



Bansilal Ramnath Agarwal Charitable Trust's
VISHWAKARMA INSTITUTE OF TECHNOLOGY, PUNE - 411037
(An Autonomous Institute affiliated to University of Pune)



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COORDINATOR DETAILS

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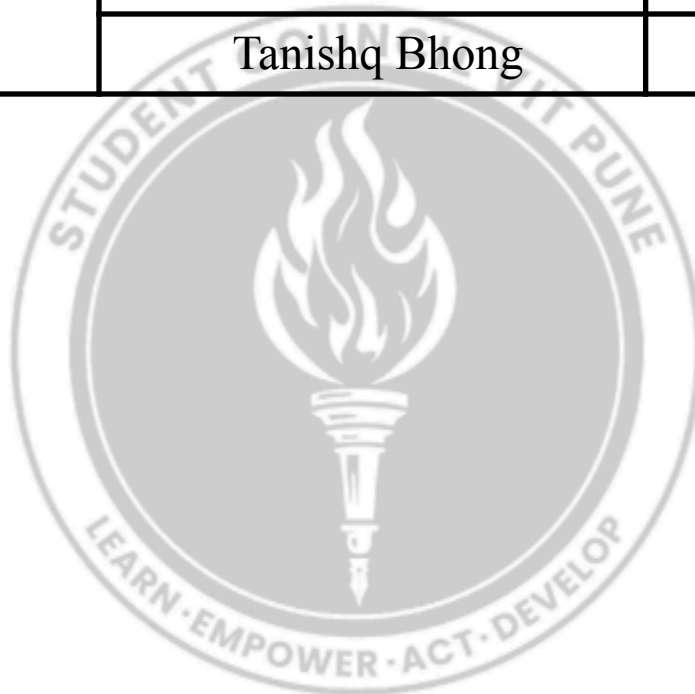
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Section	NAME	CONTACT
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INDEX

SECTION	EVENT NAME	EVENT CODE	ENTRY FEE
ARTIZONE	Arm Wrestling	EC 01	Rs. 30/-
	CID	EC 02	Rs 160/-
	Bladder Burst	EC 03	Rs 10/-
	Eating Competition	EC 04	Rs 30/-
	Hand Painting	EC 05	Rs 60/-
	Human Foosball	EC 06	Rs 250/-
	Resin Art Workshop	EC 07	Rs 150/-
	Tie Dye Workshop	EC 08	Rs 150/-
AUDI	Footloose (SOLO)	EC 09	Rs 100/-
	Footloose (DUET)	EC 10	Rs 180/-
	Footloose (GROUP)	EC 11	Rs 300/-
	Naatki	EC 12	Rs 400/-
	Miss & Mr VIT	EC 13	Rs 120/-

AUDI	Musical Maestro	EC 14	Rs 120/-
	Salsa Workshop	EC 15	Rs 100/-
	V-Rock	EC 16	Rs 600/-
LAN	BGMI: SOLO	EC 17	Rs 60/-
	BGMI: SQUAD	EC 18	Rs 200/-
	Clash Royale	EC 19	Rs 60/-
	CODM: SOLO	EC 20	Rs 50/-
	Ludo	EC 21	Rs 20/-
	Stumble Guys	EC 22	Rs 50/-
	Valorant	EC 23	Rs 250/-
	Fifa	EC 24	Rs 100/-
	Fifa Penalties	EC 25	Rs 50/-
	IPL Auction	EC 26	Rs 100/-
LITBIZ	Debattle	EC 27	Rs 70/-
	Stock Market Workshop	EC 28	Rs 100/-
	AI and Deep Learning Workshop	EC 29	Rs 100/-
	Word Weave	EC 30	Rs 60/-
	Corporate Clash	EC 31	Rs 80/-
	Family Feud	EC 32	Rs 60/-
	BidCraft	EC 33	Rs 50/-

TEAM	Box Cricket	EC 34	Rs 300/-
	Blind Rush	EC 35	Rs 80/-
	Nerf Mania	EC 36	Rs 240/-
	Water Gun Battle	EC 37	Rs 210/-
	RedLight GreenLight	EC 38	Rs 80/-
	Treasure Hunt	EC 39	Rs 180/-
	UV Cricket	EC 40	Rs 300/-
	Volta Football	EC 41	Rs 180/-



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EC 01: ARM WRESTLING

Description: One of the most enjoyed and known forms of wrestling played by people of all ages. Also known as “Panja” in the sub-continent, the thrill and the excitement it brings to the table is hard to miss. Two players, one table; may the one with the greatest strength win!

Entry Fee: Rs. 30/-

Number of Participant(s): 1

RULES:

- Elbow should be placed on the table at all times during the match.
- The non-pulling hand should be in contact with the table or behind the participant's backs at all times.
- Participants must adhere to all rules; failure to do so will result in up to three warnings before disqualification.
- Nails must be trimmed short.
- The number of rounds will vary depending on the total number of participants.
- Winners will be determined separately for boys and girls, as well as for left-handed and right-handed participants.
- **Decisions of the judges and the organizing team shall be final and binding.**



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EC 02 : CID

Description: Participants are invited to unleash their creativity across diverse mediums, spanning traditional sketches to vibrant watercolours. With an open-ended theme, artists can passionately convey their unique perspectives and share compelling stories through their chosen artistic expressions.

Entry Fee: Rs. 160/-

Number of Participant(s): 4
(one team)
(From same department)

RULES:

- The team can consist of 3 or 4 members.
- Cheating of any kind will lead to disqualification.
- If any suspicious activity is found, participants will be disqualified on spot.
- In case of a tie, the time taken to find the clue will be considered. A team
- will be given a maximum of 20 mins.
- Each Team must figure out: Who, How and Why
- Bonus points will be awarded for: Finding clues, solving puzzles, Correctly
- identifying suspects.
- Mandatory for every participant to provide their College IDs and receipts
- without which entry will not be permitted.
- A single person must register on behalf of the entire team.
- No participant is allowed to be part of more than 1 team.
- **Decisions of the judges and the organizing team shall be final and binding.**

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EC 03: Bladder Burst

Description: A thrilling and self-challenging event to know your “capacity” better. The participant who drinks the maximum amount of water in 1-minute wins!

Entry Fee: Rs. 10/-

Number of Participant(s): 1

Time limit: 1 min

RULES:

- Participants must drink the maximum number of glasses of water within the given time to win.
- To ensure fairness, participants should not spill water intentionally during the challenge.
- Staying composed is key—participants must remain comfortable and steady (not throw up) during or after the event. Participants who throw up during the given time will be disqualified.
- **Decisions of the judges and the organizing team shall be final and binding.**

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EC 04: Eating Competition

Description: Competitive eating, a feast for all. An activity in which participants compete against each other to eat large quantities of food in a short time period. The one who eats maximum pani-puri, without any consumption of water in 30 seconds wins.

