KIIT WORLD OF EDUCATION

SohnaRoad,Bhondsi GURGAON – 122102 (HARYANA)

Tel: 0124-2658000/10/20/30/40

"Winter Fiesta: Carnival"

ENTRY FORM

24-january- 2018

TIME: 10:00 a.m.

Name of the School/College: _____

Address with Pin Code No _____

Telephone No.: _____ STD Code: _____

Name of the Contingent In-charge: _____

Mobile No. of the Contingent In-charge: _____

E-mail ID: _____

S. NO.	ITEMS	CLASS	ROLL NO	NAME OF THE PARTICIPANT
1	"Tap the feet: Hellen Arena" : Dance Competition			
2	"AdMad Show": Advertisement Making Competition			
3	"AVISHKAR": Project Expo			
4	"Condition Zero": Lan Gaming			
5	"War of Words": DEBATE Competition			
6	"Speaking Canvas": Poster Competition Theme: Flying Colors of Republic of India			
7	"Reveal Ur Dreams": Best out of Waste			
8	"Clay Pot Décor": Pot DecorationCompetition			
9	"GaMinG": SUDOKU			
10.	"Words of a Feather" Story Narrating			

Note: Please send the **Entry Form** latest by **21-01-2018** by post or on Email address **ravneetrkaur@gmail.com**

Signature of the Principal

SEAL

"Winter Fiesta": Carnival-2018"

24th January 2018

Events Details

S.No	Event Name	Event Coordinator/s	Venue& Time
1.	"Tap the feet: Hellen Arena": Dance Competition	Ms.Ravneet Ms.MamtaThakran Ms.Neerja	Auditorium : FF 10:30 am to 1:00pm
2.	"AdMad Show": Advertisement Making Competition	Mr.Kartikay Sharma Mr.Dinesh Dhillon Ms.Shipra Arora	Auditorium :GF 11:30 am to 1:00 pm
3.	"AVISHKAR": Project Expo (showcase of various projects on latest technologies like robotics, IOT, Machine learning, Automobiles, Automation etc)	Dr.Kanika Kaur M.Vidhu Parmar Mr.Pradeep Parashar	Convention Hall 10:30am to 2:00pm
4.	"Condition Zero": Lan Gaming "The game of real warriors, it's time to show off your gaming caliber!"	Dr.Atul Kumar Mr.Anand Sehgal Mr.Sharvan Kumar	Computer Lab:342 10:30 to 2:30pm
5.	"War of Words": DEBATE Competition Topic: Smartphones- Pain or Painkiller	Dr.Shweta Sinha Ms.Saruchi Mr.Anand Sehgal	Auditorium: GF 10:30 am to 11:30 pm
6.	"Speaking Canvas": Poster Competition Theme: Flying Colors of Republic India	Dr.Vimla Yadav Dr.Nidhi Rana Ms.Sapna Rana	Basket Ball Court 11:00am to 1:00 pm
7.	"Reveal Ur Dreams": Best out of Waste	Mr.Manish Jain Ms.Shweta Bansal	Basket Ball Court 12:00 to 1:30pm
8.	"Clay Pot Décor": Pot Decoration Competition	Ms.Anupam Dr.Shikha	Basket Ball Court 10:30pm to 12:30 pm
9.	"GaMinG": SUDOKU	Mr.Anand Bhardwaj Mr.Vikas Garg Ms.Anu Gupta	Auditorium:GF 1:30 pm to 2:30pm
10.	"Words of a Feather": Story Narrating Evaluate your adaptability as a writer. A word will be coined every couple of minutes and you have to incorporate it into your tale. Finally, be amazed to know how interesting your story turns out to be	Ms.Meenal Ms.Shikha Khurana Ms.Himanshi	Auditorium :FF 1:00pm to 2:00pm
11.	Indian Astrological Predictions based on Kundali by well-known astrologer.	Mr. Naresh Bhutani, Mrs. Reeta Saxena Mrs. Neelam Dhaka	Convention Hall 10:30am to 2:00pm
Prize Distribution (1st & 2nd)			Stage 3:00 pm

<h1 align="center">"Tap the feet- Hellen Arena": Dance Competition
Dancers hold your beat to tap the feet in rhythmic style</h1>

Rules:

1. Participation is open to all (Solo or Group:max5 students in a group)
2. Usage of props is allowed. These have to be brought by the participant themselves.
3. The participating team will be responsible for removal of their sets/properties/props etc. immediately after the completion of their performance.

Judging Criteria:

1. Facial expressions and body language
2. Footwork
3. Hand and eye movements
4. Costume and presentation
5. Artistic Potential
6. Choreography (technical nuances)
7. Selection of the music piece
8. Overall Clarity and Impact

<h1 align="center">"AdMad Show": Advertisement Making Competition</h1>

AD MAD Show is an '**Advertisement Making Competition**' for commerce students to showcase their creativity in Marketing products and services. It comprises of humorous & conceptual ad presentation by the students. Students will act out on various advertisement script and ideas relevant for different sectors including FMCG product, while goods, services, automobiles and social awareness etc. All the teams will be given a time frame to showcase their talent.

Rules

1.A team comprises of maximum 2 members. The teams will be judged on following criterion—
- Advertisement's content – How humorous it is.
- Expressions
- Presentation of ad

2.The participants will be allotted a product or service by draw..

3.Participants will be required to present the prepared ad in Max. 3 minutes.

4. The ad prepared by the contestant must not contain any obscene words/any subject that hurts the feelings of a culture/language/religion/region

"CONDITION ZERO": LAN GAMING
THE GAME OF REAL WARRIORS, IT'S TIME TO SHOW OFF YOUR GAMING CALIBER

Rules

1. Student ID card is compulsory for every player, or Team list should be sent on letter head of the respective Institute. Anyone found without college ID will not be allowed to play the game.

