



SKE SOCIETY'S

**RPD College of Arts and Commerce  
Belagavi ( Autonomous )**



**Manasollas '26**

**Josh Jashna Junoon**





Manasollas'26

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Ka

Rule Book



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**Mr. Punit Nandurkar**

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## **FEES STRUCTURE**

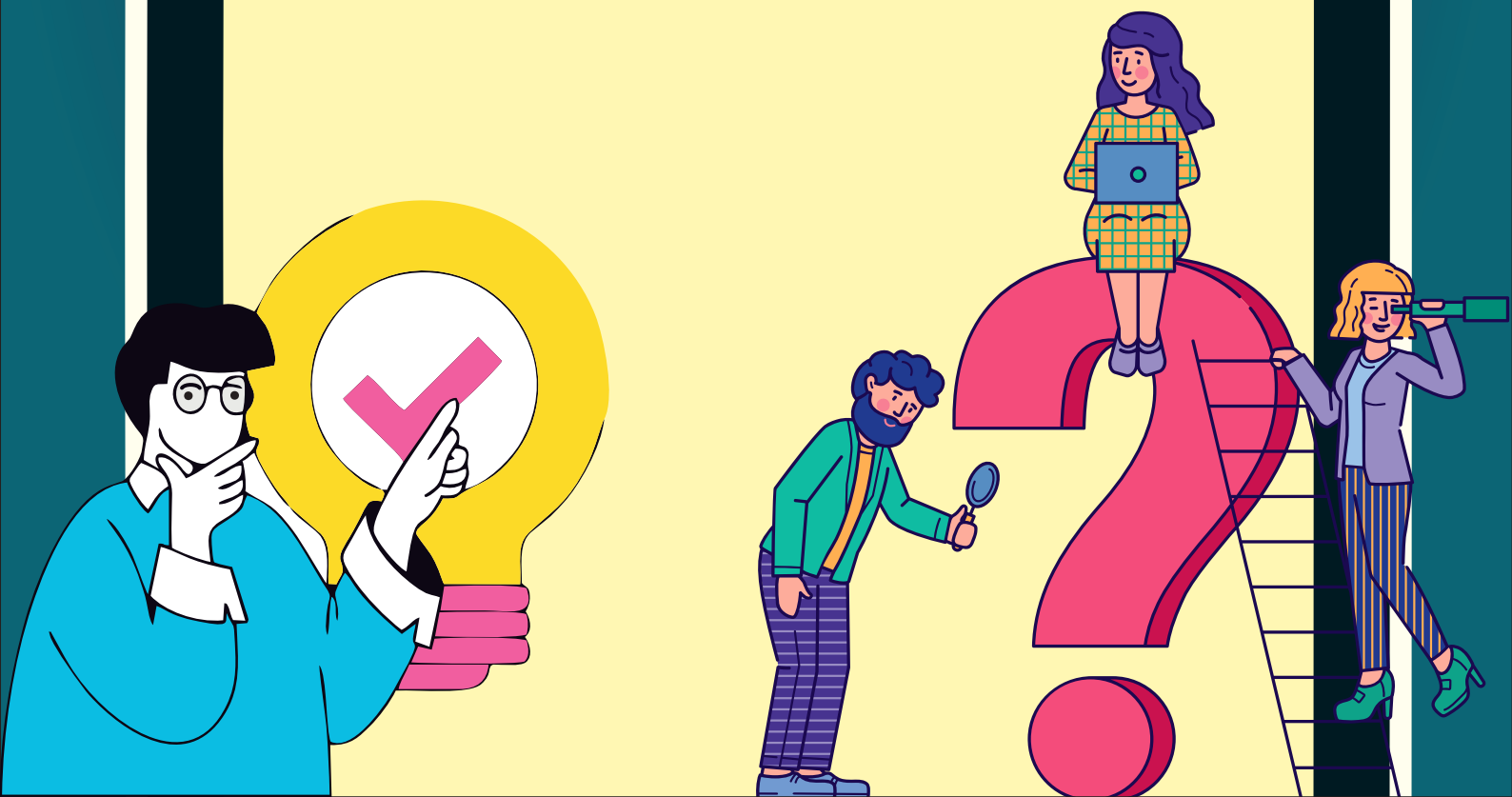
**DUET / TEAMS = 50₹ PER EVENT**



**SOLO = 30₹ PER EVENT**



# QUIZ

## SOCHO ZARA!





# **QUIZ**

## **RULES & REGULATIONS**

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- 1. PARTICIPATION IS INDIVIDUAL ONLY.**
- 2. PARTICIPANTS MUST REGISTER BEFORE THE DEADLINE.**
- 3. ALL PARTICIPANTS MUST BE PRESENT AT THE VENUE ON TIME.**
- 4. THE QUIZ WILL HAVE A TIME LIMIT OF 30 MINUTES.**
- 5. TOTAL NUMBER OF QUESTIONS WILL BE 30.**
- 6. EACH QUESTION MUST BE ANSWERED WITHIN THE GIVEN TIME.**
- 7. USE OF MOBILE PHONES, INTERNET, OR EXTERNAL HELP IS NOT ALLOWED.**
- 8. THE QUIZ MAY INCLUDE LOGICAL REASONING, CAMPUS AND COLLEGE BASED QUESTIONS.**
- 9. IN CASE OF A TIE, A TIE-BREAKER ROUND WILL BE CONDUCTED.**
- 10. LATE ARRIVALS MAY LEAD TO DISQUALIFICATION.**
- 11. ANY FORM OF CHEATING OR MISCONDUCT WILL LEAD TO DISQUALIFICATION.**
- 12. THE DECISION OF JUDGES AND ORGANIZERS WILL BE FINAL AND BINDING.**



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# **SURPRISE EVENT (KYA SCENE HAI)**







# **SURPRISE EVENT RULES & REGULATIONS**

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- 1. EACH TEAM MUST CONSIST OF 4 STUDENTS + 1 MENTOR.**
- 2. TEAMS MUST REGISTER BEFORE THE DEADLINE.**