Entry Fee: Rs. 30/-

Number of Participant(s): 1

Time limit: 30 secs

RULES:

- Participants must eat the maximum amount of pani-puri within 30 seconds to win.
- Consumption of water is not allowed during the competition.
- Staying composed is key—participants must remain comfortable and steady (not throw up) during or after the event. Participants who throw up during the given time will be disqualified.
- **Decisions of the judges and the organizing team shall be final and binding.**

EC 05: Hand Painting

Description: It's time to showcase the talent that your hands hold, quite literally. Flaunt your skills by using the hands as a canvas and pour in your talent. Participants will need to paint on their own hands or can paint on another member's hand on the theme given.

Entry Fee: Rs. 60/-

Number of Participant(s): 2 (must be from the same department group)

Time limit: 2 hours

RULES:

- The theme for the event shall be provided on the spot.
- Participants will be provided with a basic set of paints and a brush and they are only supposed to use those (no external supplies to be used).
- The participants must paint the entire palm.
- Participants should strictly get their own partner to paint on their palm.
- Palettes must be brought by the participants on the day of the event.
- A single person must register on behalf of the team.
- No participant is allowed to be part of more than 1 team.
- **Decisions of the judges and the organizing team shall be final and binding**

EC 06: Human Foosball

Description: A life-sized version of the most popular indoor game - Foosball. This interesting game played by two teams requires them to hold on to the pipes and try to shoot the ball through the goal post. The freedom of movement is restricted to the horizontal axis in order to simulate the experience of the original game of foosball thus making it a very exhilarating experience.

Entry Fee: Rs.250/-

Number of Participant(s): 6 (must be from the same department group)

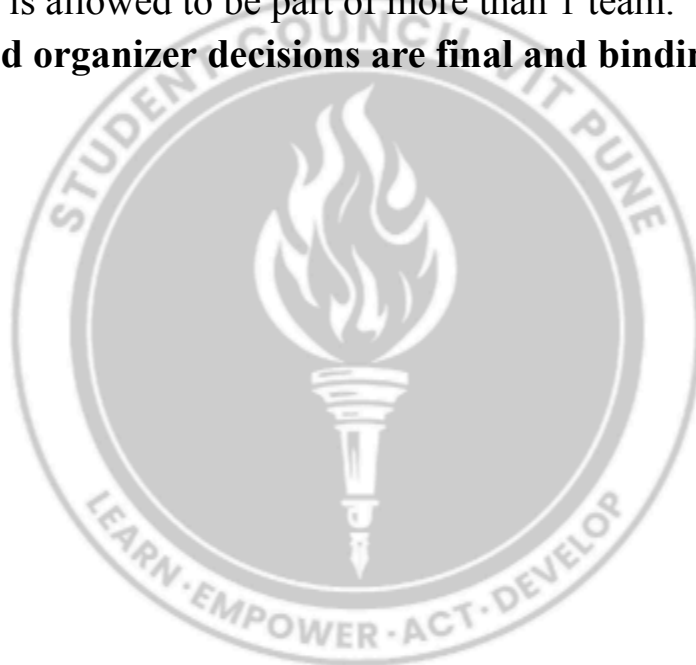
Time limit: 8 mins.

RULES:

- The game involves two teams of six players each.
- Players must not kick, trip, or verbally/physically abuse their opponents. Violations will result in penalties and/or disqualifications.
- All players must hold onto the designated plastic tubes, restricting their movement to the horizontal axis only.
- The match begins with the ball being rolled into play from the center.
- Players are not allowed to use their hands to touch the ball; doing so will count as a foul.
- Players are prohibited from using their hands. Letting go of the pole or touching the ball with hands will count as a foul.
- Matches are divided into two halves, each lasting 4 minutes.
- Play stops if a penalty occurs, a goal is scored/missed, or the ball becomes unreachable.
- A team that accumulates three fouls will face the following penalties:

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- First offense: Verbal warning.
- Second offense: 1-point deduction.
- Third offense: A penalty goal awarded to the opposing team.
- When the ball is out of bounds, it will be rolled back to the non-offending team.
- The team with the most goals wins. Goals scored in their net deduct 1 point, while those in the opponent's net add 1 point.
- In case of a tie, each team will take three penalty shots.
- A single person must register on behalf of the team.
- No participant is allowed to be part of more than 1 team.
- **All referee and organizer decisions are final and binding.**



EC 07: Resin Art Workshop

Description: Get ready to pour, create, and customize at our Resin Art Workshop! In this exciting hands-on workshop, you'll dive into the mesmerizing world of resin art and create your very own customized keychain. Choose your favorite colors and designs to craft a one-of-a-kind masterpiece. Whether you're a beginner or a crafting enthusiast, this workshop promises creativity, fun, and unforgettable memories. And here's the best part — you'll get to take home your unique resin keychain as a keepsake!

Entry Fee: Rs. 150/-

Number of Participant(s): 1

Duration: 3 hour

RULES:

- The design guidelines or theme will be announced at the start of the workshop.
- Participants will be provided with resin, molds, pigments and decorative materials.
- Safety gloves and masks are recommended for handling resin, and organizers will guide participants on proper usage.
- Each participant will be assigned a workstation, and cleanliness must be maintained throughout the event.
- Every participant will be able to take home the resin keychain they create during the workshop.
- Participants must adhere to the time limit provided for resin curing.

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EC 08: Tie Dye Workshop

Description: Unleash your creativity and get ready to add a splash of color to your life with our Tie-Dye Workshop! This hands-on, fun-filled workshop will guide you through the art of tie-dye, where you'll learn exciting techniques to create unique patterns using vibrant colors.

No prior experience? No problem! Whether you're a beginner or a budding artist, this event is for everyone who loves to experiment with colors and express their individuality. And here's the exciting part — not only will you get to make your own tie-dye creation, but you'll also get to take home your custom-made merchandise as a colorful memory of this amazing experience!

Entry Fee: Rs. 150/-

Number of Participant(s): 1

Duration: 3 hours

RULES:

- The theme inspiration will be provided at the start of the workshop.
- Participants will be given a basic set of dyes, gloves, and a white merchandise item.
- Only the dyes and materials provided by the organizers may be used to create tie-dye patterns.
- Workstations will be assigned, and participants are expected to maintain cleanliness and avoid staining nearby areas.
- Participants can take the custom tie-dye merchandise home after the event.

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EC 09 : Footloose (Solo)

Description: Prepare for an explosion of talent at Footloose - the epicenter of electrifying dance! Every dance form takes the spotlight. Unleash your passion, make every move count, and let the rhythm paint your story. Footloose is not just a competition; it's a dance spectacle!

Entry Fee: Rs.100/-

Number of Participant(s): 1

Time limit: 2-3:30 min.

