



PLAYBOOK



Bengaluru
Bhopal
Bhubaneswar
Chennai
Daman
Gandhinagar
Hyderabad
Jodhpur
Kangra
Kannur
Kolkata
Mumbai
New Delhi
Panchkula

CON VERGE

Patna
Raebareli
Shillong
Srinagar

23

Concept

Colonel Rahul Sharma
Director, NIFT Patna

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Colonel Rahul Sharma
Director, NIFT Patna

Converge is the most prestigious national festival of Sports, Cultural, ESSE and Literary events, organized by the National Institute of Fashion Technology (NIFT). Converge provides you a platform for showcasing your talents and creativity with an secondary aim to foster a spirit of healthy competition, cultural exchange, and mutual learning among all the participants. This year for the first time we are coming out with an **“Converge Playbook”** a comprehensive document on the conduct of the event at Patna. It is an earnest endeavour to raise the bar!

NIFT Patna is very blessed to be chosen to host Converge this year. Converge 2023 which will be held from 27th to 29th December’23, will feature a plethora of events in the domains of Sports, Cultural, Literary and ESSE.

I welcome all the faculty, participants & guests to NIFT Patna. It will be our endeavour that you have a memorable and enjoyable experience. I hope that Converge 2023 will be a milestone in the history of NIFT.

A handwritten signature in blue ink, appearing to read 'Rahul', with a stylized flourish at the end.

Colonel Rahul Sharma
Director, NIFT Patna



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**The National
Meet of NIFT
organized
annually in
the last week
of December,
where the best
from all the
NIFT campuses
compete in
various sports,
cultural,
literary, and
social events.**

**CON
VERGE
23**

Welcome to the most anticipated event of the year, NIFT Converge 2023. This year, NIFT Patna takes the honour of hosting NIFT Converge 2023. Each year, Converge marks a milestone in NIFT's journey, in the lives of the participants and everyone who makes this feat possible with their constant dedication. This edition too promises to be a vibrant celebration, brimming with enthusiasm and talent, destined to be a memorable chapter in Converge's rich history.

In 2006, the Mumbai Campus conducted a cricket match for all the (then existing) 7 Campuses of NIFT. This event was successful in fulfilling the aim of establishing a combined platform for all NIFT campuses to come together and showcase their talent. The very next year, in 2007, the name "CONVERGE" was coined for this event. It was hosted again by NIFT-Mumbai and included several Sports events like Athletics, Basketball, and Throwball amongst many others.

The Literary and Cultural events became a part of Converge in the years 2008 and 2009 when the 13 Campuses of NIFT met in the Hyderabad campus to celebrate the event. In 2010, the Silver Jubilee celebrations of NIFT, Converge were held at Gandhinagar Campus and were attended by 14 NIFT Campuses. In the years 2011, 2012 and 2013, Chennai, Kolkata and Bengaluru Campus respectively got the opportunity to

conduct the event. In 2014, Converge was held regionally at Bhubaneswar, Kangra, Kannur and Gandhinagar Campus envisaging better event manageability.

In 2015, Converge was held in all its grandeur at the Patna campus where all the (then existing) 15 NIFT campuses participated. In the years 2016, 2017, 2018 and 2019 Converge was held at Jodhpur, Mumbai, Raebareli and Hyderabad respectively. Converge was not held in the year 2020 and 2021 due to the Covid-19 pandemic. In 2022, Converge was held both zonally at Kangra, Kolkata, Mumbai and Hyderabad and centrally held at Bhopal Campus.

The experience at Converge is something that every student at NIFT aspires to take back as a part of their memories of this institution. In the year 2023, Converge will be held at the Patna Campus from 27th-29th December where all the 18 NIFT Campuses will participate in various sports, cultural, social and literary events.

History of Campuses where Converge was held in Chronological Order:

Year	Campus
2006	Mumbai
2007	Mumbai
2008	Hyderabad
2009	Hyderabad
2010	Gandhinagar
2011	Chennai
2012	Kolkata
2013	Bengaluru
2014	Zonal: Kangra, Bhubaneswar, Gandhinagar and Kannur
2015	Patna
2016	Jodhpur
2017	Mumbai
2018	Raebareli
2019	Hyderabad
2020	Not held due to Covid-19 pandemic
2021	Not held due to Covid-19 pandemic
2022	Zonal: Kangra, Kolkata, Mumbai and Hyderabad; Central- Bhopal
2023	Patna



**MAKE
YOUR
MARK@**

PATNA

How to reach?

NIFT Patna campus is centrally located:

Jayprakash Narayan International Airport (PAT) -7.5 km
Patna Railway Station(PNBE)- 3.5 km (Platform-1 side),
and 1.5km (Platform-10 side).

Rajendra Nagar Railway station (RJPB)-6.5 km

Patliputra Railway Station (PPTA) - 12 km

Although transport will be centrally provided, Auto
rickshaw, taxi, city bus, Ola, Uber, and
Rapido services are also available in Patna.

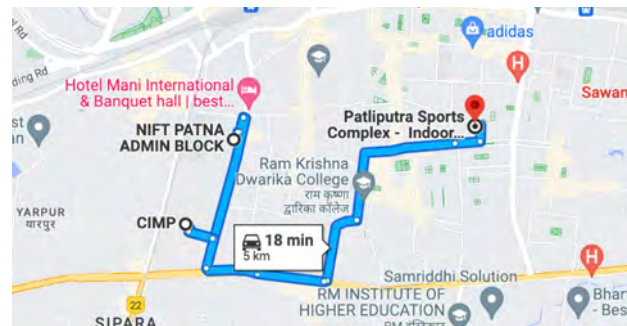
Address: National Institute of Fashion Technology (NIFT),
Mithapur Farms, Patna -800 001 (Bihar)



Scan the
QR Code
Google Map
navigation to
NIFT Patna Campus

The Converge 2023 events will be held at:

Venue 1	Venue 2	Venue 3
National Institute of Fashion Technology (NIFT), Patna Campus, Mithapur Farms, Patna - 800 001	Patliputra Sports Complex Kankarbagh, Patna - 800 020	Chandragupt Institute of Management Patna (CIMP), Mithapur Institutional Area, Patna -800 001



Map of NIFT, CIMP and Patliputra Stadium for reference

What to expect, Stay and Climate ?

All the participating students will be staying at the Patliputra Sports Complex. Necessary bedding and linen will be provided. All are advised to carry warm clothing, extra bedding, and sleeping bags if required for winters at Patna. Weather forecast at Patna during Converge'23 is: Day-25° C Max. and Night-10° C Min.

Local Cuisine

Veg: Litti-Chokha, Sattu, Chura-dahi, Mudi+Ghugni, Baghiya / Pittha / Pitthi, Dhuska, Malpua, Khaja, Anarsa, Tilkut, Thekua, Lai, etc.

Non-Veg: Fish prepared in mustard paste, Champaran Ahuna Meat, and Chicken, etc.

Local Sightseeing

- **Takht Sri Harmandir Sahib Ji** - Birth place of Guru Gobind Singh Ji.
- **Sanjay Gandhi Biological Park** - Patna Zoo with more than 100 species of animals and more than 300 species of trees.
- **Hanuman Mandir**- famous temple near Patna railway station.
- **Golghar**- Used as a granary during British era.
- **Bihar Museum** - A modern architectural building housing artefacts to unbundle one of the oldest cultural civilizations shaped in 5000 years of history, art and culture.
- **Patna Museum** - Old museum famous for Buddha's relics and Yakshi's sculpture.
- **Gandhi Sangrahalaya** - showcasing the life and principles of Mahatma Gandhi.
- **Gandhi Maidan**- the biggest statue of Mahatma Gandhi.
- **Iskcon Temple** - Newly built temple.
- **Sabhyata Dwar** - built with a Mauryan-style architecture to show the ancient glory of Patliputra and traditions and culture of the state of Bihar.