2. Participants shall bring their own head phones.

3. The decision of the referee will be final and binding, failing which the team may be treated disqualified.

4**.** Atleast**3** players must be present in a team (compulsory). Maximum **5** players are allowed in a team

Match: First team to win 3 total rounds, or the single overtime round

Game Format:

Setup and Configuration:

- Non-standard game settings or third party applications that affect game play are not permitted.

- Players found using either will be penalized at the administrators´ discretion.

- Crouch hopping will not be allowed.

Tournament Guidelines:

o Any disconnection issues that cannot be resolved by the players in the match must be brought to the attention of an admin immediately.Any use of game exploits, cheats, or any other play deemed "unfair" by an admin may result in disciplinary action up to and including disqualification from the tournament Once the match starts, players will not be able to dispute a match on the grounds of match settings

o Each team will be responsible for checking the other team's roster is valid BEFORE the match begins, disputes regarding teams using un-rostered players will not be valid after the completion of the match

o Any intentional abuse of "pause" by a player on the server will result in disciplinary action to be decided by an administrator

In-Game Messaging and Communication:

☐ Competitors are not allowed to use global in-game chat in an abusive, offensive, vulgar or spamming manner at any point during a match. This includes pre-match, intermission and post-match periods as well.

☐ When a match is live, only team captains are allowed to use global in-game messages between rounds or at half time, other players must use team-only in-game messages

Unintentional Issues:

☐ **Server Crash** The server machine crashes/freezes/etc. causing the match server☐to stop responding Solution An administrator will restart the server, stop the tournament clock, and play will continue from the point of disruption.

☐ Points will be added to the amounts totaled before the crash, and the tournament clock will be restarted once the game is live again.

☐ **Client Crash** A player's computer crashes/freezes/etc. causing the participant tobe unable to continue play Solution Play will be caused by a team captain at the freeze time of the NEXT round until the client can reconnect OR 5 minutes passes, whichever comes first.

"War-of-words": Debate Competition

Topic: Smartphones- Pain or Painkiller

Format: Asian 2 on 2 formats.

Rules

1. Each team will consist of two students only.
2. Only one speaker is allowed to speak at a time.
3. Time duration for debate per person should not exceed more than five minutes. A bell will be rung after the expiration of four minutes. The bell will be rung again at five minutes. Minimum time is 3 minutes.
4. Speakers exceeding given time will be penalized by deducing ten percent of their marks.
5. No interaction between participant and audience during debate.
6. Debate should be in English / Hindi mode only.
7. The speakers are evenly divided on both sides of the motion. Speakers for the motion are the "Proposition", speakers against are the "Opposition".
8. The opening Prop speaker has to define or interpret the motion. If this definition is unreasonable or irrelevant then the opening opposition speaker may challenge the definition.
9. The last speaker on each side is expected to sum up his/her side's argument and rebut or refute the arguments of the other side.
10. Questions are welcome after completion of individual speaker.

"Speaking Canvas": Poster Competition

Theme: Flying Colors of Republic India

Rules

1. Team may consist of one or two members.
2. The participant is required to bring his/her own material as per need.

Duration: 2 hours.

"Reveal Ur Dreams": Best Out Of Waste Competition

Recycling and reusing the valuable waste material can result in development of fantastic and usable products. Rather than putting these waste materials into the landfills, various innovative and creative ideas can be put together to being something new and useful. Everyday Wastes such as plastic, glasses, newspapers or electronic are not only waste of limited resources but also are harmful to the environment. This event is to bring such ideas to students and to help them think themselves on such ways of reusing everyday materials that will not only reduce the waste but provide them with useful household products.

All 10th, 11th, 12th under graduate or post graduate students from any discipline shall be allowed to participate in the event.

RULES:

1. Team may consist of one or two members
2. Participants will be given 1 hour and 30 min. to show their creativity and 2 minutesto talk about the same. The required waste material and stationery like scissor, thread, etc. should be brought by the participants.
3. Waste material could be anything like tetra packs, bottles, newspapers, old utensils, Jute material, CD, E-waste or any second hand items that otherwise would be thrown away.
4. The material would be rejected if not found to be a waste product or second hand item.
5. No ready or semi-finished model or matter would be accepted from participant in competition.
6. Participants will be judged on Creativity, Utilization of Resources, Artistic composition & design, Eco-friendly rating, Utility of the Product and Overall Presentation
7. No mobile or Internet means would be allowed to use at the time of Competition.
8. The decision of the judges will be considered final and abiding.

"CLAY POT DÉCOR": Pot Decoration Competition

RULES:

1. Team may consist of one or two members

2. Event will be conducted on the spot. (**Base can be prepared in advance)**

4. The participant is required to bring his/her own material as per need.

5. Duration for decorating the pot will be **2 hours.**

6. Height of the Pot should be approximately **one and half feet or above.**

"GaMinG": SUDOKU

RULES:

1. Event will be conducted on the spot.

2. Total Duration of the event is 1 hr 30 minutes.

3. The event divided into two rounds.

4. Round 1 : easy level -30 minutes

5. 10 students will be shortlisted for round 2.

6. Round 2: standard level -1Hr

"Words of a Feather": Story Writing

Evaluate your adaptability as a writer. A word will be coined every couple of minutes and you have to incorporate it into your tale. Finally, be amazed to know how interesting your story turns out to be.

Rules

1. Team may consist of one or two members

2. Event will be conducted on the spot