

**NATIONAL INSTITUTE OF FASHION TECHNOLOGY, CHENNAI**

**CONVERGE-2011**

**I. EVENTS LIST**

S. No	Events	Team event		Individual event		Mixed event
		Male	Female	Male	Female	
<b>SPORTS</b>						
1	Cricket	Y				
2	Basketball	Y				
3	Volleyball	Y				
4	Throw Ball		Y			
5	Table Tennis			Y (Single)	Y (Single)	Y (Mixed Doubles)
6	Badminton			Y (Single)	Y (Single)	Y (Mixed Doubles)
7	Kho Kho		Y			
8	Chess					Y (Either M or F)
9	Carrom					Y (Mixed Doubles)
10	100m	Y	Y			
11	200m	Y	Y			
12	400m	Y	Y			
13	4x100m Relay	Y	Y			
14	800 m. walk	Y	Y			
15	Long Jump	Y	Y			
16	Triple Jump	Y	Y			
17	High Jump	Y	Y			
18	Shot Put	Y	Y			
19	Discus Throw	Y	Y			
20	Javelin Throw	Y	Y			
<b>CULTURAL, LITERARY &amp; ESS</b>						
1	Solo Song					Y (Either M or F)
2	Antakshari					Y (Group of Two)
3	Solo Dance (Classical / Contemporary)					Y (Either M or F)
4	Group Dance (Folk / Contemporary)					Y (Group of 3 to 8)
5	Skit / Street Play (Social Message)					Y (Group of 5 to 8)
6	Alternate Music					Y (Group of 3 to 5)
7	Debate (English)					Y (Either M or F)
8	Quiz (Current Affairs)					Y (Group of 2)
9	Ad Mad					Y (Group of 2)
10	Converge 2011 – Talent Search					Y (Gp of 2 - 1 M, 1F)
11	Sudoku					Y (Either M or F)
12	Oratorical (English)					Y (Either M or F)
13	Photography					Y (Either M or F)

14	Mystery Box					Y (Group of 2)
----	-------------	--	--	--	--	----------------

## **VII. RULES FOR SPORTS**

### **i. General Rules:**

- a. All teams / athletes should report at NIFT campus one day before the event for registration.
- b. The teams / athletes should have proper playing gears and kits required for the sports.
- c. The teams / athletes should report to the venue atleast 15 minutes before the commencement of the event.
- d. If any team / athlete arrives late by more than 15 minutes beyond the scheduled start time of an event, the opponent will be announced as winners of that particular game through “walkover”
- e. Every team / athlete should compulsorily wear the respective jersey / track suit provided to them as part of the registration kit while participating in the events.
- f. The teams / athletes should strictly follow the referee’s instructions.
- g. The referee’s decision is final
- h. To maintain decorum teams / athletes are advised not to argue / fight / protest with the referee / organizers / participants.
- i. Violation of any rules and code of conduct will lead to disqualification / elimination.
- j. Organizing committee reserves the right to change the event schedule and timings.
- k. The points awarded for all the sports events are:
  - (i) Winner - 5 points, (ii). Runner - 3 points and (iii) 2<sup>nd</sup> Runner / Semifinalists - 1 point each

### **ii. Rules for Cricket:**

- a. Cricket matches are organized for men only.
- b. Each cricket team will be a 15 members squad which includes the playing 11 and the reserves.
- c. All matches are knockouts and will be played a maximum of 10 over a side except for the finals in which a side will play maximum of 15 over
- d. Each 10 over innings will be played for a maximum of 45 minutes and 15 over innings will be played for a maximum of 1 hour.
- e. Teams will have to bowl out the full quota of over within the allotted time.
- f. In case any team reporting late to the venue or they exceed the time allotted to finish the given quota of over, then the team will lose one over for every five minutes of delay while batting.

- g. In case the team bowling second exceeds the time limit, then for every five minutes delay there will be deduction of runs from the target set by the bowling team. The runs deducted would be according to the required run rate at that point of time.
- h. In all matches a bowler can bowl a maximum of 2 over while in the finals a bowler can bowl a maximum of 3 over.
- i. Rules of ICC / BCCI will be observed in all matches.
- j. In case of a tie, the winner will be decided by a “super over”
- k. No power play and fielding restrictions.

**iii. Rules for Basket Ball:**

- a. Basket Ball tournament is organized for men only.
- b. Each team will be a 10 member squad.
- c. The match will be played in 4 quarters for duration of 40 minutes with 10 minutes per quarter and 9 minutes break time in the order of 10-2-10-5-10-2-10 minutes.
- d. Each team is allowed to take 3 time-outs in a match.
- e. A maximum of 2 time-outs in a quarter will be permitted.
- f. All other rules as per BFI.
- g. If required, the teams should be prepared to play in Flood Light.
- h. In case of tie, the teams will play 2 minutes extra time.

**iv. Rules for Volley Ball:**

- a. Volley Ball tournament is organized only for men.
- b. Each team will be a 8 member squad.
- c. Each match will be best of 3 sets of 25 rally points each.
- d. The finals will be best of 5 sets of 25 rally points each.
- e. Service rotation should be strictly followed.
- f. LIBRO will be permitted.
- g. Two time-outs of 2 minute each is allowed per team in a match.
- h. VFI rules will be followed.
- i. In case of Deuce in regular sets a difference of 2 points maximum up to 27 points will be played and the team scoring 27 points first will be declared winners.

- j. In case of Deuce in the deciding set a difference of 2 points should be scored compulsorily to win the match.

**v. Rules for Throw Ball:**

- a. Throw Ball tournament is organized for women only.
- b. Each team will be a 8 member squad.
- c. All matches are of 15 points and single set.
- d. The finals will be best of 3 sets of 15 points each.
- e. One time-out (2 minutes) per team in a match is allowed.
- f. Choice of side/service as per coin tosses.
- g. Service can be given by any side behind the back line (corners only).
- h. Only one touch is allowed and second player can catch the ball and throw it.
- i. Movement of both legs is not allowed while holding the ball.
- j. A player can hold the ball for maximum of 3 seconds.
- k. A player is not allowed to touch the net while delivering the ball.
- l. Smashing is not allowed.
- m. Once the other team gets the service, the serving player and all the other players rotate one position clock wise.
- n. The same player will serve until the service breaks.
- o. After each set the team changes sides.
- p. If the ball touches the net while servicing, it will be a reserve.
- q. A player touching the net or the opposite side with his hands is a fault.
- r. Body touch is not allowed.
- s. 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.
- t. In case of Deuce in the deciding set a difference of 2 points should be scored compulsorily to win the match.

**vi. Rules for Table Tennis:**

- a. Matches will be organized for the following categories:
  - i. Men's Singles

- ii. Women's Singles
  - iii. Mixed Doubles
- b. All matches shall be best of 3 sets of 15 points each.
- c. The finals of women's singles and mixed doubles will be best of 3 sets of 15 points each.
- d. The finals of men's singles will be best of 5 sets of 15 points each.
- e. 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.
- f. In case of Deuce in the deciding set a difference of 2 points should be scored compulsorily to win the match.