Kolahal

“हर घर की गौरैया का संवाद यहाँ है।

उधम-चौकड़ी, जय-पराजय का

उद्घोष यहाँ है।

हर घर की खिड़की जो खोल दे वो

रंगमंच का आनंद यहाँ है,

पीपल के पेड़ पे साँझ का

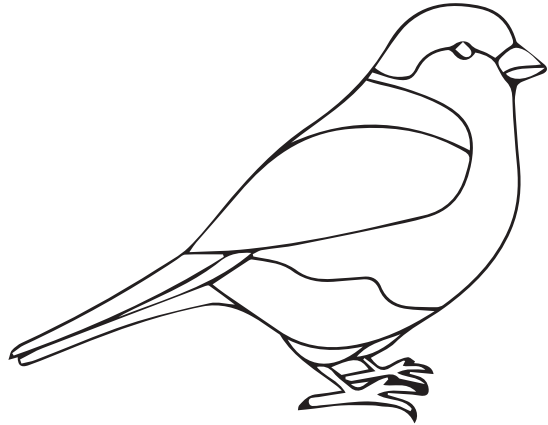
कोलाहल

यहाँ है।”

Patna is one of the oldest continuously inhabited cities in the world at the heart of Bihar. Being settled across eras, Bihar possesses incredible historical significance and cultural heritage. The plethora of representation has given us enormous options to explore the upcoming Converge at NIFT Patna. Among all representations, the one tweeting outside the window, our own House sparrow, makes us hear her call. House sparrow, the widest-spread bird in India, is also the state bird of Bihar, as declared in 2018. This official recognition underscores the state's cultural and ecological importance of sparrows.

Kolahal the evening song of a sparrow, is a delightful and cheerful sound that many people associate with the end of the day. House sparrow often sing their evening songs during the twilight hours as the sun begins to set. Their songs serve various purposes, including communication with other sparrows, marking territory, and calling the dayends. Listening to the evening song of sparrows can be a calming and pleasant experience, as it signals the transition from the hustle and bustle of the day to the quiet and peacefulness of the evening. It reminds us of nature's beauty and the simple joys it can bring to our lives.

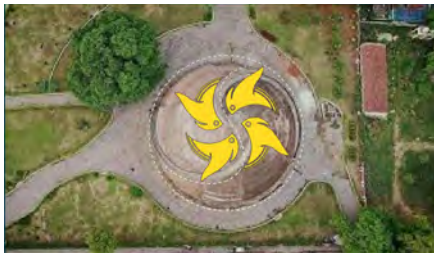
Sparrow



The house sparrow, scientifically known as *Passer Domesticus*, is a small bird that has been a part of human civilization for thousands of years. These birds are characterized by their brown and gray plumage, with distinctive black markings around the eyes and on the throat. While sparrows might seem unremarkable to some, they have a unique place in our history and culture. They are often featured in folklore, songs, and poetry. Their presence is considered auspicious and has been celebrated in various cultural traditions. The company of sparrows can be an indicator of the overall health of an ecosystem. If sparrows are thriving in an area, it can suggest a balanced environment with various insect

populations to feed on. Sparrows have been facing population declines in many parts of the world, including India, due to various factors such as habitat loss, pollution, and changes in agricultural practices. Efforts to conserve sparrows and their habitats are essential to maintaining ecological balance and preserving local culture and traditions in Bihar and beyond.

The logo combines the enthusiasm of converge theme “Kolahal” on the spatial spirit of Bihar “Golghar” with cheerful chorus by sparrows.



+ Kolahal +



Sparrow + Converge Theme + Golghar



Fonts used

converge 23
PATNA

—— Atmos

—— Bauhaus 93

Logo assets can be downloaded from this URL: <https://shorturl.at/kANZ9>



converge 23
PATNA



converge 23
PATNA

Campus Colours

"Where creativity meets nature's canvas:

Bengaluru

The Garden City of Karnataka, with the vibrant hues of the Indian Roller."



PANTONE
19-3954 TCX
Bluing

RGB 51 62 131
HEX #333E83

"Where serenity meets wildlife:

Bhopal

The Lakeside City of Madhya Pradesh, home to the graceful Paradise Flycatcher in its Indian wilderness."



PANTONE
15-3817 TCX
Lavender

RGB 175 164 206
HEX #AFA4CE

"Where spirituality soars:

Bhubaneswar

The Temple Town of Odisha, graced by the elegant presence of the Indian Roller in its cultural tapestry."



PANTONE
11-0515 TCX
Lemon Icing

RGB 246 235 200
HEX #F6EBCB

Where coastal beauty meets tranquility:

Chennai

Home to Marina Beach in Tamil Nadu, adorned by the graceful presence of the Emerald Dove in its azure skies."



PANTONE
18-6024 TCX
Amazon

RGB 32 115 73
HEX #207349

"Where history meets the shoreline:

Daman & Diu (UT)

Embracing Portuguese Heritage and the allure of golden and black beaches in a harmonious coastal blend."



PANTONE
18-2143 TCX
Beetroot Purple

RGB 207 45 113
HEX #CF2D71

"Where reverence meets nature's elegance:

Gandhinagar

In the memory of Mahatma Gandhi, home to Akshardham, and the grace of Gujarat's Greater Flamingo."



PANTONE
14-2806 TCX
Nosegay

RGB 240 189 213
HEX #F0BDD5

"Where heritage sparkles:

Hyderabad

The Pearl City of Telangana, adorned by the vibrant hues of the Indian Roller, also known as Paala Pitta, in its cultural mosaic."



PANTONE
14-4316 TCX
Summer Song

RGB 161 195 218
HEX #A1C3DA

"Where history meets the desert:

Jodhpur

The Gateway to Thar in Rajasthan, where the majestic presence of the Great Indian Bustard echoes the grandeur of the land."



PANTONE
15-1231 TCX
Clay

RGB 210 161 114
HEX #D2A172

"Where mountains whisper tales:

Kangra

Amidst Himachal Pradesh's snow-capped peaks, the elusive Western Tragopan, also known as Jujurana, graces the wilderness with its rare presence."



PANTONE
18-3531 TCX
Royal Lilac

RGB 119 77 142
HEX #774D8E

Campus Colours

"Where coastal serenity meets avian majesty:

Kannur

Amidst Kerala's coastal breezes, the magnificent Great Indian Hornbill soars, painting the sky with its vibrant presence."



PANTONE
15-1335 TCX
Tangelo

RGB 255 126 4
HEX #FE7E04

"Where joy meets vibrance:

Kolkata

The City of Joy in West Bengal, adorned by the colorful elegance of the White-breasted Kingfisher, adding vibrancy to its cultural heritage."



PANTONE
18-1148 TCX
Caramel Café

RGB 173 76 36
HEX #864C24

"Where dreams dance on oceanfront blues:

Mumbai

The City of Dreams in Maharashtra, where the captivating Yellow-footed Green Pigeon graces the skyline with its vibrant presence."



PANTONE
13-0443 TCX
Love Bird

RGB 193 219 60
HEX #C1DB3C

"Where tradition meets the capital:

New Delhi

The heart of the nation, where the humble House Sparrow finds its home, symbolizing the essence of Delhi's enduring heritage."



PANTONE
15-2705 TCX
Keepsake Lilac

RGB 192 165 174
HEX #C0A5AE

"Where nature's symphony echoes:

Panchkula

The City of 5 Canals in Haryana, where the melodious call of the Black Francolin resonates, harmonizing with the tranquility of its waterways."



PANTONE
14-0756 TCX
Empire Yellow

RGB 247 208 0
HEX #F70D00

"Where history meets knowledge:

Patna

Patliputra, Chandragupta Maurya's Capital and Bihar's seat of learning and fine arts, where the House Sparrow flutters, embodying the city's cultural legacy."



PANTONE
16-3917 TCX
Chiseled Stone

RGB 141 142 146
HEX #8D8E92

"Where craftsmanship meets nature's grace:

Raebareli

Famous for its Rail-coach Factory in Uttar Pradesh, where the elegant Sarus Crane strides, symbolizing the harmonious blend of industrial prowess and natural beauty."



PANTONE
18-0525 TCX
Iguana

RGB 129 132 85
HEX #81845E

"Where nature's poetry unfolds:

Shillong

The Scotland of the East in Meghalaya, where the enchanting melodies of the Hill Myna harmonize with the mesmerizing combination of waterfalls and forests, creating a symphony of natural wonder."



PANTONE
18-1664 TCX
Fiery Red

RGB 208 28 31
HEX #D01C1F

"Where abundance meets tranquility:

Srinagar

The Jewel of Kashmir Valley in Jammu and Kashmir, where the graceful Black-necked Crane graces the serene landscape, embodying the city's wealth in natural beauty and peace."

