
$\underset{\text { Sonada đo silignri }}{\text { Sales }}$
§onada of siliguri

## GENERAL RULES FOR PARTICIPANTS

1. Participants must register as representatives of their college, therefore each college is considered as a team. All members of a team must be of the same college.
2. A fee of INR 100/- per member .
3. Last date for registrations is $\mathbf{2 0}{ }^{\text {th }}$ of November 2016.
4. Submission of all necessary attachments should be done by $21^{\text {st }}$ of November 2016. Online submissions at innovision@mail.com
5. All participants must carry their college ids with them when they are in Salesian College campus and also the participant's badge.
6. Misconduct of any sort from either participants or visitors from the participating college will lead to disqualification of the team.
7. Participating colleges must furnish all the details asked in the registration forms
8. All participants expected to dress appropriately when on stage \& in Salesian College campus. Students are expected to be in formals when participating in academic / literary events.
9. Event judges' decision will be final and binding.
10. Participants are expected to take care of their belongings. The organisers bear no responsibility.
11. Outstation colleges participating in online events shall interact through skype sessions or internet calls.
12. For any further information contact us at innovision@mail.com or www.facebook/innovision15

Contact numbers: +91-9800172000, +91-9474879540

## SAVOIR FAIRE: B.Com \& Management event (open to all streams)

## - SALESIAN PREMIER LEAGUE[AUCTION]

- Number of participants in each team: 4
- Maximum two teams can participate from each college. The organisers will conduct elimination rounds if there are too many teams.
- Each Participating team needs to form a Cricket Team for the SALESIAN PREMIERE LEAGUE consisting of 5 players:-
2 specialist batsmen
1 specialist bowler
1 specialist wicket-keeper
1 specialist all rounder
1 experienced coach
- Each team will have a total of $\mathbf{1 2 0 0}$ points under their belt which they need to spend to form their dream team.
- Any team who is unable to form their team of 5 players and a coach will be disqualified.
- NO RE-AUCTIONING will take place.
- Participating teams must keep in mind that there cannot be more than 2 overseas players in their team (not applicable for coaches).
- The base price for each player will be announced by the Auctioneer and the Bidding for the respective player will begin with the same.
- The player to be bid will be selected by chit system on-spot by the auctioneer.
- Increment will take place by 10 points for first 200, 20 for next 100, and 30 for next 100.
- The auction will be followed by a questionnaire for which every team will be given 10 minutes.


## - DEXIGNER

- Number of Participants in each team: 2-4
- Maximum two teams can participate from each college.
- Each team will be allotted three products on $21^{\text {st }}$ November'16 at 11 a.m. (Salesian College Siliguri Campus) on first come priority basis.
- The team must come up with the idea of one product using the above three products (other products can also be used but the above three products should form an integral part of the final product).
- Each team has to prepare a Power Point Presentation of maximum 10 slides.
- The presentation must contain details about the product, marketing strategies and other relevant information.
- Time Duration: 6+2 minutes. [No extra time will be given for videos or ads].
- The presentation must be mailed in to the organisers on $21^{\text {st }}$ of November 2016 (innovision@mail.com)
- Outstation colleges can conference through Skype.


## - BOARD MEETING

- Number of Participants per team: 6
- Maximum two teams can participate from each college.
- Duration: 10+5 minutes
- The case or the crisis for the board meeting will be given 1 hour prior to the commencement of the event.
- The board must consist of chairman/ CEO, Company Secretary and four other directors as heads of various departments. (A Nominal Director may be present.)
- The board shall have a discussion of 10 minutes on the issue and its effects on the business.
- The board shall come up with a solution to the issue and an executable plan.
- A set of questions must be answered via the proceedings of the meeting and the board will have to come up with answers for the same.
- After the meeting, there will be a press conference of about 5 minutes where the Chairman has to address the press and answer questions raised by them.
- The members of the press shall ask questions mainly to the Chairman regarding the solutions decided upon by the board.
- The secretary will have to submit the minutes to the judges before the press meet begins.
- Participants are expected to be present in complete formals.