**vii. Rules for Badminton:**

- a. Matches will be organized for the following categories:
  - i. Men's Singles
  - ii. Women's Singles
  - iii. Mixed Doubles
- b. All matches except the final are of 21 points knock out (single set) and finals are of 21 points – 3 sets (Finals).
- c. In single set knockout, there will be a side change after 10 points and in finals, the third set will have the side change after 10 points.
- d. Players are asked to bring own Badminton Rackets.
- e. Non marking shoes only allowed. (Cricket shoes or other shoes with spikes are not allowed).
- f. In case of Deuce in regular sets a difference of 2 points maximum up to 23 points will be played and the team scoring 23 points first will be declared as winners.
- g. In case of Deuce in the deciding set a difference of 2 points should be scored compulsorily to win the match.

**viii. Rules for Kho Kho:**

- a. Kho Kho event is organized for women.
- b. Match Format: Two Innings.
- c. Each team should consist of twelve players.

- d. 9 players should play per team.
- e. A Team should consist of 8 defenders and 1 chaser.
- f. Each side alternates between chasing and defence.
- g. Each innings consist of 7 minutes and 5 minutes interval between each innings.
- h. To give kho perfectly and active chaser should touch the sitting chaser by hand from behind and utter the onward kho loudly and instantly. The feet of an active chaser shall not go beyond the cross lane.
- i. If the sitting or an active chaser violates or commits the breach of any rule, it is foul. A foul is to be declared by continuous short whistle until foul is corrected.
- j. If an active chaser goes from one post line to the other post line then after getting a kho, she goes towards a particular post line, she is said to have taken a direction.
- k. When an active chaser lets go her contact, her feet with the rectangle and comes in contact with the ground between the post line she is said to have left the rectangle.
- l. When an active chaser lets go her contact of her feet with the ground between the post lines and comes in contact with the ground of the rectangle she is said to have reached the rectangle.
- m. If the defender loses her contact of the ground within the limits and comes in contact with the ground outside the limit, she is said to have gone out of limits.

**ix. Rules for Chess:**

- a. Individual event.
- b. Swiss system will be followed.
- c. Maximum of 1 hour per game (each player 30 minutes).
- d. Organisers will provide Chess Clock, Chess Board, Chess coins.

**x. Rules for Carrom:**

- a. Team consists of 1 Man and 1 Woman.
- b. Thumbing / Back Stroke allowed.
- c. Maximum of 15 points.
- d. Red coins 5 points, Black / White coins 1 points.
- e. For minus stroke penalty will be 1 coin.

**xi. Rules for athletics – Running Events / Walk Event**

- a. The following Running events / walk event will be organized for Men & Women separately.
  - i. 100 m
  - ii. 200 m
  - iii. 400 m
  - iv. 800 m walk
- b. Runner is disqualified after two false starts.
- c. Sprints: Runner must remain in lane throughout race.
- d. Runner must start behind the start line.
- e. Runner is disqualified if he/she impedes another runner's progress by obstructing, jostling or interfering and gains an unfair advantage.
- f. Runner must wear spikes (preferable), sneakers or athletic shoes. Bare foot running is not allowed.
- g. Jumping the gun/whistle will cause a false start, which could lead to disqualification from the competition.
- h. Athletes are not automatically disqualified for leaving assigned lanes if no advantage is gained.

**xii. Rules for Athletics – Relay Events**

- a. Relay events will be organized for Men & Women separately.
- b. Runners must pass the baton within the exchange zone.
- c. Runners may not throw the baton to make a pass.
- d. Runners must remain in their lanes throughout the 4x100 metre relay race.
- e. Runners are disqualified if they obstruct, impede or interfere with another runner's progress.
- f. 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 competitors.
- g. Bare foot running is not allowed.

**xiii. Rules for Athletics – Long Jump**

- a. Long Jump events will be organized for Men & Women separately.

- b. Always start behind the take-off line.
- c. The best of non-consecutive jumps will be marked as the final score.
- d. Measure the distance of the jump from the take-off line / board to the closest impression made in the sand by any part of the body.
- e. Exit pit from the sides or rear, walking back toward the runway and crossing over the take-off line will result in a foul.
- f. Running: Athlete must be able to jump at least 1M, the minimum distance between the toe board and sand pit.
- g. Standing: Athlete must use both feet on the take-off.

**xiv. Rules for Athletics – Triple Jump**

- a. Triple jump events will be organized for men and women separately.
- b. Always start behind the take-off line
- c. The best of non-consecutive jumps will be marked as the final score.
- d. Measure the distance of the jump from the take-off line / board to the nearest impression made in the sand by any part of the body.
- e. The Triple Jump shall consist of a hop, a step and a jump in that order.
- f. The hop shall be made so that the competitor lands first upon the same foot as that from which he has taken off in the step he / she shall land as the other foot from which subsequently the jump is performed.

**xv. Rules for Athletics – High Jump**

- a. .
- b. .
- c. .
- d. .
- e. .
- f. .

**xvi. Rules for Throwing Events (Shot-put & Discus)**

- a. Shot-put and Discus throws will be organized for men and women separately.
- b. The best of non- consecutive throws will be marked as the final score
- c. Do not step over on or over the shot-put toe board
- d. 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.
- e. An athlete is not permitted to touch the ground outside the stipulated circle during the throw.
- f. Prior to the Discus / Shot-put hitting the ground, the athlete can not go out of the circle. If he / she does that, it is considered as foul.
- g. If the Discus / Shot-put ends up outside the landing area, the throw would not be held valid.

**xvii. Rules for Javelin Throw:**

- a. Javelin Throw events will be organized for Men & Women separately.
- b. 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 shing or hurled. Non-Orthodox styles are not permitted.
- c. A throw shall be valid only if the tip of the metal head strikes the ground before any other part of the Javelin.
- d. It is a foul throw, if the competitor, after he / she has started his throw, touches with any part of his / her body or limbs the lines demarking or the ground outside, the runway.

## VIII. RULES FOR CULTURALS

- a. The points awarded for all the cultural events except “Converge 2011 – Talent Search” are: 1<sup>st</sup> Prize - 5 points, ii. 2<sup>nd</sup> Prize - 3 points and iii. 3<sup>rd</sup> Prize - 1 point.
- b. The winning male and female will be awarded 5 points each for “Converge 2011 – Talent Search” event.

### i. Solo Song (Hindi)

- a. No. of Participant - 1 participant per centre (Either Man or Woman).
- b. Round 1:
  - i. The participant shall sing any song of his/ her choice not exceeding 3 minutes.
  - ii. 8 (eight) participants will be chosen to move ahead for Round 2.
- c. Round 2:
  - i. The participant will have to sing a song either of the 2 genres- Sufi or Semi classical.
  - ii. Performance time should not exceed 4 minutes for this round.
- d. Requirement - Karaoke/CD is required as live orchestra will not be played.
- e. Judging criteria:
  - i. Correct lyrics                      10 Marks
  - ii. Sur Taal                                10 Marks
  - iii. Presentation                         10 Marks

### ii. Antakshari

- a. No. of Participants – 2 participants per centre (Group of Two).
- b. The 15 teams will be divided into two groups. Group -1 having 7 teams and Group-2 having 8 teams. Each team will have 2 members. Three rounds will be played and it will be same for both the groups.
- c. Round 1: A song will be played for each team. The alphabet on which the song is stopped needs to be taken up by the team and they need to sing a song starting with that alphabet and in a minute they can sing as many mukhras as possible starting with the alphabet on which the previous song was stopped by them but the mukhra needs to be complete.
- d. Round 2: An English word will be given to each team. That word is to be converted in Hindi and the song should start with that word. (Word will be given through random chits).