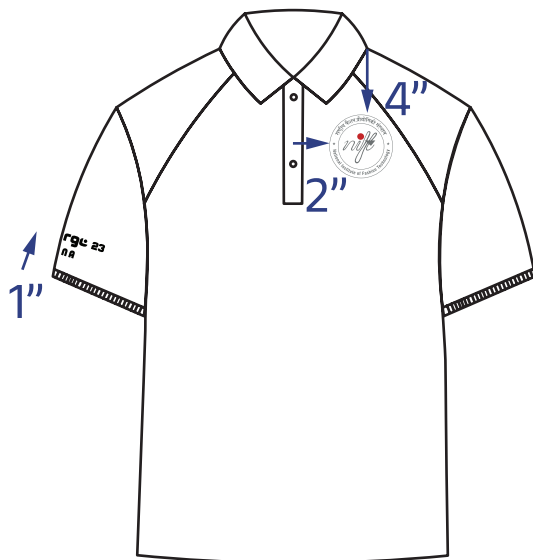


PANTONE
15-4825 TCX
Blue Curacao

RGB 51 190 204
HEX #33BECC

Logo Placement

T-Shirt



Front

FRONT

- HSP to NIFT Logo - 4 inches
- Centre Front to NIFT Logo - 2 inches
- Logo size - 3 inches



Back

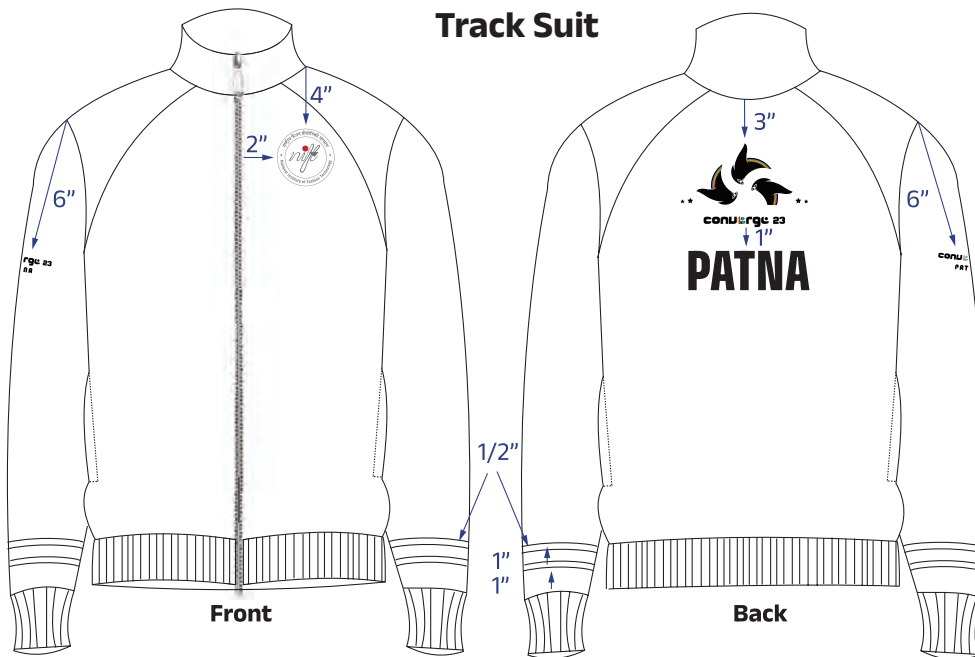
BACK

- CB Neck to converge logo - 3 inches
- Converge logo width - 6 inches
- Rib width - ½ inch
- Converge Logo to Patna (Campus Name) - 1 inch

FONT - Anek Latin Condensed Bold

Logo Placement

Track Suit



Front

Back

FRONT

HSP to NIFT logo	- 4 inches
Centre front to NIFT logo	- 2 inches
Logo size	- 3 inches

BACK

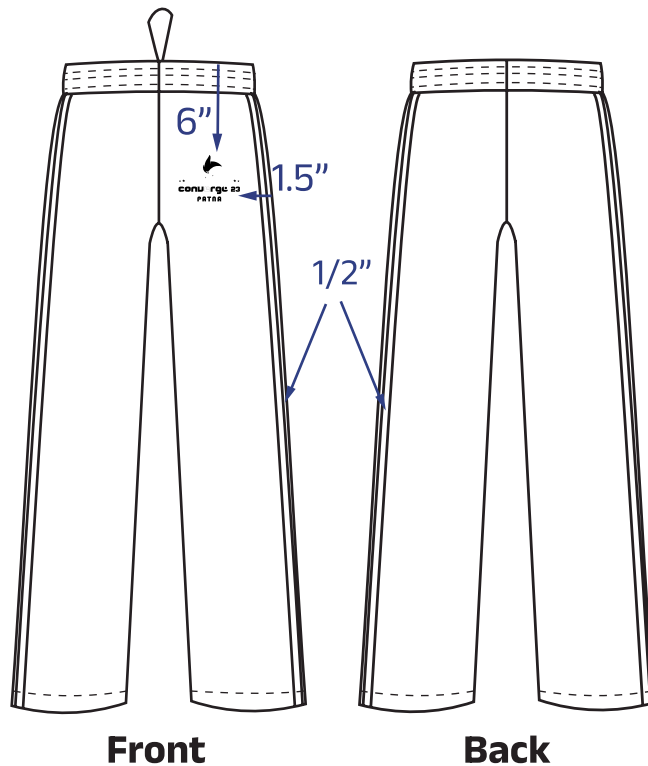
CB Neck to Converge Logo	- 3 inches
Converge Logo width	- 6 inches .
Rib width	- 2 inches.
Converge Logo to Patna (Campus Name)	- 1 inch

FONT - Anek Latin Condensed Bold

SLEEVES

Shoulder tip to Converge Logo	- 6 inches
2 strips in the Sleeves	
Strip Width	- ½ inch
Distance between the 2 strips	- 1 inch
Distance from RIB to strips	- 1 inch
Rib width	- 2 inches.

Logo Placement



Track Pant

FRONT

- Side Seam to the Converge Logo - 1.5 inches
- Waist to Converge Logo - 6 inches
- Width of the Logo - 4.25 inches.
- Distance between strip from Side Seam:
Front - $\frac{1}{2}$ inch and back $\frac{1}{2}$ inch
- Strip width - $\frac{1}{2}$ inch

BACK

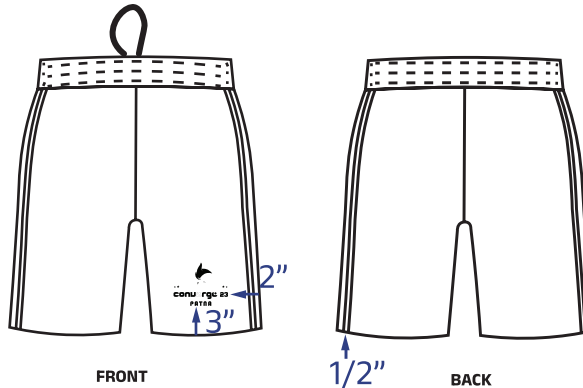
- 2 strips in the Side Seam
1 in the Front of the Side Seam and
1 in the Backside of the Side Seam
- Strips width $\frac{1}{2}$ inch
- Distance between the 2 strips 1 inch

Logo Placement



CAP

- Converge Logo in Center Front
1/2 inch from base.
- Length of the Logo- 3 inches
- **FONT** - Anek Latin Condensed
[width – 3/4 inch]
- Campus Name in Left Side
1/2 inch from bottom.



SHORTS

**Total length - 17 inches
including the waist band**

- Hemline to the Converge Logo - 3 inches
- Side seam to the Converge Logo - 2 inches
- Width of the Logo - 4.25 inches.
- 2 strips in the Side Seam
1 in the Front of the Side Seam and
1 in the Backside of the Side Seam
- Strips width 1/2" inch
- Distance between the 2 strips 1 inch

General Points

As we welcome campuses from all corners of India to NIFT Converge 2023, it is our collective responsibility to uphold the highest standards of conduct. Let's ensure a harmonious and respectful convergence by strictly adhering to these guidelines:

1) Respect Local Laws: Bihar is a dry state. Alcohol consumption and sale is strictly forbidden by law.

Violation of this rule will not be tolerated and may result in severe academic consequences.

2) Tobacco Regulations: Smoking is strictly prohibited on campus grounds.

3) Environmental Guardianship: Environmental responsibility is non-negotiable. Avoid any form of littering or violation of environmental protection.

4) Noise Control: Maintain noise levels well within acceptable boundaries, particularly keeping the surroundings in mind.

5) Personal Safety: Your safety is paramount. Avoid walking alone at night, exercise caution and utilize safe transport options.

