limit-** 5 minutes.
4. The act should be written with the motive of convincing the jury as to why you (as the negative character) should be given the parachute.
5. The act should not exceed 3 minutes.
6. For the first 15 minutes use of internet will be allowed for research on the given character, after which the mobile phones shall be taken away and 20 minutes more would be provided for overall preparation.
7. The participants will be asked to sit in a classroom while they prepare the act.
8. Judges will hold the right to stop any act at whichever point they find it to be violating the rules or general decency.
9. Contestants may use cue cards but cannot carry a complete act to the stage.

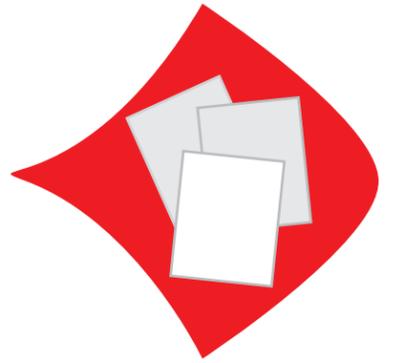
Judgement criteria (5 marks each):

1. Research
2. Content matter
3. Creativity
4. Relevance
5. Language
6. Originality and overall impact

Points-

- Winner- 5 points
1st runner up- 3 points
2nd runner up- 1 point

SLAM POETRY



No. of participants from each centre- 1
Language - English

Rules-

1. The participants will be given a theme for the poetry.
2. **Time Limit - 3 minutes.**
3. The theme for the poetry will be given 1 hour before the event.
4. Use of internet is prohibited.
5. The participants will be asked to deliver the poem in front of the jury.
6. Judges will hold the right to stop the act at whichever point they find it to be violating the rules or general decency.
7. Plagiarism will result in disqualification.
8. The participants will be asked to sit in a classroom while they prepare the act, and are supposed to come without their mobile phones.

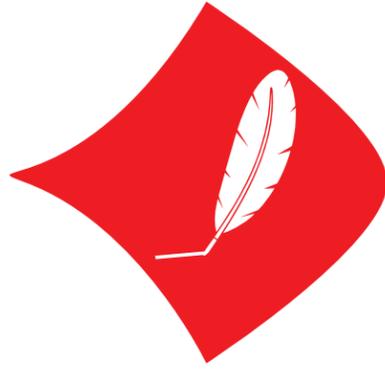
Judgement criteria- (5 marks each)

1. Creativity
2. Content matter
3. Relevance to the theme
4. Performance
5. Language
6. Originality and overall impact

Points-

- Winner- 5 points
1st runner up- 3 points
2nd runner up- 1 point

SHAYARI



No. of participants from each centre- 1

Language - Hindi/Urdu

Rules-

1. The participants will be given a theme, for the shayari to be based around.
2. The event will consist of a single round.
3. **Time limit-** 3 minutes.
4. The theme for the shayari will be given 1 hour before the event.
5. Use of internet is prohibited.
6. The participants will be asked to deliver the shayari in front of the jury.
7. Judges will hold the right to stop the act at whichever point they find it to be violating the rules or general decency.
8. Plagiarism will result in disqualification.
9. The participants will be asked to sit in a classroom while they prepare the act and are supposed to come without their mobile phones.

Judgment criteria- (5 marks each);

1. Content matter (Vocabulary)
2. Relevance to the theme
3. Creativity
4. Performance
5. Overall impact and originality

Points-

- Winner- 5 points
1st runner up- 3 points
2nd runner up- 1 point

DEBATE



No. Of Participants from each campus- 1 in each category

Categories:

1. English Debate
2. Hindi Debate

Rules-

1. The event will comprise of 1 round.
2. Time duration: 3+1 (rebuttal) minutes.
3. Judges will hold the right to stop any act at whichever point they find it to be violating the rules or general decency.
4. The topic will be given at the time of the registration.
5. Contestants may use cue cards but cannot carry a complete paper while orating.
6. "For or against" the motion will be decided by the jury/ managing team at registration.
7. Plagiarism will result in disqualification.

Judgment Parameters (5 points each):

1. Content
2. Delivery
3. Relevance to topic
4. Clarity of thought
5. Language and pronunciation

Points-

- Winner- 5 points
1st runner up- 3 points
2nd runner up- 1 point

QUIZ



No. Of Participants from each campus- 2 participants
Language - English

Rules-

1. The quiz will be conducted in two rounds
2. Round 1 will be questions based on Hollywood movies of 90's.
3. Round 2 will be questions based on Fashion and Branding.
4. Use of mobile phones is strictly prohibited.
5. Prompts from the audience are not allowed.