- e. Round 3: A karaoke music or signature tune will be played for 10 seconds. Teams need to identify the song and sing it. Top 2 scorer teams of both the groups will be selected which will play two rounds.
- f. The number of prizes to be given would be 3.
- g. Instructions:
  - i. Each team will be given 1 min to perform in each round. Each correct answer will reward 10 points and (-5) for wrong answer.
  - ii. In Round 3, if a team is not able to identify, it can pass it to the next team on the right. In this case 5 points will be rewarded to the team for the right answer and no points will be rewarded to the original team.
  - iii. The teams are expected to sing the full mukhra in each round with the correct words.

### **iii. Classical or Contemporary Solo Dance**

- a. No. of Participant - 1 participant per centre (Either man or woman).
- b. Competition provides one of the best platforms to showcase the contestant's talent as a dancer and a performer. It includes classical or contemporary dance.
- c. Classical dance remains the soul of Indian dancing and contemporary is an enormously growing rage in today's dance scenario. In this category, a purely classical, contemporary, or an amalgamation of these two completely different genres can be showcased by a solo performer.
- d. Instructions:
  - i. Time duration for a performer: 3 – 5 minutes.
  - ii. Single round contest in or an amalgamation of these two completely different genres can be showcased by a solo performer.
  - iii. The participant shall report 30 minutes before the commencement of the event with necessary music / costume.
- e. Judging criteria: Synchronization, choreography, expression, costume & props, stage coverage, overall impact, innovation and presentation. (each 5 marks, total 40 marks)

iv. **Group Dance (Folk or Contemporary)**

- a. No. of Participants – Group of Three to Eight.
- b. Group dance competition is undoubtedly one of the most awaited competitions of the festival. The competition has witnessed some of the most scintillating performances over the years and the stage is set once again. Energy, expression and passion, the electrifying atmosphere, the beats and the huge crowd applause, it's the time to showcase the talent of the contestant as a dancer and a performer.
- c. Folk and contemporary dances require a lifetime to master, and here the participants have only 5 minutes to perform any pure Indian folk or contemporary dance or even a fusion of these different styles.
- d. Instructions:
  - i. Time duration for the performance - 3-5 minutes + 1 min
  - ii. Single round contest in any Indian folk or contemporary dance or even a fusion of these different styles.
  - iii. The participant shall report 30 minutes before the commencement of the event with necessary music / costume.
- e. The number of prizes to be given would be 3.
- f. Judging criteria: Synchronization, choreography, expression, costume & props, stage coverage, overall impact, innovation and presentation. (each 5 marks, total 40 marks)

v. **Skit / Street Play (Social Message)**

- a. No. of Participants – Group of Five to Eight.
- b. The play is to be performed in the auditorium.
- c. The skit / street play must cover a Social Message. There is no particular theme.
- d. Duration of each play is 10 minutes.
- e. A brief write-up along with the name / theme of the play needs to be given at the time of registration.
- f. The teams would be provided with Collar mike.
- g. A/V assistance would be provided.

- h. The play cannot use recorded music or dialogues.
- i. The play should not be obscene in any case and does not have any political/ religious / communal over tones.
- j. The judges would have the discretionary power of stopping any act at any point of time, if they find it to violate the rules.
- k. Judging criteria: (i) Content / Script - 10 Marks; (ii) Presentation - 10 Marks; (iii) Relevance of social message - 10 Marks; (iv) Innovation - 10 Marks; (v) Props - 20 Marks

**vi Alternate Music**

- a. Music that can be performed using any material other than the conventional musical instruments, equipments & recordings.
- b. No. of Participants – Group of Three to Five.
- c. Each team will get 5 minutes duration to perform.
- d. Compositions can be of 2 or 3 parts with a seamless changeover.
- e. The team can bring any material of their choice to produce alternate music. However it is subject to the approval of the jury members.
- f. The judging criteria would comprise of Rhythm, Tune, Harmony and Innovative use of the materials. (Each 10 marks, total 40 marks)

**vii Converge 2011 - Talent Search**

- a. No. of Participants – Group of Two (One Man and One Woman).
- b. The event would be held at the auditorium.
- c. Round 1:
  - i. Ramp walk: Dressing up according to the theme (Swinging 70s). This involves a walk on the ramp and a creative introduction. Duration: 2 minutes
  - ii. The show should not be obscene in any case and does not have any political/ religious / communal over tones.
- d. Round 2: Talent Round: A talent round by the participants in pairs, showing a depiction of their respective state where their NIFT Centre is located. Duration: 2 minutes.
- e. Judging Criteria: The participants will be judged on the basis of their Walk, Attitude, Personality, their Creative Introduction and Performance in each round. (Each 10 marks, total 50 marks)

## IX. RULES FOR LITERARY AND ESS EVENTS:

The points awarded for all the Literary and Ess events are: 1<sup>st</sup> Prize - 5 points, ii. 2<sup>nd</sup> Prize - 3 points and iii. 3<sup>rd</sup> Prize - 1 point.

### i. Debate (English)

- a. No. of Participant - 1 participant per centre (Either Man or Woman).
- b. **Topic for the debate:** Need for Regulation of social networking sites in India
- c. Participation: 1 person from each centre (either “for” or “against” the given topic to be decided by lot on the subject).
- d. Each participant shall be given 2 minutes to speak on the given topic and 1 minute shall be given to answer the audience / judges questions / interjections.
- i. Judging Criteria; (i) Content coverage - 5 marks; (ii) Debating skills shown - 5 marks; (iii) Convincing arguments skills - 5 marks
- e. The decision of the jury would be final and abiding.

### ii. Quiz (Current Affairs):

- a. No. of Participants – Group of Two.
- b. Total no. of rounds are two.
- c. Round I: Preliminary (Duration: 45 minutes)

Level	Subject	No. of questions	Mark per question	Total Marks
Level – 1	State*	5	3	15
Level – 2	National	3	2	6
Level – 3	International**	2	1	2

\* State refers to the respective state in which particular NIFT Centre is located.

\*\* In case of tie, questions from international section will decide the winner.

- d. Round II: Final (Duration: 45 minutes)
  - i. In final round, questions will be asked only from national and international subjects.
  - ii. Any tie would be sorted out with the questions from participant’s choice of topics within state, national and international affairs.
  - iii. The quiz conductor’s decision is final regarding the number of questions in the final round.