RULES:

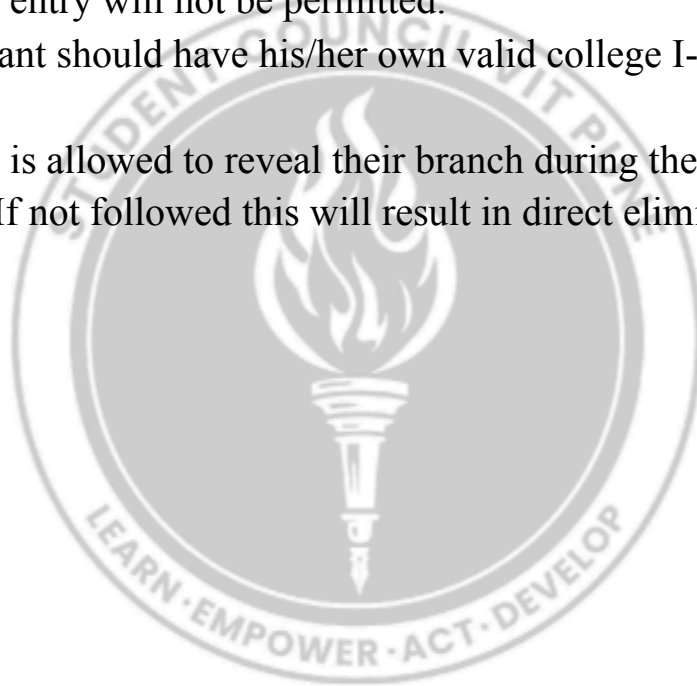
- Theme and form for dance will be at the Participant's discretion.
- Music will be stopped in case the performance exceeds the stipulated time limit.
- The competition will be conducted in 2 rounds:
 1. Preliminary Round
 2. Final Round
- Participants may / may not perform the same act for both the rounds.
- The performance music must be uploaded in a google drive by the participants 48 hours before the competition. Any submission after that will not be considered.
- Participants are required to have a backup of the performance audio in a pen drive and carry it with them during the competition.
- In case of malfunctioning of any equipment provided, the participants will be allowed to repeat their performance from the beginning or from the point of disruption that the participant wishes, with the consent of the judges.



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- Accessories, costumes must be arranged by the participants. 2 extra minutes will be given to arrange the props while there is a blackout.
- Props may be used, but only with prior permission from the organising committee. Permission must be taken 48 hours before the competition.
- Slots will be allotted through the chit system to ensure fairness and transparency.
- Participants are requested to reach the venue 45 minutes before reporting time.
- It is mandatory for every participant to carry their respective receipts without which entry will not be permitted.
- Every participant should have his/her own valid college I-Card during the competition.
- No participant is allowed to reveal their branch during the time of the performance. If not followed this will result in direct elimination.



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EC 10 : Footloose (Duet)

Description: Prepare for an explosion of talent at Footloose - the epicenter of electrifying dance! Every dance form takes the spotlight. Unleash your passion, make every move count, and let the rhythm paint your story.

Footloose is not just a competition; it's a dance spectacle!

Entry Fee: Rs.180/-

Number of Participant(s): 2 (must be from the same department group)

Time limit: 2-3:30 min.

RULES:

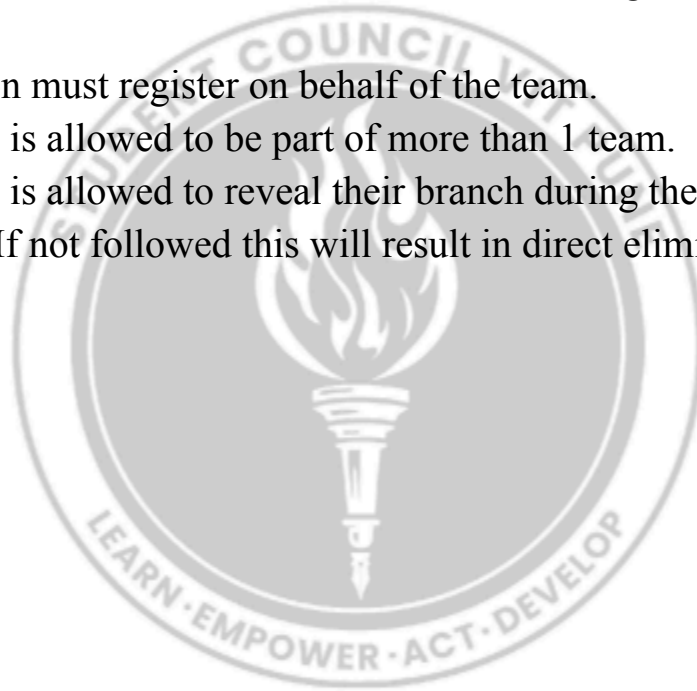
- Theme and form for dance will be at the participant's discretion.
- The competition will be conducted in 2 rounds:
 1. Preliminary Round
 2. Final Round
- Music will be stopped in case the performance exceeds the stipulated time limit.
- The performance music must be uploaded in a google drive by the participants 48 hours before the competition. Any submission after that will not be considered.
- Team members must strictly be from one department, the team that violates will be eliminated from the competition immediately.
- Participants are required to have a backup of their performance audio in a pen drive and carry it with them during the competition.
- In case of malfunctioning of any equipment provided, the participants will be allowed to repeat their performance from the beginning or from the point of disruption that the participant wishes, with the consent of the judges.
- Accessories, costumes must be arranged by the participants. 2 extra minutes will be given to arrange the props while there is a blackout.



Bansilal Ramnath Agarwal Charitable Trust's
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(An Autonomous Institute affiliated to University of Pune)



- Props may be used, but only with prior permission from the organising Committee. Permission must be taken 48 hours before the competition
- Slots will be allotted through the chit system to ensure fairness and transparency.
- Participants are requested to reach the venue 45 minutes before reporting time.
- It is mandatory for every participant to carry their respective receipts without which entry will not be permitted.
- Every participant should have his/her own valid college I-Card during the competition.
- A single person must register on behalf of the team.
- No participant is allowed to be part of more than 1 team.
- No participant is allowed to reveal their branch during the time of the performance. If not followed this will result in direct elimination.



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EC 11 : Footloose (Group)

Description: Prepare for an explosion of talent at Footloose - the epicenter of electrifying dance! Every dance form takes the spotlight. Unleash your passion, make every move count, and let the rhythm paint your story. Footloose is not just a competition; it's a dance spectacle!

Entry Fee: Rs.300/-

**Number of Participant(s): 3 - 10 (on stage) + 2 backstage (optional)
(must be from the same department group)**

Time limit: 4-7 min.

RULES:

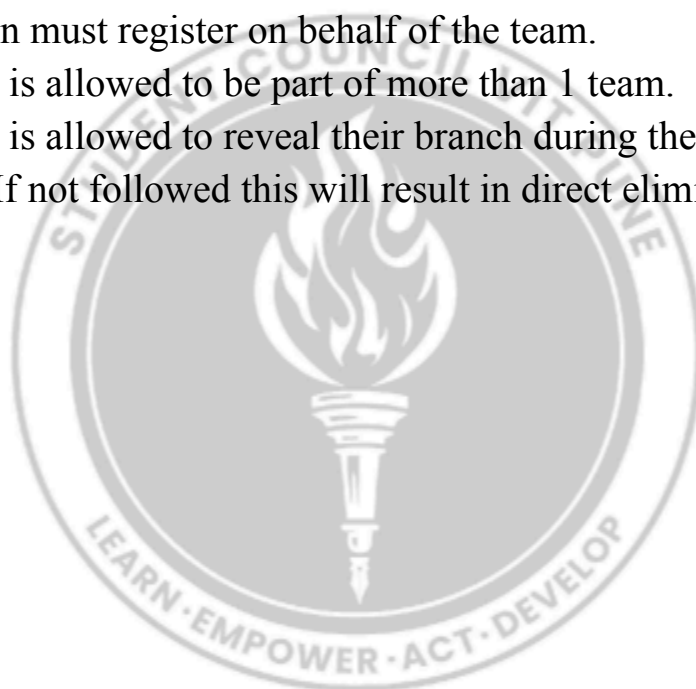
- Theme and Form for dance will be at the Participant's discretion.
- The competition will be conducted in 2 rounds (in case of extra entries):
 1. Preliminary Round
 2. Final Round
- Music will be stopped in case the performance exceeds the stipulated time limit.
- The performance music must be uploaded in a google drive by the participants 48 hours before the competition. Any submission after that will not be considered.
- Team Members must strictly be from one department; any violations will result in direct elimination of the team from the competition immediately.
- Participants are required to have a backup of the performance audio in a pen drive and carry it with them during the competition.
- In case of malfunctioning of any equipment provided, the participants will be allowed to repeat their performance from the beginning or from the point of disruption that the participant wishes, with the consent of the judges.
- Props may be used, but with prior permission from the organizing team.



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(An Autonomous Institute affiliated to University of Pune)



- The list of participants should be given along with the audio track.
- Slots will be allotted through the chit system to ensure fairness and transparency.
- Participants are requested to reach the venue 45 minutes before reporting time.
- It is mandatory for every participant to carry their respective receipts without which entry will not be permitted.
- Every participant should have his/her own valid college I-Card during the competition.
- A single person must register on behalf of the team.
- No participant is allowed to be part of more than 1 team.
- No participant is allowed to reveal their branch during the time of the performance. If not followed this will result in direct elimination.



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EC 12: Naatki

Description: For the hidden actors, writers and directors here is the chance to showcase your talent in Naataki. Form a team, write a script, enact a play and captivate the audience.

Entry Fee: Rs.400/-

Time limit: 20 mins + 5 mins (Setup)

Number of Participant(s): 3 - 8 + 2 (backstage)
(must be from the same department group)

RULES:

- Light and Sound system arrangement will be provided. The backstage participants should convey/direct the requirements for the play.
- Every entry is to be submitted in the form of a video via a google form before performing on stage, 2 days before the event. The organizing committee will disqualify participants if the play is not complete or fit for the competition.
- Participants should bring their own props and material required.
- Participants are requested to reach the venue 45 mins before the reporting time.
- It is mandatory for every participant to carry their respective receipts without which entry will not be permitted.
- Every participant should have his/her own valid college I-Card.
- The decision of the judges and organizing team will be final and binding.
- A single person must register on behalf of the team.
- No participant is allowed to be part of more than 1 team.
- No participant is allowed to reveal their branch during the time of the performance. If not followed, this will result in direct elimination.



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EC 13: Miss & Mr VIT

Description: Elevate your charisma! Miss & Mr. VIT is a celebration of your unique glow. Step into the spotlight, flaunt your skills, and let your personality steal the show. Participants have to go through multiple rounds to show that they're worthy of the glamorous title!

Entry Fee: Rs.120/-

Number of Participant(s): 1 (must be from the same department group)

RULES:

- The event is divided into five rounds (Subject to change):
- Introductory Round: Introduction of individuals along with rapid-fire.
- Personal Interview Round: The participants will have to appear for an interview.
- Ethnic Round: The participants are to be dressed in their native traditional attire for this round. Green rooms can be provided in the college for the same.
- Talent Round: Any talent that a participant can demonstrate within the auditorium, under two minutes, will be accepted.
- If the participant requires background sound, The background sound files are to be submitted 48 hours before the Talent round begins.
- Finale: The selected candidates would have to dress up for a fashion show for the final round of Miss and Mr. Vit. Green rooms will be provided in the college for the same.
- Participants are requested to reach the venue 45 mins before the time.
- It is mandatory for every participant to carry their respective receipts without which entry will not be permitted.
- Every participant should have his/her own valid college I-Card.



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- The decision of the judges and organizing team will be final.



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EC 14: Musical Maestro (Vocal)

Description: Voices converge on a stage of brilliance, crafting a unique symphony of talent. Join the harmony and let your musical fusion shine!

Entry Fee: Rs.120/-

Number of Participant(s): 1

Time limit: 2-3.5 min.

RULES:

- The singer can sing along with any track.
- Setup time included in time limit.
- Technical requirements and sound track to be provided in Google Form 48 hours prior to the event.
- The singer can use any instrument of their choice except drums.
- There will be a single round.
- The participants must perform for a minimum of 2 minutes and a maximum of 3 minutes.
- The college will only provide a mic set and an amplifier.
- Participants are to reach the venue 45 mins before the reporting time.
- The decision of the judges and organizing team will be final and binding.

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EC 15: Salsa Workshop

Description: For dancers and enthusiasts alike, we bring the "Salsa Workshop" with one of the most graceful dance forms.

Entry Fee: Rs100/-
Rs.100/-Time: 3-4
hrs

RULES:

- Participants are requested to report to the workshop 20 minutes before it begins.
- Anyone found disturbing the decorum of the workshop will be asked to leave.
- Every participant should have their receipts at the time of the event.
- Attendees will have to make their own arrangements for water/refreshments.
- Both the participants are required to register individually for this event.



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EC 16: V-Rock

Description: Get ready to rock the house at V-Rock, the ultimate band competition! Unleash your musical prowess, electrify the crowd, and let the rhythm of your band echo through the stages of victory. Join the sonic revolution!

Entry Fee: Rs.600/-

Number of Participant(s): 3-8 onstage + 2 backstage (optional)
(must be from the same department group)

Time: 25 min + 5 min

RULES:

- All instruments (excluding drums) are to be brought by the participants.
- Bands must consist of at least three members and a maximum of eight (onstage), two of whom will play an instrument throughout the majority of the performance.
- Bands can also contain 2 non-performing extra members for backstage work.
- A video recording of the performance is to be submitted 3 days before the event. A google drive link will be shared for uploading the video.
- In case of malfunctioning of any equipment provided, the participants will be allowed to repeat their performance from the beginning or from the point of disruption that the participant wishes, with the consent of the judges.
- The entire performance must be live; no pre-recorded music is allowed.
- Slots will be allotted through a chit system to ensure fairness and transparency.
- All bands will receive an equal amount of time on stage (25 minutes).