6) Zero Tolerance for Vandalism: Vandalism is forbidden, and indulging in such activities can result in immediate disciplinary actions.

7) Carrying Valid ID Card: Always have a NIFT issued ID card with you.

8) Responsible Social Media Use: Be cautious about what you post on social media during the event. Avoid sharing content that could be offensive or inappropriate.

9) Language and Communication: Use respectful and inclusive language when communicating with fellow participants and attendees. Be mindful of cultural and regional differences in language and dialect.

10) Dispute Settlement: A committee consisting of 1 Director and 2 SDACs of non-hosting campuses, along with CAC and SDAC of hosting campus, will address disputes, if any, arisen during Converge. The recommendation of the committee will be binding on all. Remember, as we converge at NIFT Patna, we represent not only our individual campuses but also the collective spirit of unity and respect. Any disregard for these guidelines can tarnish not only our but also the spirit of this gathering. Let's come together in a spirit of mutual respect and cultural exchange, making Converge'23 a resounding success and a memorable experience for all.



General Rules

1. According to NIFT rule, only 50 participants from each campus are allowed.
2. All the teams must carry their NIFT ID cards at the time of registration. An event-specific ID card for Converge'23 will be given out and this ID Card should be carried with them at all times. Any contestant failing to present the ID on asking, may be denied participation.
3. Strict adherence to provided time limits is required, and failure to comply may result in penalties or disqualification.
4. Conformity to the designated theme is mandatory, and non-compliance may lead to evaluation consequences.
5. The final and binding decision of judges in the event of disputes or discrepancies shall be accepted without further objections.
6. Use of offensive language, imagery, or content is strictly prohibited and may result in penalties, with decisions made by the judges.
7. Soft-copies, if required, must be submitted in a readable format on a Compact Disc during registration. Proper sports gear and kits are necessary for sports events.
8. Participants should arrive at the event venue at least 30 minutes before the scheduled start time, unless otherwise specified.
9. If a team/athlete is more than 15 minutes late for an event, the opponent will be declared the winner through a "walkover." Campus representation attire is mandatory.
10. The organizing committee reserves the right to modify the event schedule and timing
11. Revealing the Campus identity during events (except Sports) will lead to disqualification.

NIFT Carnival of Cultures

A celebration of
India's cultural
heritage,
showcasing
the unique
heritage of each
state campus
creatively.

OPENING CEREMONY

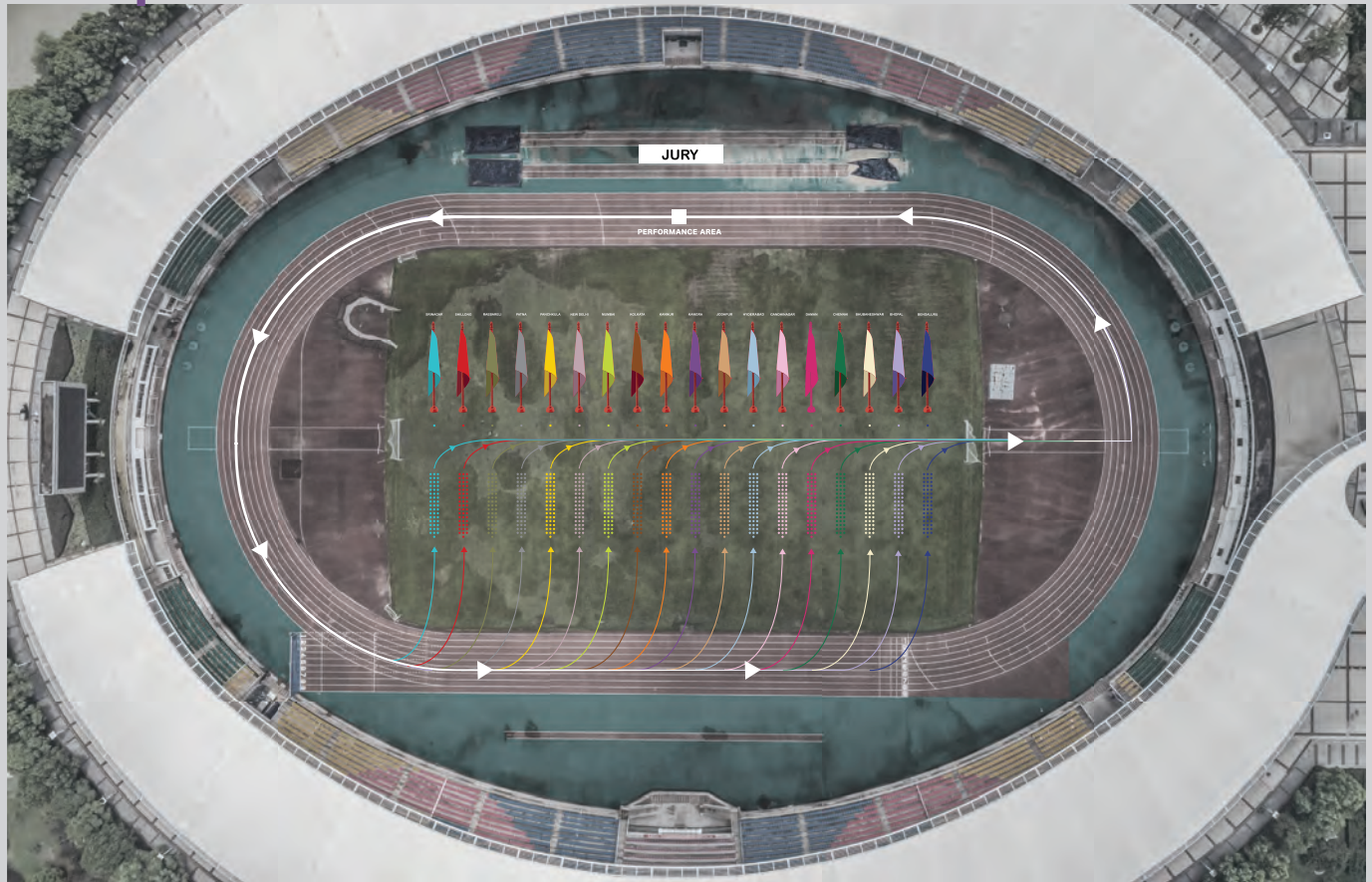


It is a **'first of its kind'** grand cultural parade at NIFT. The carnival will be the opening ceremony of the Converge'23 at Patliputra stadium. It will feature each team taking part in their creative and state specific costumes, captivating performances. It will be a visual extravaganza with the infectious enthusiasm of participants.

In the spirit of friendly competition, each entry will be evaluated and graded by a distinguished panel of judges. The campus that best encapsulates the spirit of their state will be awarded the special NIFT Carnival of Cultures Trophy.

It will be a sensory delight, weaving together the colours, sounds, and traditions of India's diverse nation into a tapestry of unity and creativity. It will be a celebration of India's cultural richness, where creativity knows no bounds and joy knows no limits.

Patliputra Stadium: Carnival of Culture Formation



NIFT Carnival of Cultures

Rules

1. All participating students are to be a part of this parade during the inauguration ceremony. Accompanying Faculty members and staff are welcome to join.
2. Each team is free to decide what to adorn to best represent their campus and state in the most creative manner.
3. Minimum 10 students are required to wear the Converge tracksuits who will lead the team.
4. Each team will get an opportunity to display and perform any act for a duration of 3 minutes in front of the stage and jury members.
5. Each campus team has to perform in rows of 3 and will be judged by the panel throughout the parade .
6. An explanatory summary of the campus representation done during the parade is to be submitted prior to the parade.
7. Participants are responsible for bringing their props and placards if any.
8. Technical requirements or any particular sound track must be communicated in advance to ensure compatibility with the venue.
9. Participants must report at the venue 60 minutes before the commencement of the event to avoid penalization
10. Participants must adhere to the specified time limits for the performance.
11. The decision taken by the jury will be final.

Evaluation Criteria

Theme Representation, Synchronization, Costume & Props, Overall Visual Aesthetics, and Team Spirit.



OPENING
CEREMONY



Mr. and Ms. Converge

Embracing the theme 'Beautiful Chaos,' celebrating diversity and spontaneity. The theme highlights the unique personalities and talents of participants, showcasing beauty in its authentic, unscripted form. It will be a celebration of individuality amid delightful disorder, where contestants shine in their distinct ways.