### **iii. Ad Mad**

- a. No. of Participants – Group of Two.
- b. The topics would be given at the time of registration of the event to the contestants through lot system, on the day of event.
- c. Each advertisement should be 1 minute (30 seconds x 2)
- d. Extending the time will encourage negative marking.
- e. The advertisement has to be enacted by the contestants either in English or Hindi.
- f. Each team of 2 participants would make 2 ads – one TV commercial and one Radio Jingle.
- g. Any presentation made by using PPT/Flash/any other electronic media is not allowed.
- h. A basic stationary kit would be provided to each group and props (if any) are to be made using the materials provided.
- i. Judging Criteria; (i) Originality of Idea (ii) Quality of Content and (iii) Visual & Verbal presentation - 10 Marks each
  - i. The decision of the eminent jury would be final and abiding.

### **iv. Sudoku**

- a. No. of Participant - 1 participant per centre (Either Man or Woman).
- b. A Sudoku puzzle is a grid of nine by nine squares or cells that has been subdivided into nine sub grids or "regions" of three by three cells.
- c. The objective of Sudoku is to enter a digit from 1 through 9 in each cell, in such a way that:
  - i. Each horizontal row contains each digit exactly once.
  - ii. Each vertical column contains each digit exactly once.
  - iii. Each subgrid or region contains each digit exactly once.
- d. There is only one valid solution to each Sudoku puzzle. The only way the puzzle can be considered solved correctly is when all 81 boxes contain numbers and the other Sudoku rules have been followed.
- e. When you start a game of Sudoku, some blocks will be pre-filled for you. You cannot change these numbers in the course of the game.
- f. Each column must contain all of the numbers 1 through 9 and no two numbers in the same column of a Sudoku puzzle can be the same.

- g. Each row must contain all of the numbers 1 through 9 and no two numbers in the same row of a Sudoku puzzle can be the same.
- h. Each block must contain all of the numbers 1 through 9 and no two numbers in the same block of a Sudoku puzzle can be the same.
- i. Round 1: Standard Level: Each participant will be given 15 minutes to solve the puzzle in a round
- j. Round 2: Expert Level: Participants who complete standard level within the specified time limit will be able to go to the Expert level, others would be eliminated.
- k. Each participant will be given 20 minutes to solve the puzzle.
- l. Prizes would be awarded to the participants for three positions depending on the time of finish of the Expert round. And marks would be accorded accordingly i.e. 30, 20 and 10.

#### **v. Oratorical (English)**

- a. No. of Participant - 1 participant per centre (Either Man or Woman)
- b. Contestants are to present a speech on one of the following topics:
  - i. Women Empowerment
  - ii. How to manage Electricity Power crisis in India
  - iii. Violent videos/computer games promote violence
- c. The speech is to be 5 – 7 minutes in length. The contestant will be disqualified if the speech time is less than 4 minutes or over 8 minutes in length. Judges are instructed to use their judgement regarding under or over time limit speeches. It is at the judges' discretion how the 4 -5 minutes and the 7 -8 minutes speech will reflect in the score.
- d. Appropriate gestures are allowed. Props are not allowed.
- e. Speech content may not be significantly changed as a contestant advances. Fine-tuning for minor corrections or to adjust time is allowed and encouraged.
- f. The style should be appropriate to the message of the speech. A dramatic presentation is not acceptable. A dramatic presentation is considered anything that is read or performed that has been previously written by another author; a short story, a poem etc. Although quotes to support a position or statement are appropriate, they may not dominate the speech, and should be appropriately cited. Dramatic presentations are also defined, for the purposes of this contest, to include acting as a thing or another person. This rule is not to be interpreted to rule out the use of emotion.
- g. No copyrighted speeches shall be used in the contest.
- h. Contestants may use notes but cannot carry a complete speech.

- i. The use of podium is optional.
- j. The contest will consist of only one round.
  - i. Judging criteria: (i) Introduction, (ii) Content, (iii) Presentation and (iv) Conclusion  
- 10 Marks each

#### vi. Photography

- a. No. of Participant - 1 participant per centre (Either Man or Woman).
- b. **Theme:** "Architecture of NIFT Chennai Buildings"
- c. Registration of the event would be on 22<sup>nd</sup> December 2011 immediately after the inauguration ceremony at Anna University grounds.
- d. Participant must submit a series of up to 3 photographs. The three individual photographs from each participant will be considered in whole as one submission for judging.
- e. Each entry has to be on a photography print paper size 10"x12" [matt/gloss] along with the soft copy.
- f. Each entry has to be mounted on a black / white mounting board size 12"x14".
- g. The name of the participant and the caption of the picture have to be placed in front.
- h. The details about the camera, location, time and technical details of the shot have to be given at the back.
- i. Disclaimer for originality of work.
- j. Camera: SLR only [Manual/Digital].
- k. Mobile phones will not be allowed for photography.
- l. Time of submission and Exhibition/Display on 24<sup>th</sup> December at 11.00 am. (No submission will be allowed after 11.00 am).
- m. Declaration of prize winners on 24<sup>th</sup> December by 4.30 pm.
- n. The participants will be judged on their Originality, Creativity, Techniques, Relevance and Composition.
- o. All the materials e.g. Camera, Mounting pins, Mount board, adhesives etc., have to be arranged by the participants however display boards will be provided.
- p. No extra time will be given to the participants in any condition.

## vii. Mystery Box

- a. No. of Participants – Group of Two.
- b. **Topic:** The theme will be given on the spot.
- c. The activity is based on making a theme based 3-D model using the materials provided in a mystery box.
- d. Each team will be provided a mystery box.
- e. Each team will be given 3 hrs. to complete their model.
- f. Each model has to be accompanied with a short write up about the interpretation of the theme.
- g. The models are judged on the basis of their Originality, Creativity, Relevance, Optimum usage of the material, Communicative aspect of the model created.
- h. If the participating teams are found using additional material apart from the material provided they will be disqualified.
- i. Judges would decide the prize winners based on the 3D models matching the theme given. The total numbers of prizes would be 2, which includes 1st prize winner and 1st runner up along with certificates.
- j. No extra time will be given to the participants in any condition.
  - i. Judging Criteria: (i) Originality, (ii) Creativity, (iii) Relevance, (iv) Optimum usage and (v) Communication aspect - 10 marks each



**X. FIXTURES**

**FIXTURES - CRICKET (M)**

**Venue :** Anna University Sports Complex

**Date :** 22/12/2011 – 24/12/2011

1	Gandhinagar (Runner'10)		23.12.11	
2	New Delhi	22.12.11	07.00am	
3	Bangalore	10.30am		23.12.11
4	Bhubaneswar	22.12.11		03.00pm
5	Raebareli	01.30pm	23.12.11	
6	Shillong	22.12.11	09.30am	
7	Chennai (II Runner'10)	03.30pm		24.12.11
8	Kangra (II Runner'10)	22.12.11		07.00am
9	Jodhpur	03.30pm	23.12.11	
10	Hyderabad	22.12.11	09.30am	
11	Mumbai	01.00pm		23.12.11
12	Patna	22.12.11		03.00pm
13	Kannor	10.30am	23.12.11	
14.	Kolkata (Winner - 2010)		07.00am	