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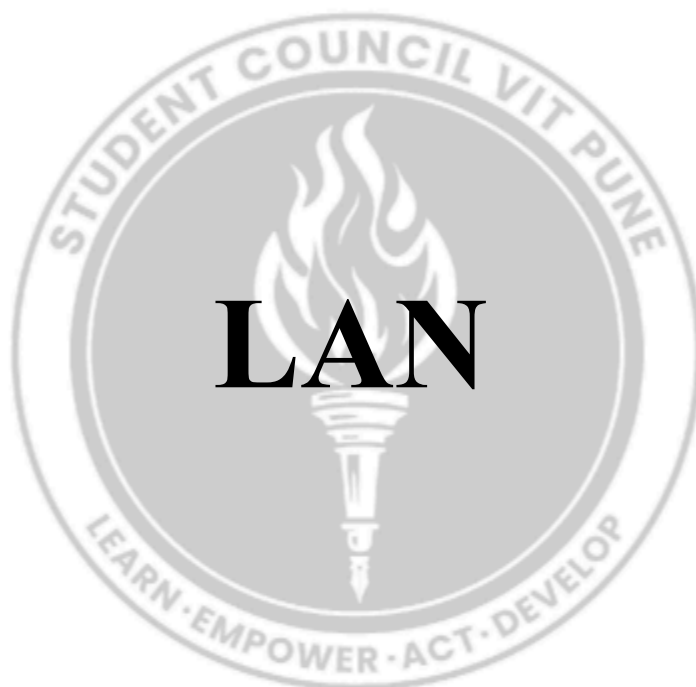


- This time includes set-up, soundcheck, performance and take-down time.
- Equipment provided will be:
 - One lead amplifier speaker
 - One bass amplifier speaker
 - Adequate microphones
 - Drum set (Participants can bring their own cymbals as well as bass pedals).
 - Adequate P.A. System.
- At least one member of each band should be present for the draw.
- On stage, band members must be free from obscenities, drugs, alcohol, or any other subject matter not suitable for an audience.
- If required, there will be a band-organizer meeting on the day of the show.
- Bands will meet the organizers in charge of the event, who will introduce the performance area and go over last-minute announcements. Bands may unload equipment at that time.
- Administration reserves the right to make changes to the rules and regulations of the contest as well as the final word in any disputes that should arise concerning the contest.
- The list of participants should be given during registration. No participant is allowed to be part of more than 1 team.
- Participants have to reach the venue 45 minutes before reporting time.
- It is mandatory for every participant to carry their respective receipts, without which entry will not be permitted.
- Every participant should have his/her own valid college I-Card.
- No participant can reveal their branch during the time of the performance. Not following this rule will lead to immediate disqualification.
- A single person must register on behalf of the team.
- No participant is allowed to be part of more than 1 team.
- **The decision of the judges and organizing team will be final.**

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Coordinators:

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EC 17: BGMI (Solo)

Description: Battlegrounds Mobile India is a player versus player shooter game in which up to one hundred players fight in a battle royale, a type of large-scale last man standing deathmatch where players fight to remain the last alive.

Entry Fee: Rs 60/-

No. of Participants:1

RULES:

- The map to be played in will be decided at the time of the match by the respective event organizers.
- Any malpractice, if found, will directly lead to disqualification.
- The Organizing team is not responsible for any kind of network issue, phone-related problems, or any other issues which have been caused due to unforeseen circumstances and shall not be liable for the same.No rematch will be conducted.
- Participants should provide their IDs a day before the event and should login with the same ID on the day of the event.
- The IDs will be verified on the day of the event and only then the participants will be allowed to join the room.
- **The decisions of the organizing team will be final and binding.**



EC 18: BGMI (Squad)

Description: Battlegrounds Mobile India is a team versus team shooter game in which up to one hundred players fight in a battle royale, a type of large-scale last-team standing deathmatch where players fight to remain the last alive.

Entry Fee: Rs 200/-

No. of Participants: 4 (each team)

(must be from the same department group)

RULES:

- The map to be played in will be decided at the time of the match by the respective event organizers.
- Any malpractice, if found, will directly lead to disqualification.
- The Organizing team is not responsible for any kind of network issue, phone-related problems, or any other issues which have been caused due to unforeseen circumstances and shall not be liable for the same. No rematch will be conducted.
- Participants should provide their entire team's IDs a day before the event and should login with the same ID on the day of the event.
- The IDs will be verified on the day of the event and only then the participants will be allowed to join the room.
- No participant is allowed to be part of more than 1 team. If a player is found playing in more than one team, the entire team will be disqualified.
- Teams should report 15 minutes before time and get the IDs verified.
- A single person must register on behalf of the entire team.
- **The decisions of the organizing team will be final and binding.**

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EC 19: Clash Royale

Description: Collect and upgrade dozens of cards featuring troops, spells, and defenses you know and love, as well as the Royales: Princes, Knights, Baby Dragons, and more. Knock the enemy King and Princesses from their towers to defeat your opponents and win Trophies, Crowns, and glory in the Arena.

Entry Fee: Rs. 60/-

No. of Participants:1

RULES:

- 3 losses will result in elimination from the event.
- Any malpractice, if found, will directly lead to disqualification.
- No technical difficulties will be considered for a rematch.
- The organizing team is not responsible for any kind of network issue, phone-related problems, or any other issues which have been caused due to unforeseen circumstances and shall not be liable for the same.
- Participants should come with their devices charged, the organizing team is not responsible to make necessary arrangements for the same.
- Participants should provide their Game IDs one day before the event and should log in with the same ID on the day of the event.
- The IDs will be verified before every match and only then the participant will be allowed to start the match.
- **The decisions of the organizing committee will be final and binding.**

EC 20: CODM (Solo)

Description: “COD: Mobile” is a player versus player action game in which up to one hundred players fight in a battle royals, a type of large- scale last man standing deathmatch where players fight till they are the last player alive.

Entry Fee: Rs 50/-
No. of Participants:1

RULES:

- The map to be played in will be decided at the time of the match by the respective event heads.
- Any malpractice, if found, will directly lead to disqualification.
- The Organizing team is not responsible for any kind of network issue, phone-related problems, or any other issues which have been caused due to unforeseen circumstances and shall not be liable for the same. No rematch will be conducted.
- Participants should provide their COD IDs a day before the event and should login with the same ID on the day of the event.
- The IDs will be verified on the day of the event and only then the participant will be allowed to join the room.
- **The decisions of the organizing team will be final and binding.**



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(An Autonomous Institute affiliated to University of Pune)



EC 21: Ludo

Description:- Ludo is a strategy board game for two to four players, in which the players race their four tokens from start to finish according to the rolls of a single die.

Entry Fee: Rs 20/-

No. of Participants:1

RULES:

- Any malpractice, if found, will directly lead to disqualification.
- The Organizing team is not responsible for any kind of network issue, phone-related problems, or any other issues which have been caused due to unforeseen circumstances and shall not be liable for the same.
- No rematch will be conducted.
- Participants should provide their IDs a day before the event and should login with the same ID on the day of the event.
- The IDs will be verified on the day of the event and only then the participants will be allowed to join the room.
- **The decisions of the organizing team will be final and binding.**

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EC 22: Stumble Guys

Description: Stumble Guys is the ultimate knockout battle royale party where chaos meets comedy! Dive into wacky obstacle courses, dodge ridiculous hazards, and race against other jellybean-like players, all in a hilarious quest to be the last one standing. Think of it as a virtual playground where running, jumping, and slipping on banana peels are your superpowers!