No. of participants from each campus	2(1GIRL+1BOY)
No. of Rounds:	2
Theme	Beautiful Chaos
Round 1	Fashion Walk
Round 2	Q & A

Rules

1. Time Limit: 90 seconds for the complete performance.
2. Performance should involve both the participants.
3. Both participants have to answer individually or together as per jury direction.
4. Round 1: Couple Talent Round.
5. Round 2: Ramp Walk, Introduction & Judges' Questions.
6. The decision taken by the jury will be final.

Evaluation Criteria

Relevance to the theme, Creativity and Talent,
Overall Impact, Confidence

CULTURAL
ESSE
LITERARY
SPORTS

EVENTS

Talent Show

Experience the pinnacle of creativity and talent at NIFT's Talent Show. Prepare to be captivated by a fusion of fashion, art, and skill, as participants push boundaries and ignite imaginations. It's not just a competition; it's a celebration of boundless creativity and the future of design. Join us and witness the extraordinary at the Talent Show!

No. of Participants from Each Campus:	1
No. of Rounds:	1

Rules

1. Time Limit: 2 minutes of stage setup + 5 minutes of performance (exceeding the time limit will lead to marks deduction)
2. Obscene, offensive, or inappropriate content is strictly prohibited.
3. Participants are responsible for bringing their props and equipment.
4. Technical requirements must be communicated in advance to ensure compatibility with the venue.
5. Participants must report at the venue 60 minutes before the commencement of the event to avoid penalization.
6. The decision taken by the jury will be final.



Evaluation Criteria

Creativity, Skill Level, Stage Presence, Entertainment Value, Overall Impact



Solo Singing

A heartfelt homage to their favourite music legends and venturing back to the vibrant era of the '90s.

No. of Participants	1
Round 1	Musical Icons Tribute
Round 2	Decade 90s

Rules

1. Time Limit: 2 minutes of stage setup + 3 minutes
2. Round 1 is an elimination round. 9 Participants will be shortlisted for the 2nd Round (For Solo singing)
3. A medley of two or more songs is not permitted (For Solo singing).
4. Participants are allowed to accompany their performances with ONE instrumentalist or a karaoke track.
5. For Round 1 any era, genre or

Duet Singing

Participants will harmoniously blend melodies from two diverse Indian states, creating a cultural fusion of regional tunes.

No. of participants	2 (1 boy+1 girl)
No. of Rounds	1
Theme	Two States

- language is allowed. For Round 2 any genre or language is allowed.
6. Music is to be submitted at the time of registration to avoid technical glitches.
 7. Participants must report at the venue 60 minutes prior to the commencement of the event to avoid penalization.
 8. Deviation from the theme will lead to disqualification.
 9. The decision taken by the jury will be final.

Evaluation Criteria

Choice of the song, Sur-tal, Pronunciation, Presentation, Overall impact

Antakshari

Experience the musical fervor at NIFT's Antakshari Extravaganza, where students from all campuses engage in a spirited clash of melodies.

No. of participants from each campus	2
No. of Rounds	4

Rules

1. **Round 1: Antakshari within Antakshari**
2. Time Limit: 90 seconds
3. Teams are required to sing successive songs from the letter in which they end the previous song. Songs should be finished properly with a proper hook, just a phrase won't be considered.
4. **Round 2: English to Hindi**
5. Time Limit: 60 seconds per team
6. The teams are required to sing as many songs as possible after converting the given English word to Hindi. Songs should be finished properly, just a phrase won't be considered.
7. **Round 3: Video Round**
8. Time Limit: 45 seconds per team
9. 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.
10. **Round 4: Audio Round**
11. Time Limit: 45 seconds per team
12. 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.
13. Results will be based on the final scores.
14. Prompting by words, gesture, writing or any other form will lead to 2 marks being deducted.
15. Delay or over timing will lead to loss of chance.
16. Participants are not allowed to use mobile phones during the event.
17. The decision taken by the jury will be final.
18. In round one and two, one point will be given for each correct song.
19. In round one, If you change the letter of the next song, the round will end regardless of the number of seconds remaining.
20. In rounds three and four, a correct answer will result in one point; an incorrect movie title or singer name will result in zero points, regardless of whether you gave part of the answer correctly.



Group Dance

In the grand dance arena of Converge, literary classics come alive through enchanting choreography, where timeless stories find their rhythm, and the stage becomes a canvas of imagination and grace.

No. of participants from each campus	6 - 10
Theme	Literary Classics
Dance Form	Lyrical Contemporary

Rules

1. Time limit: 2 minutes of stage setup + 5 minutes of dance performance (exceeding the time limits will lead to marks deduction).
2. Performance /Choreography must be based on the given theme.
3. Use of one prop is mandatory.
4. Participants must report at the venue 60 minutes prior to the commencement of the event to avoid penalization.
5. Music is to be submitted at the time of registration to avoid technical glitches.
6. The decision taken by the jury will be final.

Evaluation Criteria

Relevance to theme and over all impact, Use of Props and stage space, Steps and expressions, Costume and makeup, Coordination and choreography

Solo Dance

Celebrate the strength, resilience and unity of the street dancers, inviting dancers to showcase their creativity and individuality. A celebration of attitude and expression, where every step tells a unique story, making the streets come alive with dance.

No. of participants	1
Theme	Warrior of the Streets
Dance Form	Street Style

Duet Dance

In the 'Era Swap' Duet Dance Competition, performers skillfully blend different time periods or dance styles, creating a captivating fusion of past and present. The competition promises a visually stunning showcase of creativity, where tradition harmoniously meets modern innovation, delivering an unforgettable dance experience.

No. of participants from each campus:	2 (1 Girl & 1 Boy)
Theme:	Era Swap
Dance Form	Fusion Mix

Rules

1. Time Limit: 3 minutes of dance performance (exceeding the time limits will lead to marks deduction).
2. Performance/ Choreography must be based on the given theme.
3. Participants must report at the venue 60 minutes prior to the commencement of the event to avoid penalization.
4. Music is to be submitted (mp3 format) at the time of registration to avoid technical glitches.
5. The decision taken by the jury will be final.

Evaluation Criteria

Relevance to the theme, Use of stage space, Steps and expressions, Costume, Overall impact



Battle of Bands

A musical time capsule, showcasing the evolution of rock from the '60s to the 2000s. Bands will transport audiences through decades, capturing the essence of each era's iconic sound. This competition promises a fusion of nostalgia and innovation, reviving timeless classics and celebrating the timeless spirit of rock music.

No. of participants from each campus	5 - 7 Members
No. of Rounds	1
Theme	Rock the Ages

Rules

1. Time Limit: 15 min. for performance + 10 min. for the setup.
2. A minimum of 2 instrumentalists and 1 lead vocalist is compulsory.
3. The language will be either Hindi or English.
4. Students will have to get their own instruments. Drums will be provided.
5. Use of content with hate against individuals or religion in any way, any dual meaning, obscene content is strictly prohibited. It will lead to disqualification.
6. Participants must report at the venue 30 minutes prior to the commencement of the event to avoid penalization.
7. The decision taken by the jury will be final.

Evaluation Criteria

Music, Stage presence, Relevance to the theme, Audience engagement, Synchronization, Overall presentation

Junk Music

Exhibit ingenuity by crafting musical instruments entirely from discarded materials.

This unique extravaganza will showcase the extraordinary talent of budding musicians, proving that music can be found in the most unexpected places.

No. of participants from each campus	Maximum 6
No. of Rounds	1

Rules

1. Time limit: 2 minutes for setup + 3 minutes of performance.
2. Participants must create musical instruments from recycled or re-purposed materials.
3. All teams are supposed to bring their own recycled/ re-purposed materials.
4. Instruments should be non-hazardous and safe for performers and the audience.
5. Each performance should be within a specified time limit. No singing allowed.
6. Originality and creativity are encouraged in instrument design and composition.

Evaluation Criteria

Creativity and Innovation, Composition, Performance Skill, Use of Recycled Materials, Audience Engagement, Overall Impact



Face Painting

Vibrant visions come to life at Converge in a kaleidoscope of creativity at the ultimate face painting showdown!

No. of participants	2 (1 artist+1 model)
No. of Rounds	1
Theme	To be provided on the spot

RULES:-

1. Time limit: 15 min for conceptualization, 1 hour for execution and 2 minutes for explanation.
2. One student will be the artist and one will be the model.
3. Using a picture reference from the Internet or print media is not allowed.
4. Participants need to bring their own colour/makeup and brushes.
5. The decision taken by the jury will be final.