**FIXTURES - BASKET BALL (MEN)**

**Venue :** Anna University Sports Complex

**Date :** 22/12/2011 – 23/12/2011

1	New Delhi (Runner'10)		23.12.11	
2	Bhopal	22.12.11	08.00am	
3	Kolkata	03.00 pm		23.12.11
4	Chennai	22.12.11		03.00pm
5	Patna	04.00 pm	23.12.11	
6	Jodhpur	22.12.11	09.00am	
7	Mumbai (II Runner'10)	05.00pm		23.12.11
8	Hyderabad(II Runner'10)	22.12.11		06.00pm
9	Raebareli	05.00 pm	23.12.11	
10	Bangalore	22.12.11	09.00am	
11	Kangra	04.00 pm		23.12.11
12	Kannur	22.12.11		03.00pm
13	Shillong	03.00 pm	23.12.11	
14.	Gandhinagar (Winner'10)		08.00am	

### FIXTURES - VOLLEY BALL (MEN)

**Venue :** Anna University Sports Complex

**Date :** 22/12/2011 – 23/12/2011

1	Bangalore (Runner'10)		22.12.11	
2	Patna	22.12.11	03.30pm	
3	Hyderabad	10.30am		23.12.11
4	Kannur	22.12.11		10.00am
5	Bhopal	11.30am	22.12.11	
6	Raebareli	22.12.11	04.30pm	
7	Gandhinagar(II Runner'10)	12.30pm		23.12.11
8	New Delhi (II Runner'10)	22.12.11		04.30pm
9	Shillong	12.30pm	22.12.11	
10	Jodhpur	22.12.11	04.30pm	
11	Chennai	11.30am		23.12.11
12	Mumbai	22.12.11		10.00pm
13	Kangra	10.30am	22.12.11	
14.	Kolkata (Winner'10)		03.30pm	

**FIXTURES - THROW BALL (WOMEN)**

**Venue :** Anna University Sports Complex

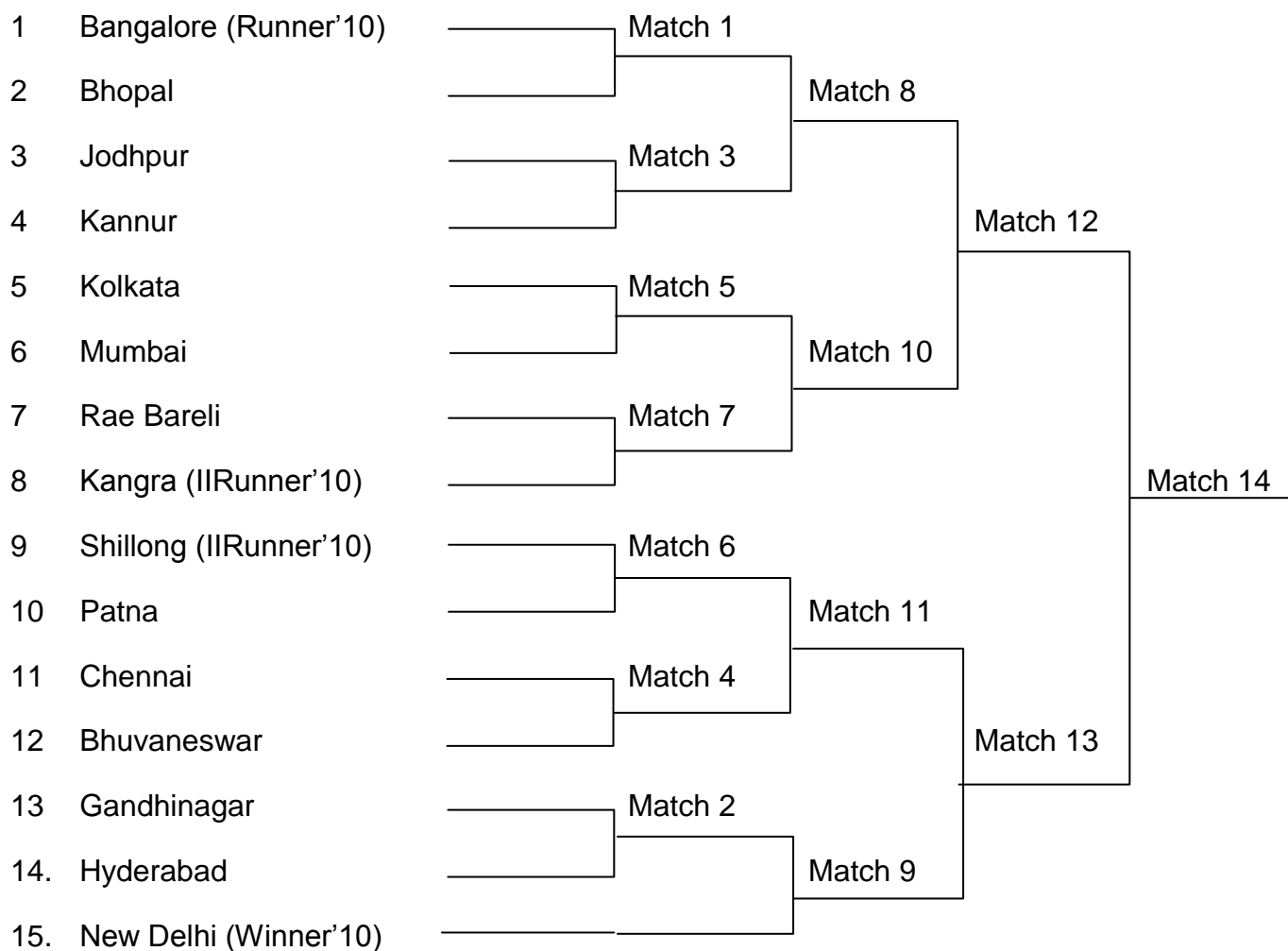
**Date :** 22/12/2011 – 24/12/2011

1	Hyderabad (Runner'10)	23.12.11		
2	Mumbai	07.00 am	23.12.11	
3	Jodhpur	23.12.11	11.00am	
4	Rae Bareli	08.00am		23.12.11
5	Chennai	23.12.11		03.00pm
6	Kannur	09.00am	23.12.11	
7	Kangra	23.12.11	12.00Noon	
8	Gandhinagar(II Runner'10)	09.00am		24.12.11
9	Bangalore (II Runner'10)	23.12.11		08.00am
10	New Delhi	08.00pm	23.12.11	
11	Shillong	23.12.11	12.00Noon	
12	Bhubaneswar	07.00am		23.12.11
13	Patna	22.12.11		03.00pm
14.	Bhopal	05.00pm	23.12.11	
15.	Kolkata (Winner'10)		11.00am	