- 3. ALL TEAM MEMBERS MUST BE PRESENT AT THE VENUE ON TIME.**
- 4. THE EVENT WILL CONSIST OF 4 LEVELS, AND TEAMS MUST CLEAR EACH LEVEL TO PROCEED.**
- 5. INSTRUCTIONS FOR EACH LEVEL WILL BE GIVEN ON THE SPOT.**
- 6. TEAMS MUST FOLLOW THE RULES OF EACH LEVEL CAREFULLY.**
- 7. TIME LIMITS WILL BE GIVEN FOR EACH LEVEL AND MUST BE STRICTLY FOLLOWED.**
- 8. USE OF MOBILE PHONES, INTERNET, OR EXTERNAL HELP IS NOT ALLOWED.**
- 9. TEAMS MUST STAY TOGETHER AND MAINTAIN DISCIPLINE THROUGHOUT THE EVENT.**
- 10. ANY FORM OF CHEATING OR MISCONDUCT WILL LEAD TO DISQUALIFICATION.**
- 11. LATE ARRIVALS MAY LEAD TO DISQUALIFICATION.**
- 12. THE DECISION OF JUDGES AND ORGANIZERS WILL BE FINAL AND BINDING.**
- 13. ALL THE PARTICIPANTS MUST REPORT TO THE GIVEN VENUE AT  
LEAST 15 MINUTES BEFORE THE EVENT START.**



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# DANCE

## JHOOM DESI JHOOM





# **DANCE RULES & REGULATIONS**

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- 1. PARTICIPANTS CAN PERFORM IN SOLO, DUET, OR GROUP.**
- 2. GROUP SIZE MUST BE MAXIMUM 8 MEMBERS.**
- 3. PARTICIPANTS MUST REGISTER BEFORE THE DEADLINE.**
- 4. ALL PARTICIPANTS MUST BE PRESENT AT THE VENUE ON TIME.**
- 5. PERFORMANCE TIME LIMIT IS MAXIMUM 5 MINUTES.**
- 6. MUSIC TRACK MUST BE SUBMITTED IN ADVANCE.**
- 7. PROPS ARE ALLOWED BUT MUST BE SAFE AND MANAGEABLE.**
- 8. VULGAR OR INAPPROPRIATE MOVES ARE STRICTLY PROHIBITED.**
- 9. JUDGING WILL BE BASED ON PERFORMANCE, COORDINATION, EXPRESSIONS, AND CREATIVITY.**
- 8. PARTICIPANTS MUST BE READY BEFORE THEIR TURN.**
- 10. LATE ARRIVALS MAY LEAD TO DISQUALIFICATION.**
- 11. THE DECISION OF JUDGES AND ORGANIZERS WILL BE FINAL AND BINDING.**