Evaluation Criteria

Creativity, Theme conceptualization,
Overall presentation, Originality



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Nukkad Natak

Street corners transform into stages as campuses across the nation engage in a fierce battle of talent and social messages at the Nukkad Natak Competition!



No. of participants	1 Team (10-12 members)
No. of Rounds:	1
Theme	1. Promoting Local Culture and traditions 2. Queer Awareness 3. Feminine Hygiene

Rules

1. Time Limit: 2 minutes of stage setup + 15 minutes of play (exceeding the time limits will lead to marks deduction). Warning Bell will be rung after 12 minutes.
2. Participants must report 30 min prior to the commencement of the event to avoid penalization.
3. The team has to select one theme and the use of mic/ microphone/ speaker is prohibited.
4. Plagiarism and use of offensive content will lead to disqualification.
5. Teams using any props/ costumes must bring all their requirements and must be ready well in time as per instructions given.(Hazardous elements are prohibited)
6. Teams are allowed to use musical props such as Dholak, Flute,etc. (Non-technical instruments)
7. Judges hold the right to stop the act at any point they find it to be violating the rules or general decency.
8. The decision taken by the jury will be final.

Evaluation Criteria

Content/Script, Performance, Relevances of costume/prop to the theme, Overall impact, Originality



Short Film

Uniting creativity from diverse campuses, the Short Film Competition will showcase compelling narratives on screen, bridging campuses through the art of storytelling.

No. of participants	2
No. of Rounds	1
Theme	To be provided at the time of registration

Rules

1. Submission 24 hrs after theme announcement.
2. Films once entered cannot be withdrawn.
3. The film must be shot in the highest quality possible.
4. Any offensive or plagiarized content would lead to direct disqualification.
5. Films may be in Hindi/English language or have no dialogue at all.
6. It is the responsibility of the participant to ensure that the video must be taken with the permission of the subject and do not infringe any copyright of any third party or laws.
7. Entries containing any unauthorized content will be disqualified.
8. The film or brief should not include any watermark or identity-proof, if found the entry will be disqualified.
9. The decision taken by the jury will be final.

Evaluation Criteria

Editing, Mood, Flow of the content, Content quality, Audio clarity

Photography

Through the lens of innovation, the Photography Competition will capture the essence of collaboration among the campuses, framing moments that reflect unity in diversity.

No. of participants from each campus	1
No. of Rounds	1
Theme	To be provided at the time of registration

Rules

1. Submission 24 hrs after theme announcement.
2. Both DSLR and phone photography are allowed. Specification of the device and capture mode should be provided with submission.
3. A title must be given to the photograph with a justified brief of 50 - 100 words as a doc. Or PDF file.
4. Participants are allowed to submit only one entry which is supposed to be mailed on a given mail id along with the participant's name and campus.
5. The photographs taken should be captured during the event (Converge 2023). Photographs can be edited or raw.



6. 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.
7. The photograph and the brief should not include any watermark or identity proof, if found the entry will be disqualified.
8. The decision taken by the jury will be final.

Evaluation Criteria

Perspective, Originality, Theme conceptualization, Overall presentation



Monologue

Voices will echo and stories will unfold as the Monologue Competition connects talents across the campuses, celebrating the power of solo performance and shared experiences.

No. of participants from each campus	1
No. of Rounds	1
Theme	1. Redemption 2. Mental Health Awareness 3. Substance Abuse

Rules

1. 4-5 minutes performance time will be given to each participant.
2. The event will consist of 1 round.
3. Language: English
4. No participant can point out any individual or religion in any way, and any double meaning/obscene content is strictly prohibited. It will lead to disqualification.
5. Judges will hold the right to stop any act at whichever point they find it to be violating the rules or general decency.
6. The decision taken by the jury will be final.

Evaluation Criteria

Relevance of Content, Dialogues and Expressions,
Audience Interaction, Content quality, Body language

Stand-Up Comedy

Laughter knows no boundaries as we come together for the Stand-up Comedy Competition, where humor breaks barriers, fostering a sense of togetherness and joy among participants.

No. of participants from each campus	1
No. of Rounds	1

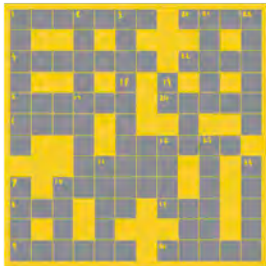
Rules

1. Time limit: 4-5 minutes
2. Language: Hindi/ English
3. No participant can point out any individual or religion in any way, and any obscene content is strictly prohibited. It will lead to disqualification.
4. Judges will hold the right to stop any act at whichever point they find it to be violating the rules or general decency.
5. The decision taken by the jury will be final.

Evaluation Criteria

Content, Fluency, Spontaneity,
Presentation, Sense of humour





Crossword

Puzzles come to life as problems are solved, strategies are built, and a ferocious competition comes to life in a mind-bending crossword challenge.

No. of participants from each campus	1
No. of Rounds	1

Rules

1. Time limit: 1 hour.
2. Reporting time: 15 minutes before the event begins
3. Language: English
4. Use of the Internet or any other reference is not allowed.
5. The words must consist of at least 3 letters
6. Wrong words will lead to a deduction in marks
7. There may be penalties for violations of the rules, such as writing outside the grid or using prohibited aids.

Evaluation Criteria

Correctness

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Graffiti

Walls turn into canvases with some spray creativity in the ultimate graffiti battle.

No. of participants from each campus	Min. 3- Max. 5
No. of Rounds	1
Theme	To be provided on the spot



Rules

1. Time limit: 2 hour (including ideation and execution)
2. Reporting time: 15 minutes before the event begins
3. Canvas will be provided by the campus but other materials will have to be carried by the participants.
4. Canvas Size- 8 ft x 6 ft
5. Any additional surface painting outside of the designated area will result in disqualification.
6. Artwork must be free from explicit, offensive, or inappropriate content.
7. Any artwork deemed offensive or inappropriate by the judges will be disqualified.
8. Any form of cheating, plagiarism, or copying of other participants' work will result in immediate disqualification.
9. The decision taken by the jury will be final.

Evaluation Criteria

Creativity, Execution Skills, Understanding of the topic, Neatness of Surroundings



Mime

Silent stories echo loud in an expressive mime showdown!

No. of participants from each campus	Min. 3- Max. 5
No. of Rounds	1
Theme	To be provided on the spot

Rules

1. Time limit: min. 2 minutes- max. 3 minutes
2. Reporting time: 15 minutes before the event begins
3. The participants will be asked to sit in a classroom while they prepare the act, and are supposed to come without their mobile phones.
4. The act should not be offensive/ abusive/ unparliamentary in any way possible.
5. The act cannot include any spoken words/ sounds/ musical effects.
6. The decision taken by the jury will be final.

Evaluation Criteria

Coordination, Quality of Content, Adherence to the topic,
On-stage presentation, Overall appeal

Rap Battle

Microphones drop and rhymes rise
at the spit fire in a fierce rap battle.

No. of participants from each campus	1
No. of Rounds	1
Theme	To be provided on the spot

Rules

1. Time limit: min. 2 minutes- max. 2.5 minutes for performance.
2. Reporting time: 15 minutes before the event begins
3. The participants will get 1 hour to prepare and write the rap
4. Language: Hindi/ English
5. Plagiarism and offensive content will result in disqualification.
6. Use of mobile phones is prohibited.
7. Participants need to recite the rhythmic speech written by them for the judgement
8. The decision taken by the jury will be final.

Evaluation Criteria

Content matter (Vocabulary), Relevance to the theme,
Creativity, Performance, Overall impact and originality





Ad-Mad

Creativity meets commerce with hilarious craft and compelling ads in the Ad-Mad challenge.

No. of participants from each campus	2
No. of Rounds	1
Theme	To be provided at the time of registration

Rules

1. Time limit for performance: min. 2 minutes- max. 3 minutes
2. Time limit for ideation and prop preparation: 1 hour
3. Reporting time: 15 minutes before the event begins
4. Language: English/ Hindi/ Gestures
5. The participants will be asked to sit in a classroom while they prepare the act, and are supposed to come without their mobile phones.
6. The Advertisement should be presented in the form of a jingle, act, or song to sell the particular product.
7. The expected deliverable would be an advertisement of any form to sell the particular product live in front of the jury.
8. Plagiarism and use of offensive language will lead to disqualification.
9. The decision taken by the jury will be final.