**FIXTURES – TABLE TENNIS (MEN) - SINGLES**

**Venue : NIFT CAMPUS**

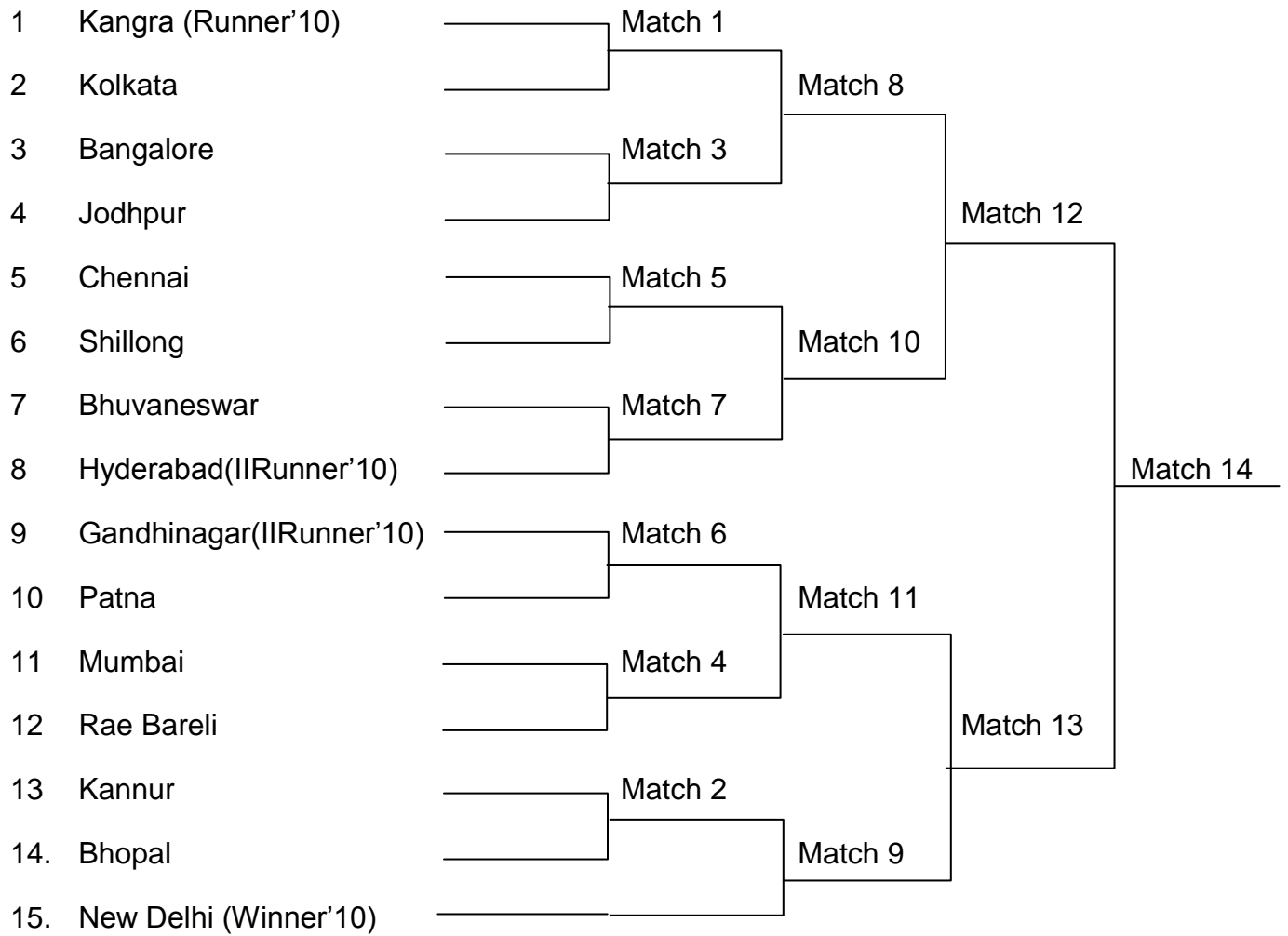
Reporting Time : 07.00 A.M. on 23.12.2011



**FIXTURES – TABLE TENNIS (MIXED) - DOUBLES**

Venue : NIFT CAMPUS

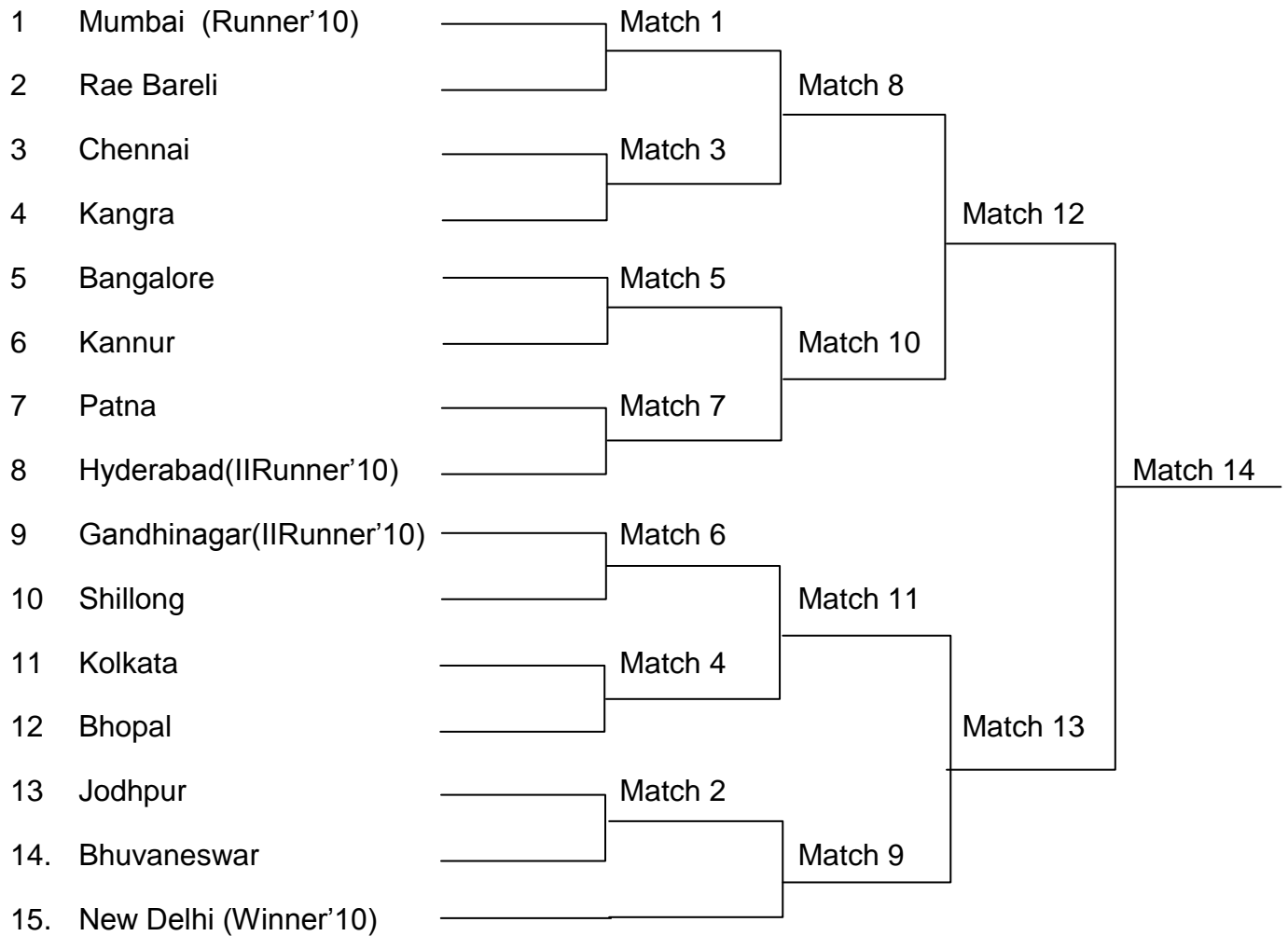
Reporting Time : 01.00 P.M. on 22.12.2011