Entry Fee: Rs. 50/-

No. of Participants:1

RULES:

- All rounds are elimination rounds.
- Any malpractice, if found, will directly lead to disqualification.
- No technical difficulties will be considered for a rematch.
- The organizing team is not responsible for any kind of network issue, phone-related problems, or any other issues which have been caused due to unforeseen circumstances and shall not be liable for the same.
- Participants should come with their devices charged, the organizing team is not responsible to make necessary arrangements for the same.
- Participants should provide their Game IDs one day before the event and should log in with the same ID on the day of the event.
- The IDs will be verified before every match and only then the participant will be allowed to start the match.
- **The decisions of the organizing committee will be final and binding.**

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EC 23: Valorant

Description: Valorant is a team-based tactical shooter and first-person shooter set in the near future. Players play as one of a set of agents, characters designed based on several countries and cultures around the world. Each team attempts to complete its mission objective and/or eliminate the opposing team.

Entry Fee: Rs 250/-

No. of Participants: 5 players (each team)
(must be from the same department group)

RULES:

- Every team must have 5 members.
- All rounds including Finals and Semifinals will be standard (Unrated).
- Each participant should play with the same team throughout the event. Switching teams between rounds is not allowed.
- No participant is allowed to be part of more than 1 team. If a player is found playing in more than one team, the entire team will be disqualified.
- Any malpractice, if found, will directly lead to disqualification
- Each player must have their valid personal valorant account.
- Players must use their official screen name throughout the tournament.
- The map to be played in will be decided at the time of the match by the respective event organizers.
- Cheats will remain OFF.
- For each match, the organizing team will create the room, and players from both the teams will be invited to join.
- Participants should provide the game IDs of all the 5 members on the day

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of the event.

- The IDs will be verified before every match and only then the participants will be allowed to join the room.
- Teams should report 15 mins before time and get the IDs verified.
- A single person must register on behalf of the entire team.
- **The decisions of the organizing team will be final and binding.**



EC 24 : FIFA

Description: Fifa is a football simulation game that brings the world's most popular sport to life. Players control real-world or custom teams, competing in matches across various game modes. Each team works to score goals while defending, emphasizing strategy, skill, and teamwork. With authentic players, stadium and gameplay, FIFA offers an immersive football experience.

Entry Fee: Rs 100/-

No. of Participants:1

1. Matches will be played on FIFA as a full football match.
2. Match duration and game settings will be decided by the organisers.
3. Participants must use the teams and controllers provided or approved by the organisers.
4. The winner will be decided based on the final score at the end of the match.
5. If the match ends in a draw, extra time and penalty shootouts will be used to determine the winner.
6. Participants must report on time for their scheduled matches.
7. Pausing the game or changing settings without the organiser's permission is not allowed.
8. Any cheating, misconduct, or unfair play will result in disqualification.
9. If a technical issue occurs, the organisers will decide whether to restart or continue the match. The organisers decision will be final and binding.



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EC 25 : FIFA Penalties

Description: Step onto the field and test your precision, power, and nerves in the FIFA Penalty Shootout! Take 5 penalty kicks and aim to score more goals than your opponent. Showcase your skills, stay calm under pressure, and compete for victory. Think you have what it takes to be the ultimate penalty shootout champion?

Entry Fee: Rs 50/-

No. of Participants:1

RULES:

- Each player takes 5 penalty kicks.
- Players alternate kicks.
- The player scoring the most goals wins.
- If scores are tied, sudden-death penalties decide the winner.
- Players must follow official FIFA Laws of the Game for penalty shootouts, wherever applicable.
- Any cheating or misconduct may lead to disqualification.
- The organizers' decision will be final.



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EC 26: IPL Auction

Description: A two-round cricket competition that tests participants' cricket knowledge and strategic skills. Success depends on both comprehensive cricket understanding and smart player selection. The event combines in-depth cricket expertise with the excitement of team building, offering participants a chance to showcase their cricket intelligence and tactical thinking.

Entry Fee: Round 1- Rs. 100/-

Round 2- Additional Rs. 50/- will be charged for round 2

**Number of Participant(s):
3-5 members per team**

RULES:

Round 1:

- Each team will receive one quiz sheet containing 20 IPL-based questions.
- Simultaneously, shadows displaying the stance of batsmen and the bowling action of bowlers will be projected on screen. Teams must identify the players and write their answers on the same sheet.
- Teams must submit their completed answer sheet within the allotted time.

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- In case of a score-tie between several teams, a tiebreaker round would be conducted by the organizing committee.

Round 2:

- Qualifying teams will participate in a live player auction based on IPL player profiles and stats.
- Bidding is based on each player's most recent IPL season performance.
- Each team will be given a virtual purse with a fixed budget. Bids cannot exceed the remaining purse amount.
- The highest valid bid wins the player. If the winning bidder exceeds their budget, the player goes to the next highest valid bidder.
- The team with the highest total squad valuation at the end of the auction wins.

General:

- One registration per team. No participant can be part of more than one team.
- All decisions by the organizing committee are final and binding.

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EC 27: Debattle

Description: It is a high-stakes fictional debate where participants immerse themselves in imaginary scenarios and alternate realities. Participants select specialized brackets representing unique fictional universes or hypothetical situations. In the first round, they draw random topics within their chosen bracket, crafting one-minute arguments that blend creativity, logic, and imaginative thinking. The top performers advance to a final round featuring a mind-bending cross-universe topic.

Entry Fee: Rs.70/-

Number of Participant(s): 1

RULES:

Round 1 :

Fictional Brackets:

- Participants will choose one of five fictional brackets to compete in.
- Topics will be randomly selected from bracket-specific chits.
- Each participant will have 1 minute to speak on their assigned topic.
- Topics will reflect the unique universe or theme of the chosen bracket.

Round 2 :

- Cross-Universe Challenge:
- The top 2–3 speakers from each bracket will advance to the next round.
- In this round, all participants will speak on a common topic that spans across multiple fictional universes.
- **The decisions of the organizing team will be final and binding**

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EC 28: Stock Market Workshop

Description: The stock market is a powerful tool for wealth creation but can seem intimidating for newcomers. This industry expert-guided workshop aims to break down the complexities of the stock market, offering participants a strong foundational understanding. Led by seasoned professionals with real-world experience, the session will equip participants with the knowledge and confidence needed to begin their investment journey. "Price is what you pay, value is what you get."

Entry Fee: Rs. 100/-

Number of Participant(s): 1

Key details of what will be taught:

- Learn how the stock market works and its role in wealth creation.
- Understand investment basics and instruments like stocks, bonds, and mutual funds.
- Decode key terms like IPOs, equity, and dividends.
- Differentiate between primary and secondary markets, and other exchanges.
- Discover when and how to start investing confidently.
- Master risk management and smart investment practices.
- Compare stock market investments with traditional methods.
- Certificates will be provided to all the attendees.

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EC 29: AI and Deep Learning Workshop

Description: Artificial Intelligence and Deep Learning are transforming the world by enabling machines to learn, solve problems, and make intelligent decisions. This interactive workshop aims to introduce participants to the fundamentals of AI and Deep Learning, offering insights into their concepts and real-world applications. Led by a speaker/instructor, the session will help participants develop a better understanding of these technologies and their growing importance.