## - START-UP KID

- No. of participants per team: 2-4
- Maximum two teams can participate from each college.
- Each team must come up with an innovative business idea.
- Teams must prepare a PowerPoint presentation which must be submitted to the organizers on the $21^{\text {st }}$ of November 2016 (innovision@mail.com)
- Duration: 6+2 minutes.
- Outstation colleges may conference via Skype.


## - WALL STREET KILLERS

- Each team must consist of 4-5 members of which:

2-3 members for trading and 1-2 for maintaining accounts.

- Maximum two teams can participate from each college.
- Each team will be given cash and a portfolio of shares before the event begins. The teams must trade with each other.
- There will be four sessions of trading of 15 minutes each. Maximum and minimum market prices of the shares will be displayed on the screen during every session. The teams must trade within the given range.
- Teams are expected to carry their own calculators.
- Each team must have minimum five transactions otherwise it will be disqualified. The team must also keep sufficient liquid cash with it.
- The team with the highest number of transactions gets additional points.


## - Impresario:

- No. of Participants: 1
- Maximum two participants from each college.
- There are three rounds:
$>$ Round 1: MOCK CAT [24 ${ }^{\text {th }}$ Nov'16]
$\checkmark$ This will consist of three sessions of 40 minutes each: Verbal \& Reading Comprehension[VRC], Logical reasoning \& Data Interpretation[LRDI], Quantitative Aptitude[QA].
$\checkmark$ No calculators allowed.
$>$ Round 2: GROUP DISCUSSION[GD] [25 ${ }^{\text {th }}$ Nov'16]
$\checkmark$ After Mock CAT, participants need to the crack GD.
$\checkmark$ There will be two sessions of 10 minutes each and the topic will be given for each session on spot and no extra time will be allotted to prepare for the same.
$\checkmark$ The participants must score points in all sessions to qualify for the final round.
$>$ Round 3: PANEL INTERVIEW[PI] [25 ${ }^{\text {th }}$ Nov'16]
$\checkmark$ This is the final round that decides the best manager.
$\checkmark$ Participants have to present their CV/Resume to the judges during the third round which will be followed by an interview.
$\checkmark$ Mock CVs will lead to disqualification.
$\checkmark$ They will then have to appear for the interview and answer the questions that follow.


## - Print Ads:

- Design a print ad for the product ‘invisible frames’ (relate to shade/glasses/spectacle) (design must be submitted in Photoshop/Corel/Adobe Illustrator and JPEG formats). Entries must be mailed to the organisers by $21^{\text {st }}$ of November 2016, with a letter stating that the design is original with the counter-signature of the Principal / Coordinator of the participating College.
- Q \& A round with Judges (may take place) (skype for Out station teams) : 2 mins
- Maximum: Two entries per college.


## TECHNOKRAT: B.Sc. \& B.Ca. (open to all streams)

- Geek Coder


## [Coding Competition: C++ or Java]

## Number of Participants: 4

Time Limit: Phase 1 (30 minutes).
Phase 2 (30 minutes)
Judgment Criteria:

- Accuracy
- Execution
- Logic
- Timing


## Rules:

1. Each team can have maximum of four participants from which two will participate in Phase 1 and the other Two in Phase 2(same member cannot participant in both phases).
2. Phase 1 will consist of existing programs having Syntactical/Logical Errors and the participants will have to fix the bugs within the given time duration. Once compiled the program the participants are not allowed to correct the errors (If Any).
3. In Phase 2 questions will be given to the participants and they have to execute the program within the given time duration. Participants can choose their preferred programming language (C++ or JAVA) before they start. Once selected they cannot change their selected language during the game.
4. Decision from the Judges will be based on their performance.

## 2. Quizomania

## [Quiz]

## Number of Participants: 2-4

Time Limit: 1 hour.
Rules:

1. There will be Four rounds: I) General knowledge, II) Science \& Technology, III) AudioVisual, IV) Rapid fire.
Decision of the quiz master is final.