**FIXTURES – TABLE TENNIS (WOMEN) – SINGLES**

Venue : NIFT CAMPUS

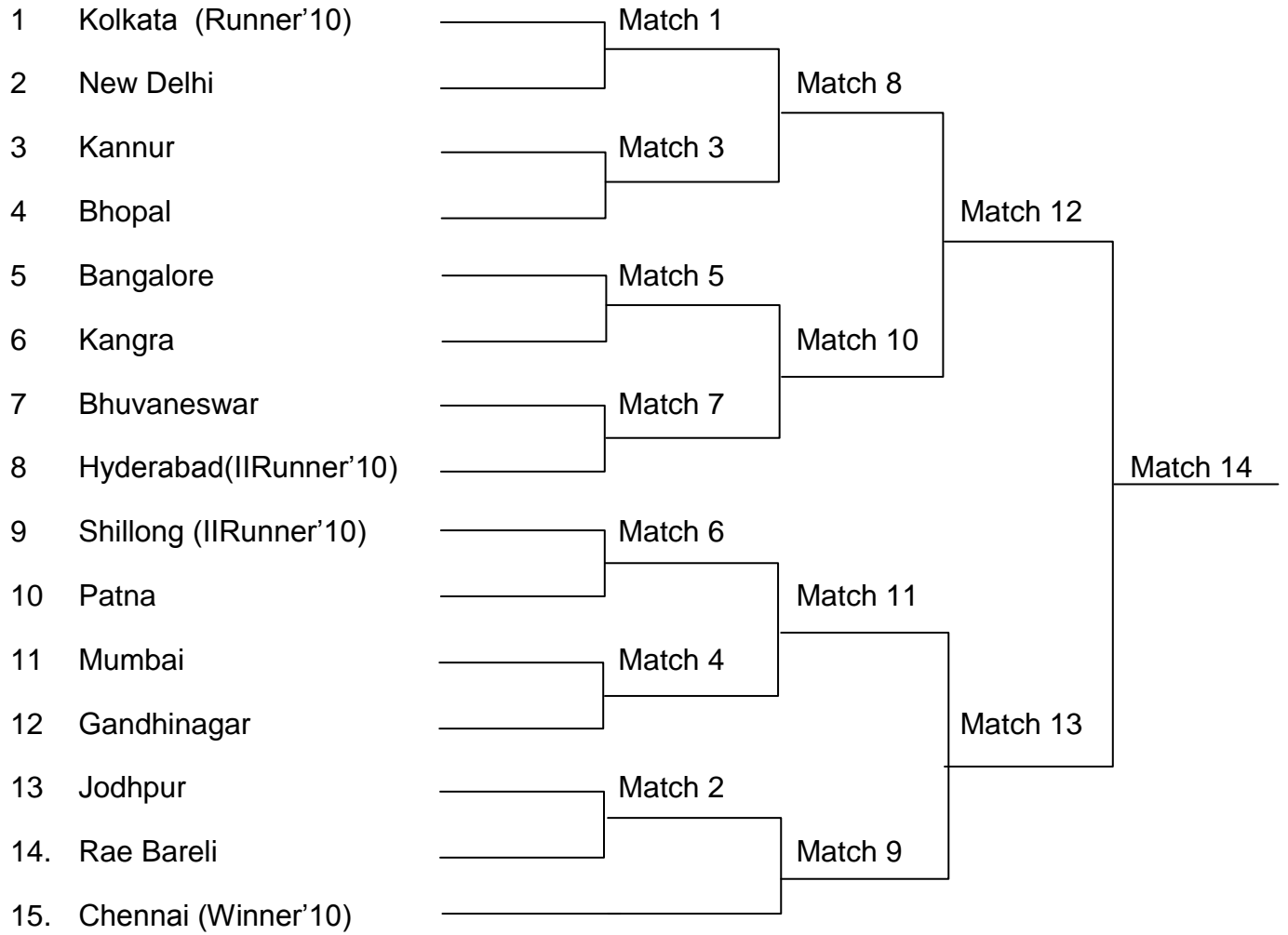
Reporting Time : 07.00 A.M. on 23.12.2011



**FIXTURES – BADMINTON (MEN) - SINGLES**

**Venue : INDIRANAGAR CLUB**

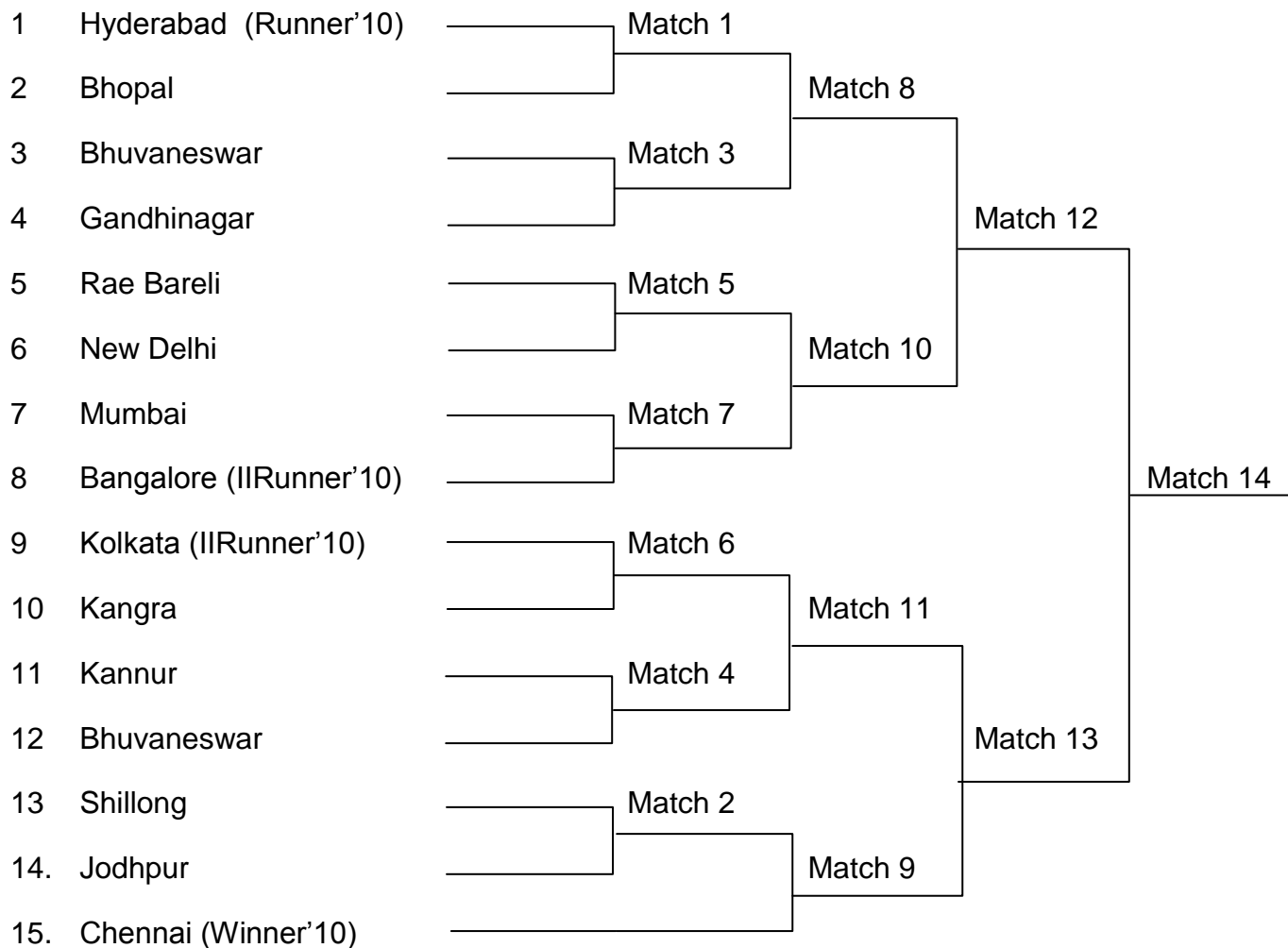
Reporting Time : 09.00 A.M. on 23.12.2011