Points-

Winner- 5 points
1st runner up- 3 points
2nd runner up- 1 point

CREATIVE WRITING



No. Of Participants from each campus- 1
Language - English

Rules-

1. The participants will be given the topics on the spot.
2. The content may include essay, plays, movie and television scripts, short stories, speeches and memoirs.
3. **Time duration:** 90 minutes.
4. **Word Limit:** 350-500 words.
5. Use of mobile phones is strictly prohibited.
6. Plagiarism will result in disqualification.

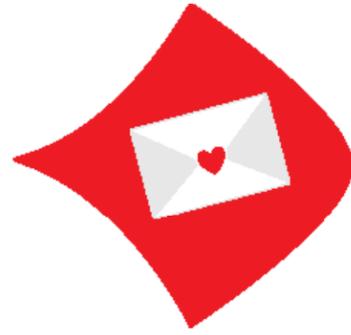
Judgement Parameters: (5 marks each)

1. Use of Theme
2. Vocabulary
3. Content
4. Grammar

Points-

Winner- 5 points
1st runner up- 3 points
2nd runner up- 1 point

PAATI



No. of Participants from each campus- 1
Language - Hindi

Rules-

1. The participants will be given the topic on the spot.
2. The content will be in the form of a letter to your loved one.
3. Writing time: 90 minutes.
4. Word Limit: 150-250 words.
5. Use of mobile phones is strictly prohibited.
6. Plagiarism will result in disqualification.

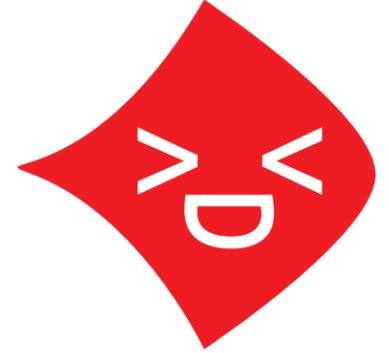
Judgement Parameters: (5 marks each)

1. Use of Theme
2. Vocabulary
3. Content
4. Grammar

Points-

Winner- 5 points
1st runner up- 3 points
2nd runner up- 1 point

MEME MAKING



No. of Participants from each campus- 1
Language - English/Hindi

Rules-

1. The theme for the meme making will be provided at the registration desk, on the first day.
2. The time and date for the submission will also be told at the registration desk.
3. Be as creative as you can. The meme has to be in a jpeg format.
4. No plagiarism shall be entertained.
5. Use of irrelevant/offensive content will lead to disqualification.
6. The meme can either be handmade or digitally made.
7. No late entries will be allowed.
8. This event is open to all.
9. The entries are to be mailed. The email id will be provided at the registration desk and handmade entries can be submitted in the control room, along with the name of the centre and the name of the participant.

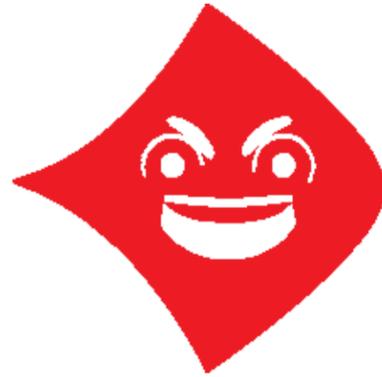
Judgement Criteria (5 marks each):

1. Creativity
2. Thought
3. Concept
4. Presentation

Points-

Winner- 5 points

PRANKSTER



No. of participants from each campus- One team

Language- Hindi/English

Rules-

1. Each team should consist of maximum 5 members and minimum 3 members.
2. A prank needs to be played around anywhere in the campus. It should be a short video of 5 minutes.
3. Prank must not violate individuals' sentiments.
4. Use of profane language is restricted.
5. The prank also needs to be recorded by the team and has to be submitted in the control room that day itself.
6. Plagiarism is highly discouraged.
7. The person on whom the prank is being played should not know about it.
8. The videos should not be altered in any way.

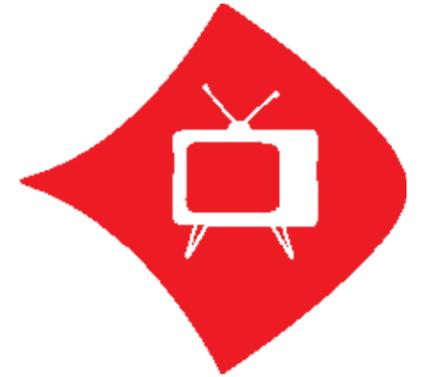
Judgement Criteria (5 marks each):

1. Fair means
2. Creativity
3. Execution of the prank
4. Originality

Points-

Winner- 5 points
1st runner up- 3 points
2nd runner up- 1 point

AD-MAD



No. of participants from each campus- 2(in a pair)

Rules-

1. Topics and the product would be provided on the spot.
2. 15 minutes preparation time would be given for each team.
3. Time limit to perform the advertisement will be 2 minutes.
4. The Advertisement should be presented in the form of a jingle, Act or a song to sell the particular product.