## 3.Two Minutes to Fury

## [Team Game]

## Number of Participants: 4

Time Limit: 1 hour.
Judgment Criteria:

- No use of cheat code
- Team coordination
- No. of Frags / Last team standing

Rules:

1. GAME: COUNTER STRIKE
2. There will be 4 Players from each team.
3. Friendly fire will be ON.
4. First phase will be 5 Rounds each of 2 mins.
5. Second phase will be of 7 Rounds each of 2 mins
6. Third phase will be of 11 Rounds each of 1.5 min for I and II Position
7. Fourth phase will of 7 Round each of 1.5 min for III Position.

## 4.Tech Forum

[Theme: "Latest Trends in Computer Science \& Information Technology"]
Number of Participants: 2 to 4
Time Limit: 10-15 minutes (Per Team)
Judgment Criteria:

- Knowledge
- Creativity
- Presentation
- Explanation

Rules:

1. Each team should have maximum 4 participants.
2. Each team will get maximum of 10 to 15 minutes to present their content.
3. All the team should submit their presentation during the registration to the allocated Event Manager.
4. Decision of the Judges will be final.

## 5.Eureka

## [Theme: Innovative use of science, technology in the campus]

## Number of Participants: 2

Time Limit: 5 minutes
Judgment Criteria:

- Knowledge
- Creativity
- Presentation
- Concept

Rules:

1. Each team should have maximum 2 participants.
2. Each team will get maximum of 5 minutes to present their content.
3. All the team should submit their presentation during the registration to the allocated Event Manager.
4. Decision of the Judges will be final.

## INSCAPE: Humanities and Social Sciences Event (open to all streams)

## 1. Short Film

- One entry per college
- Theme: New Begining
- Entries must be mailed to the organisers by $21^{\text {st }}$ Nov, 2016 (innovision@mail.com), with a letter stating that the design is original with the counter-signature of the Principal / Coordinator of the participating College.
- Video length: 5 mins
- A word file specifying the details of the filming. No plagiarism shall be entertained.
- Skype or internet calling for outstation colleges.(may take place)
- Judgment criteria: Direction, Theme applicability, Story line, Technicality.


## 2. Photography

- Each participant can send one picture for either/both themes in 6in x10in size photo print on the day of the event and soft copy by $21^{\text {st }}$ of November 2016. (innovision@mail.com)
- Theme 1 - Beautiful Blur, Theme2 - Expressions.
- 2 pictures each on both themes
- Editing of any sort would lead to disqualifications.
- Each image must have a caption.
- Printed copies not required for colleges stationed outside North Bengal.


## 3. Cover page design :

- Design cover page for a magazine (designs must be submitted in PDF and carry the original file on the final day). Entries must be mailed to the organisers by $21^{\text {st }}$ Nov, 2016, with a letter stating that the design is original with the counter-signature of the Principal / Coordinator of the participating College.
- Maximum: Two entries per college.
- Word file description stating about the design. Maximum Limit 300 words.
- Judgement Criteria: Creativity and skills, Theme application, Presentation
- Theme of the Magazine will be given when the team registers with us.


## 4. Model Politics :

- Team of 2-4 members
- Case will be given on the spot
- Presentation of policy followed by solution to case and questionnaire round.
- Maximum allotted time - 1 hour (Case allotment: 5 minutes, Discussion and preparation: 20 minutes, Presentation and questionnaire: 10+5 minutes )
- Carry your own electronic media for reference.
- Judgment criteria: Rationale, presentation skills, Language, applicability.


## 5. Paper Presentation

- The topic is Folklore and Fairy Tale
- A team of 1-3 member/members
- Time limit for presentation - 7-10 mins
- The paper/article should not be less than 2000 words in English language (No vernacular language allowed)
- The participant has to a hard copy on the day of the event and an abstract of the paper beforehand.
- The references have to be properly stated
- It must be in APA format.
- A power point presentation can aid the presentation within the stipulated time limit.