**FIXTURES – BADMINTON (MIXED) - DOUBLES**

**Venue : INDIRANAGAR CLUB**

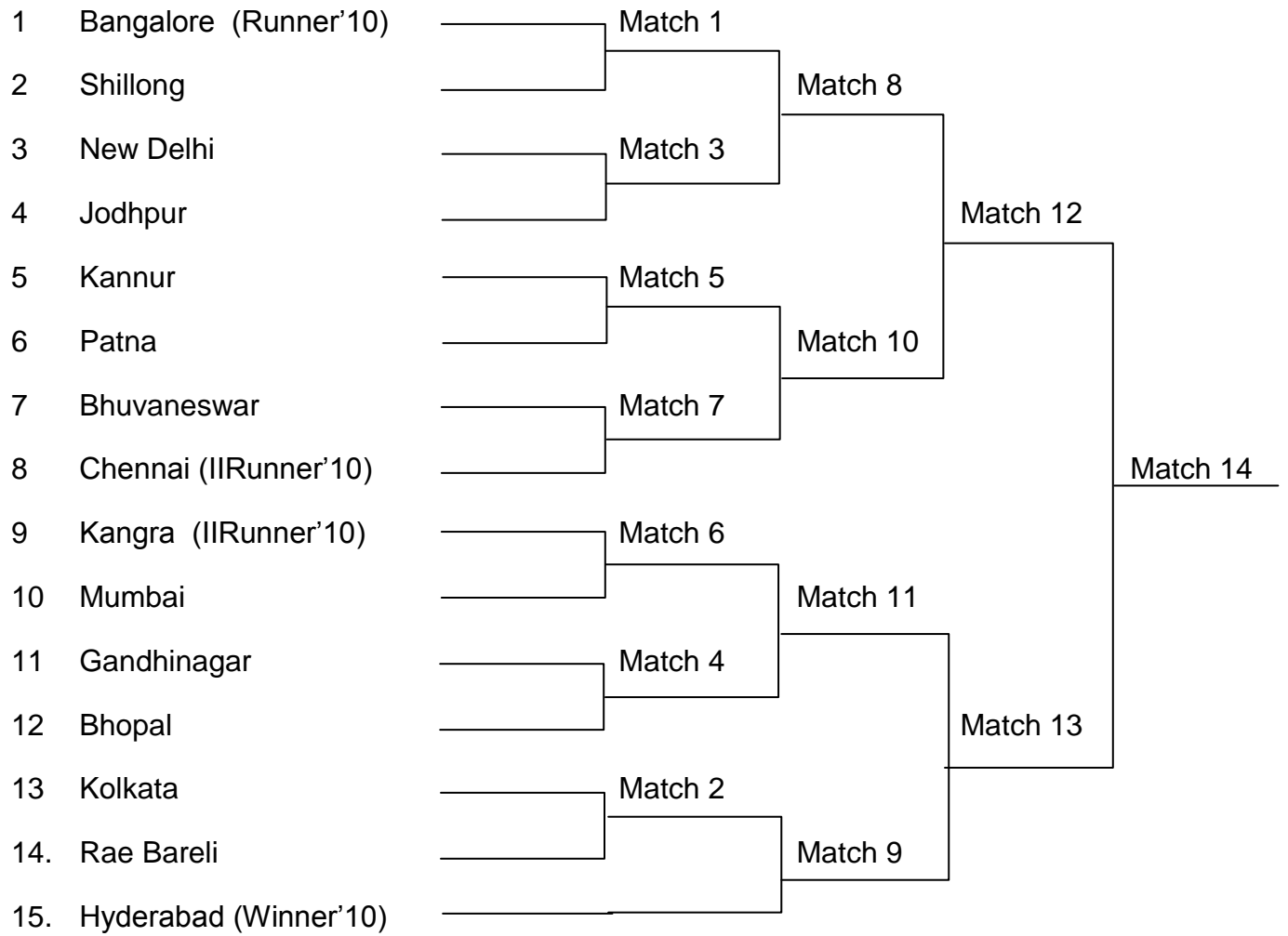
Reporting Time : 11.00 A.M. on 22.12.2011



**FIXTURES – BADMINTON (WOMEN) - SINGLES**

**Venue : INDIRANAGAR CLUB**

Reporting Time : 09.00 A.M. on 23.12.2011



**FIXTURES – KHO - KHO (WOMEN)**

**Venue :** Anna University Sports Complex

**Date :** 22/12/2011 – 24/12/2011

1	Gandhinagar (Runner'10)	22.12.11		
2	Bangalore	10.30am	22.12.11	
3	Bhuvaneswar	22.12.11	03.30pm	
4	Kannur	11.30am		23.12.11
5	Patna	22.12.11		07.30am
6	Chennai	12.30pm	22.12.11	
7	Shillong	22.12.11	04.30pm	
8	Kangra (II Runner'10)	12.30pm		23.12.11
9	Hyderabad (II Runner'10)	22.12.11		03.00pm
10	New Delhi	01.30pm	22.12.11	
11	Kolkata	22.12.11	04.30pm	
12	Rae Bareli	11.30am		23.12.11
13	Mumbai	22.12.11		07.30am
14	Jodhpur	10.30am	22.12.11	
15	Bhopal (Winner'10)		03.30pm	

**FIXTURES – CARROM - DOUBLES**

**Venue : NIFT CAMPUS**

Reporting Time : 11.00 A.M. on 22.12.2011