Entry Fee: Rs. 100/-

Number of Participant(s): 1

Key details of what will be taught:

- Learn the fundamentals of Artificial Intelligence and Deep Learning.
- Understand the basic concepts behind AI and Deep Learning.
- Explore real-world applications of AI across different fields.
- Discover how Deep Learning is used to solve complex problems.
- Understand the role of AI in modern technology and innovation.
- Learn through practical examples and interactive discussions.
- Interact with the speaker and clarify doubts.
- Certificates will be provided to all attendees.

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EC 30: Word Weave

Description: In this event, participants get a platform to showcase their talent through poetry and shayari. Performances can be in English, Hindi or Marathi, celebrating the richness of diverse voices and narratives. Participants are given the opportunity to share their original works, allowing them to connect with the audience. Winners will be evaluated based on their creativity, delivery, and audience engagement. The participant who resonates most with the crowd will win.

Entry Fee: Rs. 60/-

Number of Participant(s): 1

RULES:

- Performances can be in English, Hindi, or Marathi.
- Participants may refer to or draw inspiration from existing material.
- Original content will be awarded more points for creativity and uniqueness.
- The order of performance will be decided by a draw of lots or by the organising team.
- Content must be respectful: no vulgarity, abusive language, hate speech, or personal attacks.
- The decision of the judges and organising team will be final and binding.

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EC 31: Corporate Clash

Description: Corporate Clash puts your strategy, sharp thinking, and leadership to the test in a high-stakes simulated corporate world. Take on the role of CEO, CFO, or CMO and battle it out across multiple rounds: fast-paced quizzes, intense auctions, and boardroom presentations where every decision counts. Work as a team, think on your feet, and craft bold, innovative solutions to real-world business problems. Only the sharpest strategists will rise to the top..

Entry Fee: Rs. 80/-

Number of Participant(s): 1 (Individual participation; teams will be formed later)

RULES:

Round 1 : The Business Quiz (Day 1)

- Participants will attempt a printed MCQ-based quiz focused on business concepts, corporate logic, and current affairs.
- A time limit will be imposed for submission; in case of a tie, the participant with the faster completion time will be ranked higher.
- Based on scores, participants will be classified as follows:
 - ~Top 33%: CEO
 - ~Next 33%: CFO
 - ~Remaining 33%: CMO

Round 2 : The Team Auction (Day 1)

- Each CEO will receive a virtual budget of ₹1 crore to form their company.

- An auction will be conducted where CEOs bid for CFOs, followed by CFOs bidding for CMOs.
- CMOs will get a 30 second window to pitch themselves before the bidding begins.
- Once all teams are finalized (each team comprising a CEO, CFO, and CMO), they will receive a real-world business problem statement.
- Teams will have one day to brainstorm and prepare a comprehensive solution and presentation.

Round 3: The Boardroom Presentation (Day 2)

- Each team will present their solution to a jury within 5+2 minutes.
- Teams will be evaluated on creativity, feasibility, strategy, and clarity of presentation.
- The jury's decision will be final and binding.
- There will be only one winning team; however, individual scores of all three members will contribute to departmental scoring.

General Guidelines:

- Professional decorum must be maintained throughout the event.
- Participants are expected to follow time limits and instructions given by the organizers.
- Any violation of rules or misconduct may lead to disqualification.
- The decisions of the organizing team and judges will be final.



EC 32: Family Feud

Description: The Ultimate Feud is an exciting one-on-one quiz battle that challenges participants' presence of mind, speed, and strategic thinking. Modeled after fast-paced corporate rivalries, this round tests how quickly participants can think, decide, and respond under pressure. Each match is a test of wit, reflexes, and knowledge - only the sharpest will advance to the next round.

Entry Fee: Rs. 60/-

Number of Participant(s):1
(Individual participation)

RULES:

- Each match will be played between two participants, ensuring balanced one-on-one competition.
- The competition will be conducted individually, where participants face off one-on-one in each match.
- Each participant will be provided with a buzzer before their round begins.
- The host will read each question aloud, and the first participant to press the buzzer earns the right to answer.
- Each question will have five (5) pre-determined top answers, and points will be awarded based on the ranking of the correct response.
- If the first participant provides an incorrect answer or fails to respond in time, the opponent gets a chance to answer.
- If neither participant answers correctly, the question will be declared void,

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and no points will be awarded.

- The participant with the higher total score at the end of the round advances to the next stage.
- In case of a tie, a sudden-death question will decide the winner - the first correct buzzer response wins.
- The difficulty and creativity of questions will increase with each round.

General:

- All participants must maintain decorum, integrity, and sportsmanship throughout the event.
- Any form of misconduct, argument, or violation of event rules will result in immediate disqualification at the discretion of the organizing committee.
- The decisions of the host and judging panel are final and binding on all participants.
- The winner advances to the next round, and the matches continue until the final winner is decided.
- A judge decides which movie concept they would prefer to watch.

EC 33: BidCraft

Description: Creativity meets strategy in BidCraft, a competitive movie-building event where participants battle it out in 1v1 matches to create the most exciting movie concept. With a limited virtual budget, participants bid for movie components such as actors, directors, genres, locations, and music composers. They must make strategic decisions about how to spend their budget before presenting their unique movie ideas. A judge evaluates both concepts and decides which movie they would rather watch, with the winner advancing to the next round until the ultimate champion is crowned.

Entry Fee: Rs. 50/-

Number of Participant(s): 1 (Individual participation)

RULES:

- Participants compete in 1v1 matches, with both receiving the same virtual budget.
- Movie components such as actors, directors, genres, and music composers are auctioned.
- Participants bid for the components they want, and the amount spent is deducted from their budget.
- Each participant uses their acquired components to present a movie concept, explaining the storyline, cast, genre, and overall idea.



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VISHWAKARMA INSTITUTE OF TECHNOLOGY, PUNE - 411037
(An Autonomous Institute affiliated to University of Pune)



Team

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EC 34: Box Cricket

Description: A fun and unique way to play cricket, with a smaller pitch and ground, each ball must be aimed for the boundaries. A limited over thrill-seeking match with each team consisting of 6 players.

Entry fee: Rs 350/-

Number of participants: 5 (one team)
(must be from the same department group)

RULES:

- Each team must have 5 players.
- There will be 3 overs of 6 balls each played by each team, till the quarter finals. After which each match will be of 5 overs.
- It is mandatory for every participant to provide their College IDs and receipts without which entry will not be permitted.
- A single person must register on behalf of the entire team.
- No participant is allowed to be part of more than 1 team.
- **Decisions of the organising committee will be final and binding.**

BATTING RULES:

- There will be a box marked on the batting side.
- Batsmen will have to bat with at least one leg in the box, only then the play will be valid.

BOWLING RULES:

- Bowler will have to bowl with his elbow touching his waist and only moving his forearm and wrist, standing still in the box.
- No sideways movement of the wrist is allowed. No shoulder movements

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are allowed. The ball should be pitched from behind the no-ball line, otherwise no-ball will be declared.

The decisions of the organizing team will be final and binding.



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EC 35: Blind Rush

Description: Get ready to test your trust, teamwork, and communication skills in Blind Rush, an exciting event filled with twists, turns, and thrilling obstacles! Pair up with your partner, where one will be blindfolded and the other will guide them through the course using only verbal instructions. With every step demanding focus, patience, and quick thinking, the challenge is to navigate the obstacles without stumbling or knocking them down. Race against time, overcome the hurdles, and prove that perfect coordination is the key to victory. Can you guide your partner to the finish line and claim the title of Blind Rush champion?