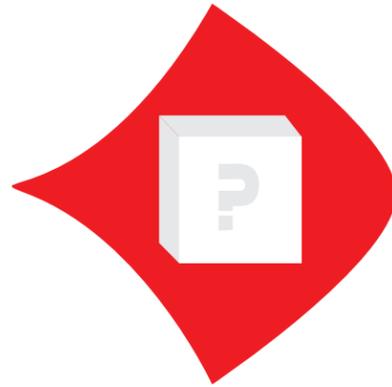
Judgement Criteria (5 marks each):

1. Spontaneity
2. content
3. adherence to the topic
4. on-stage presentation
5. coordination
6. Overall appeal of the advertisement.

Points-

Winner- 5 points
1st runner up- 3 points
2nd runner up- 1 point

MYSTERY BOX



Participants from each campus- 2(in a pair)

Rules-

1. The participant will have to make a 3D model using the given material, based on a theme.
2. The theme, as well as the materials will be given on the spot.
3. Preparation time for the model will be 2 hours.
4. Usage of extra materials will lead to disqualification.

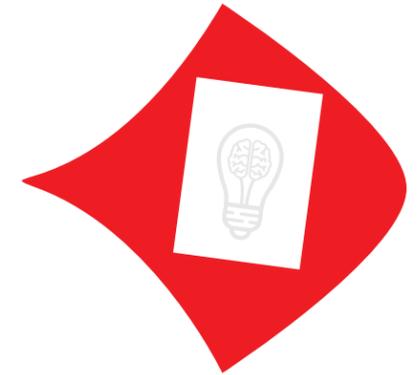
Judgement criteria- (5 marks each)

1. Creativity
2. Originality
3. Neatness
4. Relevance and optimum usage of the material

Points-

- Winner- 5 points
1st runner up- 3 points
2nd runner up- 1 point

POSTER MAKING



Participants from each campus- 1

Rules-

1. The poster needs to be made digitally on any software the contestant is compatible with.
2. The topic of the poster will be announced on day 1 at 12 pm and the submission will be on day 2 at 12 pm.
3. The posters needs to be submitted in a digital format.

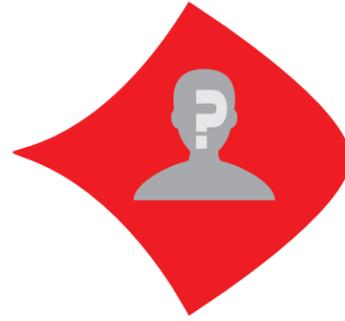
Judgement criteria-

1. Creativity
2. Execution
3. Understanding of the topic

Points-

- Winner-5 points
1st runner up- 3 points
2nd runner up- 1 point

GUESS WHO



Participants from each campus- 2(in a pair)

Rules-

1. The event will consist of 2 rounds.
2. Time limit- 1.5 minutes.
3. One participant will pick a chit, which will be consisting of a famous personality's face/name according to the category they choose.
4. The participant is supposed to help his/her team mate guess the personality's name by giving out non- verbal clues, with the help of body and hand gestures.
5. A buzzer will be sounded at the end of 1.5 minutes, and another one at the end of the 10 second grace period.
6. The clues given should be facing the audience, and the jury.
7. All kinds of verbal clues are prohibited.
8. Any prompt that is a direct indication towards the letters of the name is prohibited, and will be followed by a warning and a deduction of 5 points.
9. Any prompt coming from the audience is prohibited.
10. There will be elimination after the first round, and only 8 teams will be going for the second round.
11. Judges will hold the right to stop the act at whichever point they find it to be violating the rules or general decency.