Evaluation Criteria

Coordination, Quality of Content, Adherence to the topic, On-stage presentation, Overall appeal of the advertisement

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Creative Writing

Imagination takes flight in a tapestry of words at the Creative Writing competition

No. of participants from each campus	1
No. of Rounds	1
Theme	To be provided on the spot



Rules

1. Time limit: 45 minutes.
2. Reporting time: 15 minutes before the event begins
3. Language: English/ Hindi
4. The participants will be asked to sit in a classroom, and are supposed to come without their mobile phones.
5. The participants will be provided with a topic/theme on the spot to write any of the following:
Essay, Movie or television scripts, Short story compilation, Speech, Memories Play
6. No unparliamentary/abusive/obscene content will be entertained.
7. Use of additional devices and the Internet is not allowed.
8. The decision taken by the jury will be final.

Evaluation Criteria

Content, Relevance to the theme, Creativity, Originality, Overall impact



Quiz

Brains collide and knowledge reigns supreme in the ultimate battle of wits at the NIFTs Quiz challenge.

No. of participants from each campus	2
No. of Rounds	2
Round 1	Indian Art History & Global Fashion
Round 2	Rapid-fire

Rules

1. Reporting time: 15 minutes before the event begins
2. Language: English
3. Round 1 will be a short answer type quiz. The top 8 teams will proceed to round 2.
4. Round 2 will be a rapid-fire round, where each team can select 1 category out of the categories presented.
(Categories revealed on day 1)
5. The participants will be asked to sit in a classroom during the event, and are supposed to come without their mobile phones.
6. Use of mobile phones is strictly prohibited.
7. Prompting from the audience will lead to disqualification.
8. The decision taken by the jury will be final.

Shayari

Emotions flow in poetic verses in an art showcase of a heartwarming Shayari competition.

No. of participants from each campus	1
No. of Rounds	1
Theme	To be provided at the time of registration



Rules

1. Time limit: min. 2 minutes- max. 2.5 minutes
2. Reporting time: 15 minutes before the event begins
3. Language: Hindi / Urdu
4. The participants will get 1 hour to prepare and write the Shayari
5. Plagiarism and offensive content will result in disqualification.
6. The participants will be asked to sit in a classroom while they prepare the act.
7. Use of mobile phones is prohibited.
8. Participants need to recite the shayari for judgement
9. The decision taken by the jury will be final.

Evaluation Criteria

Content matter (Vocabulary).
Relevance to the Theme,
Creativity, Performance, Overall
impact and Originality



Meme Making

Humor meets artistry in a meme-making extravaganza, crafting laughter one meme at a time.

No. of participants from each campus	1
No. of Rounds	1
Theme	To be provided at the time of registration

Rules

1. It is a submission-based event. Theme, Time, date, and email ID for the same will be provided at the time of registration.
2. The meme has to be made digitally.
3. The meme has to be in a .jpeg format.
4. No late entries will be allowed.
5. Entries will have to be mailed from participants' NIFT email IDs.
6. Plagiarism and any offensive content will result in disqualification.

Evaluation Criteria

Creativity, Thought, Concept, Pun/ Humour, Originality

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JAM

Words race against the clock in a battle of spontaneity and eloquence in the JAM challenge.

No. of participants from each campus	1
No. of Rounds	6

Rules

1. Reporting time: 15 minutes before the event begins
2. The topic will be announced on the spot with no preparation time.
3. The participant has to speak about the given topic for a minute or more without hesitation, repetition or deviation.
4. A player who makes a correct challenge, takes over the subject for the remainder of the minute or until he or she is successfully challenged.
5. A panelist scores one point for making a correct challenge against whoever is speaking or the speaker gets a point if the challenge is deemed incorrect.
6. When the whistle blows after 60 seconds, the person speaking will score a point. An extra point is awarded if a panelist speaks for the entire minute without being challenged..
7. Use of obscene gestures/language will lead to



- disqualification.
8. A buzzer will be pressed twice, first after 45 seconds, and second at the end of 1 minute.

Evaluation Criteria

Deliverance, Content, Spontaneity, Language and Fluency



Athletics

No. of participants from each campus: 1 Boy & 1 Girl (in each event)

1. 100 m

2. 200 m

3. 400 m

4. 800 m

Rules

1. Separate athletic events will be held for boys and girls.
2. If a runner makes two false starts, they will be eliminated.
3. Throughout the race, runners must stay in their lane.
4. If a runner gains an unfair advantage by obstructing, jostling, or interfering with another runner's progress, they will be disqualified.
5. Athletic shoes or spikes are required for runners.
- 6. Running barefoot is not permitted.**
7. Jumping the gun, whistle, or clap will result in a false start, which can result elimination from the event.
8. Further rules will be based on the Athletic Federation of India (AFI). The Referee's judgement is conclusive.

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4x100m Relay Race

No. of participants from each campus	4(2 Boys & 2Girls)
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Rules

1. A combined boys' and girls' relay will be held.
2. The baton must be passed between runners inside the exchange zone.
3. Runners are not allowed to pass the baton with a throw.
4. Additionally, losing the baton will result in disqualification.
5. Throughout the 4 x 100 metre relay, competitors must stay in their respective lanes.
6. If a runner gains an unfair advantage by obstructing, jostling, or interfering with another runner's progress, they will be disqualified.
7. Runners need to wear athletic shoes, trainers or spikes (preferably). Running barefoot is not permitted.

Long Jump

No. of participants	1 Boy & 1 Girl
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Rules

1. Separate long jump competitions will be held for boys and girls.
2. The player must begin their move behind the starting line.
3. The ultimate score will be determined by taking the best three non-consecutive jumps.
4. The distance between the jump take-off line/ board and the closest imprint left by any body part in the sand will be measured.
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. Further rules will be based on the Athletic Federation of India (AFI).
6. The referee's judgement is conclusive.



Kabaddi



No. of participants	7 Boys + Substitutes: 3 boys
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Rules:

1. Each game will be of 20 minutes, divided into two halves of 10 minutes each, with 5 minutes of break time.
3. In every half, teams are entitled to a one-minute time-out. In extra time, there are no time-outs.
4. As long as the raider is in the opponent's court, they will need to chant "kabaddi."
5. The raider will be sent back and the opposing team will receive a point if not chanted.
6. If a raider is instructed in any way by one of his sides, then the referee shall reward one point to the opponent team.
7. Raiders may only be grabbed by their limbs or torso, not by their hair, clothes or anywhere else.
8. All other rules as per IKF (Indian Kabaddi Federation).
9. The referee's judgement is conclusive.

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Discus Throw

No. of participants	1 Boy & 1 Girl
Weight of the Discus	2 kg (Boys) 1.5 kg (Girls)

Rules

1. Separate discus throw competitions will be held for boys and girls.
2. The ultimate score will be determined by taking the best three non-consecutive throws.
3. Avoid stepping on the toe board or line.
4. During the throw, an athlete is not allowed to make contact with the ground outside of the designated circle.
5. The athlete is not allowed to leave the circle before the discus hits the ground. It is regarded as a foul if he or she does that.
6. The throw will be deemed void if the discus lands outside of the landing zone.
7. Further rules will be based on the Athletic Federation of India (AFI).
8. The referee's judgement is conclusive.

Shot Put

No. of participants	1 Boy & 1 Girl
Weight of the Shot	7.26 kg (Boys) 4 kg (Girls)

Rules

1. The ultimate score will be determined by taking the best three non-consecutive throws.
2. Avoid stepping on the shot-put toe board or line.
3. A legitimate put needs to be made with just one hand, starting from the shoulder and the crotch of the neck.
4. The shot does not drop below the shoulder.
5. Further rules will be based on the Athletic Federation of India (AFI).
6. The referee's judgement is conclusive.



Futsal

No. of participants

4 Boys & 2 Girls + Substitutes: 1 Boy & 1 Girl



Rules

1. Each match will be of 20 minutes, each half 10 minutes with 5 minutes of break time.
2. In every half, teams are entitled to a one-minute time-out. In extra time, there are no time-outs.
3. It is required to wear football spikes/ boots.
4. It is recommended to wear stockings, shin guards, and other essential safety gears.
5. Whether the ball is in play or not, substitutions can be made at any moment, but only in the designated substitution zones.
6. A penalty shoot out will be taken from the centre of the D against a goalkeeper, with two steps taken prior to the ball's position.
7. Goalkeepers have only five seconds 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.
8. Goalkeepers are also now free to play anywhere on the pitch and throw the ball beyond the halfway line.
9. Unlike 11-a-side football, goals may not be scored directly from the kick-off in futsal and there is no offside.
10. All other rules as per FEF (Futsal European Federation).
11. The referee's judgement is conclusive.