6. Extempore :

- A maximum of two participants from each college (solo event)
- Time limit- 3 minutes (preparation 1 minute + speech 2 minutes)
- Topic: (will be given on the spot)
- Judgement Criteria: Communication, Creativity, Surprise factor for the day of the event.


## 7. Debate :

- 1 team per college consisting of 2 members each.
- Prelims on $25^{\text {th }}$ of November, two teams shall be selected for the finals on $26^{\text {th }}$ of November.
- $4+3$ mins for each college and 2 mins for rebuttal.
- Profanity would lead to immediate disqualification..
- The topic for the debate will be given one hour prior to the event.
- No electronic reference allowed.
- Criteria for judging: Presentation, content and rebuttal, pronunciation, time keeping.


## 8. Collage Making:

- A team of 2-4 members
- One team per college
- Time - 30 mins
- Teams must bring their own stationary \&other materials
- Theme - Laws and Environment


## 9. GEO Quiz

- A team of 2-4 members
- One team per college.


## CULFEST: Cultural fest

- SKETCHING- $24^{\text {th }}$ November
- 2 entries per college (solo event)
- Time: 60 mins
- Participants must bring their own stationary \&other materials.
- Theme: Portrait
- Using picture / models for inspiration is allowed (no mobile phones or laptop)
- PAINTING- $24^{\text {th }}$ November
- 2 entries per college (solo event)
- Time: 60 mins
- Teams must bring their own stationary \&other materials
- Theme: Wo(man) \& nature
- Using picture / models for inspiration is allowed (no mobile phones or laptop)
- SOLO VOCALS - $25^{\text {th }}$ November
- Theme: Eastern (Indian)\& or Western (English)
- Maximum 2 entries per college.
- Only one musical instrument/accompaniment will be allowed per solo contestant. One supporting artists allowed.
- Organisers shall not provide any instruments.
- Time limit: maximum $4+1$ mins
- No vulgar lyrics or body language.
- Participants will not be allowed to carry any reference material
- INDO WESTERN FUSION BANDS $-25^{\text {th }}$ November
- The band must use Indo-western fusion music in the performance, failing which no marks will be awarded. Therefore, such band will summarily be disqualified.
- Vulgarity in lyrics will not be accepted and will lead to automatic disqualification.
- The band must have an exclusive name and the organizers must be intimated during registrations.
- Bands must have at least one original composition.
- Group: 3-8 members
- Time limit: maximum $12+5 \mathrm{~min}(5 \mathrm{~min}$ for set up \& sound check)
- Only drum set (no sticks) will be provided (bands can bring their own drum set)
- GROUP DANCE - THEME - $26^{\text {th }}$ November
- Each troupe / participant must choose their theme
- Song must be submitted 1 hour prior the show to the event manager.
- Maximum participants: 11
- Time limit: maximum of $4+1$ mins (this also includes time to set up your act).
- A team is allowed to choose their own theme.
- One team per college.
- DANCE OFF - $\mathbf{2 6}{ }^{\text {th }}$ November
- Song must be submitted on the spot 1 hour before the event.
- Limit to team members: 11 people.
- Time limit: $1^{\text {st }}$ round/ Screening round -3 mins $2^{\text {nd }}$ round/Face Off - 8 to10 mins.
- Groups must have an exclusive name and should be intimated during registrations.
- One team cannot interrupt the other during performance until music fades.
- No physical aggression permitted.
- 1 team per college.
- No vulgarity allowed.
- MINUTE TO FAME- $25^{\text {th }}$ November
- Participants will get maximum 1 minute to display their talent.
- This is a solo event and participants are expected to bring their own props, equipment and/or background music (if required) in CD / USB.
- Note: Singing, Painting, Sketching \& Dancing cannot be part of this event.
- No dangerous acts allowed.
- No limit for participation for each college.