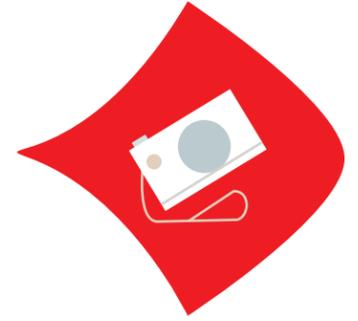
Judgement criteria- (5 marks each)

1. Body language
2. Expressions
3. Guessing speed (Round 1+2)
4. Creativity
5. Team dynamics

Points-

- Winner- 5 points
1st runner up- 3 points
2nd runner up- 1 point

PHOTOGRAPHY



Participants from each campus- 3 (1 in each category)

Categories-

- DSLR photography
- Phone Photography
- Short film making

DSLR Photography

- 1) The themes will be given on the first day of registration i.e 27th December 2018.
- 2) Participants must be a follower of the the official Instagram page of Converge 2018.
- 3) Participants are allowed to submit only one entry under the chosen event.
- 4) Participants are supposed to submit the photograph on the given mail ID within 24 hours (12PM to12PM), with the subject 'DSLR Photography submission'.
- 5) Along with the attachment, participants are supposed to properly mention their Name, Centre code and their contact number. A title must be given to the photograph/video with a proper description of 50-100 words.
- 6) All the entries will be uploaded on the official Instagram page of Converge 2018, on 28th December at 1PM.
- 7) The participants are supposed to promote their photograph and grab maximum number of likes on the basis of which 40% of their marking will be judged.
- 8) The photograph should not be published anywhere before or have won any prizes. It is the responsibility of the participant to ensure that the photograph must be taken with the permission of the subject and do not infringe any copyright of any third party or laws.
- 9) The participants must be able to clearly justify that the work is completely theirs and they own a copyright for it.
- 10)The participants should be able to grant worldwide, irrevocable, perpetual license to NIFT to feature any of the submitted image in any of their publications, websites and/or any promotional material connected to this competition.
- 11) Late/ Illegible/ corrupt entries will not be accepted.
- 12) The photographs taken should be captured within the event (Converge 2018).

Phone Photography

- 1) The themes will be given on the first day of registration i.e 27th December 2018.
- 2) Participants must be a follower of the the official Instagram page of Converge 2018.
- 3) Participants are allowed to submit only one entry under the chosen event.
- 4) Participants are supposed to submit the photograph on the given mail ID within 24 hours (12PM to 12PM), with the subject 'DSLR Photography submission'.
- 5) Along with the attachment, participants are supposed to properly mention their Name, Centre code and their contact number. A title must be given to the photograph with a proper description of 50-100 words.
- 6) All the entries will be uploaded on the official Instagram page of Converge 2018, on 28th December at 1PM.
- 7) The participants are supposed to promote their photograph and grab maximum number of likes on the basis of which 40% of their marking will be judged.
- 8) The photograph should not be published anywhere before or have won any prizes. It is the responsibility of the participant to ensure that the photograph must be taken with the permission of the subject and do not infringe any copyright of any third party or laws.
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- 11) Late/ Illegible/ corrupt entries will not be accepted.
- 12) The photographs taken should be captured within the event (Converge 2018).

JUDGING CRITERIA

(For Phone and DSLR Photography)

1. The candidate will be judged by the collective decision of audience as well as the jury panel.

- A. Audience (40%)
 2. The ratio will depend upon the number of likes given to the photograph of the participant.
- B. Jury (60%)
 3. The judging criteria depends upon the visual appeal, originality and self explanation.

Short film Making

Participants from each campus- individual participation, or a team of maximum 3 members.

- 1) The themes will be given on the first day of registration i.e 27th December 2018.
- 2) Time limit for the film will be maximum 2 minutes.
- 3) Participants are allowed to submit only one entry under the event.
- 4) Participants are supposed to submit the film on the given mail ID, with the subject 'Short film submission' on 29th December at 12PM, entries given after 12PM would not be accepted.
- 5) Along with the attachment, participants are supposed to properly mention their Name, Centre code and their contact number. A title must be given to the video with a proper description of 50-100 words.
- 6) The film should not be published anywhere before or have won any prizes. It is the responsibility of the participant to ensure that the film must be shot with the permission of the subject and do not infringe any copyright of any third party or laws.
- 7) The participants must be able to clearly justify that the work is completely theirs and they own a copyright for it.
- 8) The participants should be able to grant worldwide, irrevocable, perpetual license to NIFT to feature any of the submitted video in any of their publications, websites and/or any promotional material connected to this competition.
- 9) Late/ Illegible/ corrupt entries will not be accepted.
- 10) The video taken should be captured within the event (Converge 2018).

Judging Parmeters(5 marks each):

1. Creativity
2. Concept
3. Visual Impact
4. Quality

Points (for each event)-

- Winner- 5 points
- 1st runner up- 3 points
- 2nd runner up- 1 point