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Basketball

No. of participants	3 Boys & 2 Girls + Substitutes: 1 Boy & 1 Girl
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Rules

1. There will be four quarters in the match, each lasting five minutes, for a total of twenty minutes.
2. In the order of 5-1-5-2-5-1-5 minutes, there is a 4-minute break. Knockout-based competitions will take place.
3. Throughout a game, each team is permitted to take two one-minute timeouts.
4. Should there be a tie, each team will play five more minutes of extra time.
5. All other rules will be as per FIBA (International Basketball Federation).
6. The referee's judgement is conclusive.



Volleyball

No. of participants	4 Boys & 2 Girls + Substitutes: 2 Boys & 2 Girls
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Rules

1. There will be six players on each squad.
2. Each match will consist of three sets, each consisting of 15 rally points.
3. Each team is permitted two one-minute timeouts during a game.
4. LIBERO is going to be allowed.
5. In the event of a Deuce in a regular set, a maximum 2-point differential up to 17 or 27 points will be played; the team that scores 17 or 27 points first will be deemed the winner.
6. Further rules will be based on FIVB (Fédération Internationale de Volleyball).
7. The referee's judgement is conclusive.





Badminton

No. of participants from each campus	1 Boy & 1 Girl for Singles, 2 for Mix Doubles
Single	1 Boy, 1 Girl
Mixed doubles	2 (1 Boy & 1 Girl)

Rules

1. Participants must bring their own rackets shuttlecocks will be provided.
2. There are three sets of fifteen points each in each match.
3. The best-of-three sets, with 21 rally points each, will determine the semi-final and final teams.
4. In the case of Deuce, the match will be extended by 21 points, up to 30, with 20 being the final point and 21 being the golden point (15 points).
5. There will be a two-minute break after each set.
6. The server and the receiver shall stand within their respective service courts with both feet stationary and shall not move until the shuttle has been struck by the server.
7. Further rules will be based on WBF (World Badminton Federation).
8. The referee's judgement is conclusive.

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ESSE
LITERARY

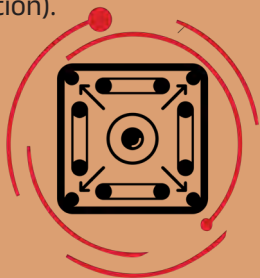
EVENTS

Carrom

No. of participants from each campus	1
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Rules

1. The player scoring maximum points will win the round.
2. Thumbing or backstroke is not allowed.
3. Red coins will be worth 3 points, and black or white coins will be worth 1 point.
4. For a minus stroke, a penalty will be 1 coin.
5. If a striker or carrom man leaves the board, it will result in a foul.
6. The player who breaks, attains white.
7. If the player touches the opponent's coin before his or her own, a penalty of one coin will be allotted.
8. All other rules are as per the ICF (International Carrom Federation).



Chess

No. of participants	1
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Rules

1. Maximum of 20 minutes per game (each player 10 minutes).
2. Host centre will provide Chess Clock, Chess Board, Chess pieces.
3. Duration between each move will be 30 seconds.
4. Maximum of 3 illegal moves will be allowed.
5. 50 moves will be allowed if King is the last chess piece left from the board.
6. If the match ends up in a tie, then piece count will declare the winner.
7. Touch and move rules will be followed.
8. All other rules are as per FIDE (World Chess Federation).
9. The referee's judgement is conclusive.



Table Tennis

No. of participants	1 Boy & 1 Girl for Singles, 2 for Mix Doubles
Single	1 boy, 1 girl
Mixed doubles	1 boy and 1 girl

Rules

1. All matches for boys' singles, girls' singles and mixed doubles are best of 3 sets of 11 points each.
2. Finals will be of 5 sets of 11 points each.
3. Participants are to carry their own bats. Ball will be provided.
4. In case of Deuce in the deciding set a difference of 2 points should be scored compulsorily to win the match.
5. The ball must rest on an open hand palm. Then it must be tossed up at least 6 inches.
6. If the serve is legal except that it touches the net, it should be re-served.
7. Further rules will be based on IITF (International Table Tennis Federation).
8. The referee's judgement is conclusive.

Throwball

No. of participants	7 Girls + Substitutes: 3 Girls
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Rules

1. Each match will be of 15 points and best of 3 sets. One time-out (2 minutes) per team in a match is allowed.
2. 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.
3. Service can be given by any side behind the back line (corners only).
4. The players should serve the ball after the whistle is blown and within 5 seconds.
5. Double touches are not allowed for receiving the service ball.
6. A player can hold the ball for a maximum of 3 seconds. The same player will serve until the service breaks.
7. Further rules will be based on ITF (International Throw-ball Federation).
8. The referee's judgement is conclusive.



**SPOC Faculty member
for Cultural Events**

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POINTS

Winner - 5 Points

1st Runner-up - 3 Points

2nd Runner-up - 1 Point

CULTURAL

S.No.	Event List	Number of Participants	Theme
1	Antakshari	2	NA
2	Battle of Bands	Min. 5 - Max. 7	Rock the Ages
3	Cultural Parade	Max. 50	NA
4	Duet Dance	1 boy and 1 girl	Era Swap
5	Duet Singing	1 boy and 1 girl	Two States
6	Group Dance	Min. 6 - Max. 10	Literary Classics
7	Junk Music	Max. 6	NA
8	Mr. and Ms. Converge	1 boy and 1 girl	Beautiful Chaos
9	Solo Dance	1	Warrior of the Streets
10	Solo Singing	1	Round 1- Musical Icons Tribute Round 2- Decade 90s'
11	Talent Show	1	NA

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POINTS

Winner - 5 Points

1st Runner-up - 3 Points

2nd Runner-up - 1 Point

ESSE

S. No.	Event List	Number of Participants	Theme
1	Face Painting	2 (1 Artist + 1 Model)	To be provided on the spot
2	Monologue	1	1. Redemption 2. Mental Health Awareness 3. Substance Abuse
3	Nukkad Natak	1 Team (10-12 Members)	1. Promoting Local Culture and traditions 2. Queer Awareness 3. Feminine Hygiene
4	Photography	1	The photographs taken should be captured during the event (Converge 2023)
5	Short Film	2	To be provided on the spot
6	Stand-Up Comedy	1	N.A.

LITERARY

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POINTS

Winner - 5 Points

1st Runner-up - 3 Points

2nd Runner-up - 1 Point

S.No.	Event List	Number of Participants	Theme
1	Ad Mad	2	To be provided at the time of registration
2	Crossword	1	N.A.
3	Creative Writing	1	The topic will be announced on the spot.
4	Graffiti	Min. 3 - Max. 5	To be provided on the spot
5	JAM	1	The topic will be announced on the spot with no preparation time.
6	Meme Making	1	To be provided at the time of registration
7	Mime	Min. 3 - Max. 5	The topic will be announced on the spot.
8	Quiz	2	Round 1: Indian Art History & Global Fashion Round 2: Rapid Fire
9	Rap Battle	1	The theme will be provided 1 hour before the event
10	Shayari	1	To be provided at the time of registration

**SPOC Faculty member
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POINTS

Gold - 5 Points
Silver - 3 Points
Bronze - 1 Point

SPORTS

S.No.	Event List	Number of Participants
1	100 m	1 Boy & 1 Girl
2	200 m	1 Boy & 1 Girl
3	400 m	1 Boy & 1 Girl
4	800 m	1 Boy & 1 Girl
5	4 x 100 m	4 (2 Boys & 2 Girls)
6	Badminton	1 Boy & 1 Girl for Singles, 2 for Mix Doubles
7	Basketball	3 Boys & 2 Girls + Substitutes: 1 Boy & 1 Girl
8	Carrom	1
9	Chess	1
10	Discus Throw	1 Boy & 1 Girl
11	Futsal	4 Boys & 2 Girls + Substitutes: 1 Boy & 1 Girl
12	Kabaddi	7 Boys + Substitutes: 3 Boys
13	Long Jump	1 Boy & 1 Girl
14	Shot Put	1 Boy & 1 Girl
15	Table Tennis	1 Boy & 1 Girl for Singles, 2 for Mix Doubles
16	Throwball	7 Girls + Substitutes: 3 Girls
17	Volleyball	4 Boys & 2 Girls + Substitutes: 2 Boys & 2 Girls

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कनडार्ज २७
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CON VERGE

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