## **THEMES FOR DANCE:**

- 1. DESI TASHAN – FULL BOLLYWOOD + FOLK MIX**
- 2. NAACH INDIA NAACH – DIFFERENT STATES IN ONE PERFORMANCE**
- 3. RETRO REMIX – OLD SONGS WITH MODERN BEATS**

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# SINGING SUR SANGAM







# **SINGING RULES & REGULATIONS**

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- 1. PARTICIPANTS CAN PERFORM IN SOLO, DUET, OR GROUP.**
- 2. GROUP SIZE MUST BE MAXIMUM 8 MEMBERS.**
- 3. PARTICIPANTS MUST REGISTER BEFORE THE DEADLINE.**
- 4. ALL PARTICIPANTS MUST BE PRESENT AT THE VENUE ON TIME.**
- 5. PERFORMANCE TIME LIMIT IS MAXIMUM 5 MINUTES.**
- 6. MUSIC TRACK MUST BE SUBMITTED IN ADVANCE.**
- 7. PROPS ARE ALLOWED BUT MUST BE SAFE AND MANAGEABLE.**
- 8. VULGAR OR INAPPROPRIATE MOVES ARE STRICTLY PROHIBITED.**
- 9. JUDGING WILL BE BASED ON PERFORMANCE, COORDINATION, EXPRESSIONS, AND CREATIVITY.**
- 8. PARTICIPANTS MUST BE READY BEFORE THEIR TURN.**
- 10. LATE ARRIVALS MAY LEAD TO DISQUALIFICATION.**
- 11. THE DECISION OF JUDGES AND ORGANIZERS WILL BE FINAL AND BINDING.**



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# RAMP WALK

SWAG SE WALK



# **RAMPWALK RULES & REGULATIONS**

- 1. PARTICIPANTS CAN PERFORM IN SOLO, DUET OR GROUP.**
- 2. MAXIMUM NUMBER OF PARTICIPANTS ALLOWED IS 8 PER GROUP.**
- 3. PARTICIPANTS MUST REGISTER BEFORE THE DEADLINE.**
- 4. ALL PARTICIPANTS MUST BE PRESENT AT THE VENUE ON TIME.**
- 5. PERFORMANCE TIME LIMIT IS 5 + 1 MINUTES (INCLUDING INTRODUCTION).**
- 6. MUSIC TRACK MUST BE SUBMITTED IN ADVANCE.**
- 7. PARTICIPANTS MUST FOLLOW THE GIVEN THEME/DRESS CODE.**
- 8. JUDGING WILL BE BASED ON CONFIDENCE, COORDINATION, STYLE, WALK, AND PRESENTATION.**
- 9. VULGAR OR INAPPROPRIATE OUTFITS/BEHAVIOR ARE STRICTLY PROHIBITED.**
- 10. TEAMS MUST BE READY BEFORE THEIR TURN.**
- 11. LATE ARRIVALS MAY LEAD TO DISQUALIFICATION.**
- 12. THE DECISION OF JUDGES AND ORGANIZERS WILL BE FINAL AND BINDING.**

## **THEME FOR RAMP WALK**

- 1. CULTURES OF THE STATES OF INDIA**
- 2. MET GALA (DESI EDITION)**
- 3. FASHION THROUGH DECADES - 80S, 90S, 2000S, PRESENT**

Event head:

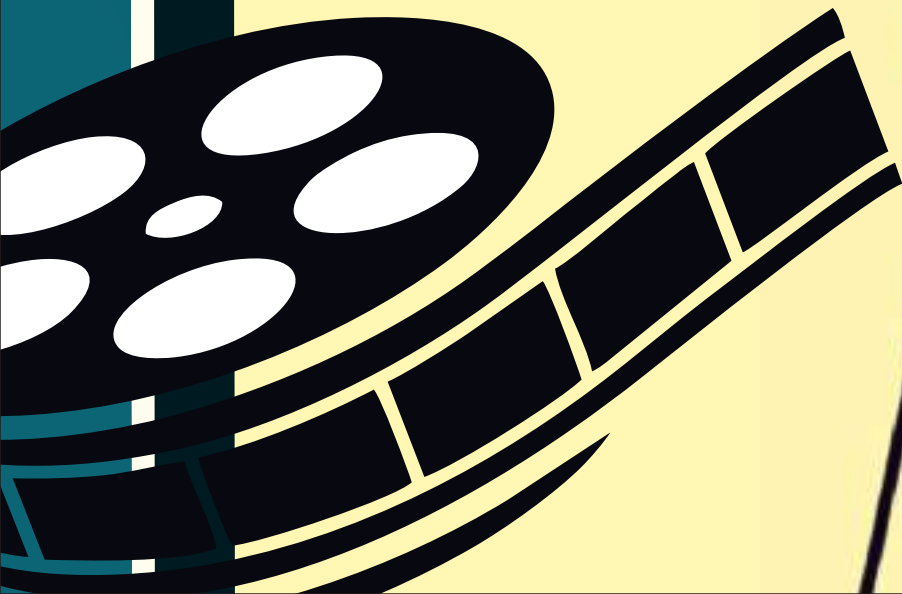
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Lakshita jhangid : +91 87925 59527



# REEL MAKING

HERO BANA REEL MAI





# **REEL MAKING RULES & REGULATIONS**

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- 1. PARTICIPANTS CAN PARTICIPATE INDIVIDUALLY**
- 2. THE THEME IS TO CAPTURE THE ENTIRE EVENT/FEST IN A CREATIVE REEL FORMAT.**
- 3. THE REEL SHOULD HIGHLIGHT DIFFERENT ASPECTS LIKE CAMPUS,  
ACTIVITIES, PERFORMANCES, AND FUN MOMENTS.**
- 4. PARTICIPANTS CAN USE ANY APP OR EDITING TOOLS TO CREATE THEIR REEL.**
- 5. SUBMISSION MUST BE DONE WITHIN THE GIVEN TIME LIMIT.**
- 6. JUDGING WILL BE BASED ON CREATIVITY, EDITING, STORYTELLING,  
AND OVERALL PRESENTATION.**
- 7. THE REEL THAT BEST CAPTURES THE SPIRIT OF THE EVENT WILL BE DECLARED THE WINNER.**



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# PHOTOGRAPHY

APNA SHOT





# **PHOTOGRAPHY RULES & REGULATIONS**

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- 1. THE EVENT IS OPEN FOR INDIVIDUAL PARTICIPATION ONLY.**
- 2. THE THEME IS TO CAPTURE THE EVENT, SHOWCASING THE BEST MOMENTS OF THE FEST.**
- 3. PARTICIPANTS MUST TAKE ORIGINAL PHOTOS DURING THE EVENT  
(NO OLD OR DOWNLOADED IMAGES ALLOWED).**
- 4. BASIC EDITING IS ALLOWED, BUT NO HEAVY EDITING OR MANIPULATION IS PERMITTED.**
- 5. ENTRIES MUST BE SUBMITTED WITHIN THE GIVEN TIME LIMIT.**
- 6. JUDGING WILL BE BASED ON CREATIVITY, CLARITY, COMPOSITION,  
AND HOW WELL THE EVENT IS CAPTURED.**
- 7. THE PARTICIPANT WITH THE BEST PHOTOGRAPH WILL BE DECLARED THE WINNER**



Event head:

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# FACE PAINTING

KALA KENDRA





# **FACE PAINTING RULES & REGULATIONS**

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- 1. PARTICIPATION CAN BE INDIVIDUAL OR IN PAIRS (ARTIST + MODEL).**
- 2. PARTICIPANTS MUST REGISTER BEFORE THE DEADLINE.**
- 3. ALL PARTICIPANTS MUST BE PRESENT AT THE VENUE ON TIME.**
- 4. THE PAINTING MUST FOLLOW THE GIVEN THEME.**
- 5. PARTICIPANTS MUST BRING THEIR OWN MATERIALS (COLORS, BRUSHES, ETC.).**
- 6. ONLY SKIN-SAFE AND NON-TOXIC PAINTS SHOULD BE USED.**
- 7. TIME LIMIT WILL BE GIVEN, AND PARTICIPANTS MUST COMPLETE WITHIN THE TIME.**
- 8. USE OF MOBILE PHONES, INTERNET, OR EXTERNAL HELP IS NOT ALLOWED.**
- 9. PARTICIPANTS MUST MAINTAIN CLEANLINESS AND DISCIPLINE DURING THE EVENT.**
- 10. ANY KIND OF INAPPROPRIATE OR OFFENSIVE DESIGN IS STRICTLY PROHIBITED.**
- 11. JUDGING WILL BE BASED ON CREATIVITY, DETAILING, NEATNESS, AND RELEVANCE TO THEME.**
- 12. LATE ARRIVALS MAY LEAD TO DISQUALIFICATION.**
- 13. THE DECISION OF JUDGES AND ORGANIZERS WILL BE FINAL AND BINDING.**

Event head:

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# TREASURE HUNT

## RAHASHYA YATRA





# TREASURE HUNT RULES & REGULATIONS

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1. EACH TEAM MUST CONSIST OF 4 MEMBERS ONLY.
2. TEAMS MUST REGISTER BEFORE THE DEADLINE.
3. ALL TEAM MEMBERS MUST BE PRESENT DURING THE EVENT.
4. ALL THE PARTICIPANTS MUST REPORT TO THE GIVEN VENUE AT  
LEAST 15 MINUTES BEFORE THE EVENT START.
5. ROUND 1 QUIZ. THIS IS A SCREENING ROUND TO QUALIFY  
FOR THE TREASURE HUNT.
6. TOP-PERFORMING TEAMS WILL QUALIFY FOR THE NEXT ROUND.  
ONLY QUALIFIED TEAMS FROM ROUND 1 CAN PARTICIPATE IN ROUND 2
7. CLUES WILL BE PROVIDED ONE AT A TIMESOLVING EACH CLUE LEADS  
TO THE NEXT LOCATION.
8. TEAMS MUST STAY TOGETHER AT ALL TIMES.
9. NO USE OF MOBILE PHONES, INTERNET, OR EXTERNAL HELP IS ALLOWED.
10. THE DECISION OF JUDGES AND ORGANIZERS WILL BE FINAL AND BINDING.

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# MARKETING EVENT

## PROFIT PLAY





# **MARKETING RULES & REGULATIONS**

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- 1. PARTICIPATION CAN BE INDIVIDUAL OR IN TEAMS OF 2 MEMBERS.**
- 2. PARTICIPANTS/TEAMS MUST REGISTER BEFORE THE DEADLINE.**
- 3. ALL PARTICIPANTS MUST BE PRESENT AT THE VENUE ON TIME.**
- 4. PRODUCTS WILL BE PROVIDED BY THE ORGANIZERS.**
- 5. PARTICIPANTS MUST SELL THE PRODUCTS WITHIN THE GIVEN PRICE RANGE.**
- 6. A TIME LIMIT WILL BE GIVEN, AND PARTICIPANTS MUST COMPLETE THE TASK WITHIN THE TIME.**
- 7. PARTICIPANTS MUST USE THEIR MARKETING AND COMMUNICATION SKILLS TO SELL THE PRODUCTS.**
- 8. USE OF UNFAIR MEANS OR FALSE INFORMATION IS STRICTLY PROHIBITED.**
- 9. PARTICIPANTS MUST MAINTAIN PROFESSIONAL BEHAVIOR AND DISCIPLINE.**
- 10. LATE ARRIVALS MAY LEAD TO DISQUALIFICATION.**
- 11. JUDGING WILL BE BASED ON SALES PERFORMANCE, CREATIVITY, AND COMMUNICATION SKILLS.**
- 12. THE DECISION OF JUDGES AND ORGANIZERS WILL BE FINAL AND BINDING.**



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