Entry fee: Rs 80/-

Number of participant(s):2 (one team)
(must be from the same department group)

RULES:

- Each team must consist of 2 participants – one blindfolded player and one guide.
- The blindfolded participant must complete the obstacle course only through verbal instructions given by the guide. Physical contact between the guide and the blindfolded participant is not allowed.
- The blindfold must remain properly secured throughout the round. Removing it during the game will lead to disqualification.
- The guide must remain outside the obstacle area and can only assist using verbal communication.
- Teams must complete the obstacle course within the given time limit.
- If a participant touches or knocks down an obstacle, a time penalty may be added.
- Any form of misconduct, unfair means, or rule violation will lead to disqualification.
- The decision of the judges and organizing team will be final and binding

EC 36: Nerf Mania

Description: Nerf Mania is an event that is dedicated to the thrilling world of Nerf battles. Participants armed with Nerf blasters will engage in fast-paced skirmishes, navigating through specially designed arenas. Teamwork, strategy, and precision are key in this foam dart showdown.

Entry fee: Rs 240/-

Number of participant(s): 3 (one team)
(must be from the same department group)

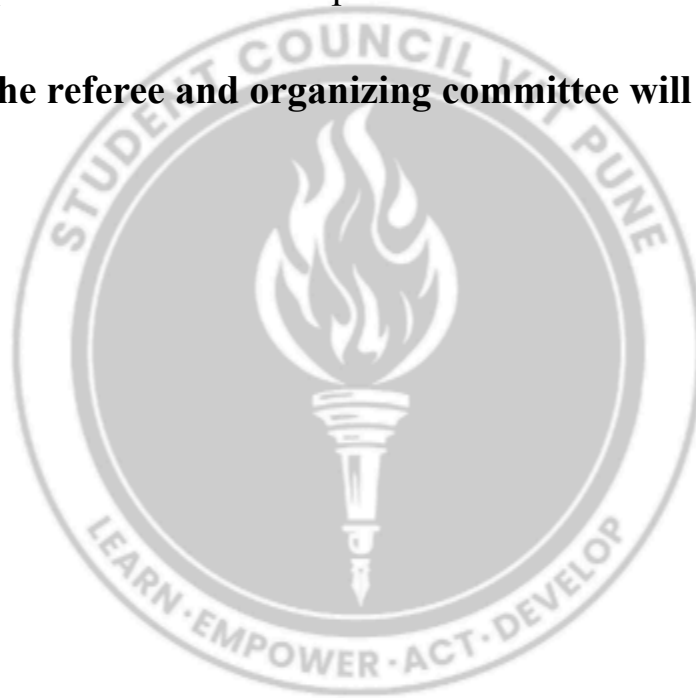
RULES:

- Each team will consist of three players. Teams should be organised and confirmed before the start of the round, with no changes allowed once the game begins.
- Each game will consist of 1 single round in which two teams will battle each other out for 6 minutes.
- Each team will focus on eliminating the players from the opposing team by hitting them with the provided nerf foam darts.
- Each player is limited to carrying a maximum of 10 darts. Players are responsible for keeping track of their ammunition, and additional darts may be collected from an armory crate kept in the middle of the arena during the round.
- Hitting the opposing player only below his/her shoulder is allowed and hitting on the head is strictly prohibited for safety concerns, and the team members should rigorously follow this instruction.
- No respawning of individual players is allowed, if a player is out he/she cannot enter the arena again. If all the members of a team are

eliminated only then the entire team can be respawned.

- Each eliminated player will count as one point scored, and the team with the maximum number of points by the end of the round wins.
- All the players should emphasize on playing the game fairly and stay true if you are eliminated.
- It is mandatory for every participant to provide their College IDs and receipts without which entry will not be permitted.
- A single person must register on behalf of the entire team.
- No participant is allowed to be part of more than 1 team.

Decisions of the referee and organizing committee will be final and binding.





EC 37: Water Gun Battle

Description: The Water Gun Battle is an exhilarating and refreshing team-based game designed to bring out the playful and competitive spirit of participants. Equipped with water guns, participants will engage in a fun-filled battle where strategy, agility, and teamwork are key to soaking the opposing team and emerging victorious.

Entry fee: Rs 210/-

Number of participant(s): 3 (one team)
(must be from the same department group)

RULES:

- Each team will consist of 3 players. The game will be played for 6 mins. If even after 5 mins into the match, none of the two teams has been able to score a point a penalty round will be taken in the last minute -1v1 where the distance between the two players will be significantly reduced.
- A tissue paper head gear will be worn by all players. Target is to tear the paper on the headgear of the opponents by using the water gun to spray water on the headgear. The team to have maximum standing players wins.
- It is mandatory for every participant to provide their College IDs and receipts without which entry will not be permitted.
- A single person must register on behalf of the entire team.
- No participant is allowed to be part of more than 1 team.
- **Decisions of the referee and organizing committee will be final and binding.**



EC 38: RedLight GreenLight

Description: Get ready for an exciting test of teamwork and coordination in Red Light, Green Light! With your leg tied to your partner's, move, freeze, and race against the clock as you follow every signal. Stay alert, maintain your balance, and work in sync to outpace your opponents. Can you make it to the finish line first and claim victory?

Entry fee: Rs 80/-

Number of participant(s): 2 (one team)
(must be from the same department group)

RULES:

- Each team must have two participants, with one leg of both partners tied together securely.
- All teams must begin behind the designated starting line when instructed by the organizers.
- When "Green Light" is announced, all teams may move towards the finish line.
- When "Red Light" is announced, all participants must freeze immediately.
- Any team caught moving during a Red Light must return to the starting line and begin again.
- Participants must keep their legs tied throughout the game and must not interfere with other teams.
- The first team to reach the finish line without violating the rules will be declared the winner.
- Winners of each round will advance to the subsequent rounds until the final winner is determined.
- Any misconduct, cheating, or deliberate rule violation may lead to disqualification.
The decision of the judges and organizing team will be final and binding



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EC 39: Treasure Hunt

Description: An adventurous series of clues summing up together to an ultimate conquest. Where teams will be provided with a map and certain clues. Based on the clues and the map they have to find the treasure to win the quest, that's buried somewhere safe.

Entry fee: Rs 180/-

Number of participant(s): 4 (one team)
(must be from the same department group)

RULES:

The team will consist of 4 members.

Only team members should participate in solving clues, taking any outside help will lead to disqualification.

In case of any cheating or misbehaviour, participants would be disqualified on spot.

In the case of tie-in results, the time taken to find the clue will be considered.

It is mandatory for every participant to provide their College IDs and receipts without which entry will not be permitted.

A single person must register on behalf of the entire team.

No participant is allowed to be part of more than 1 team.

Decisions of the organizing committee will be final and binding.

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EC 40: UV Cricket

Description: A thrilling game, made fun and exciting in an innovative way. The cricket has to be played with a neon bat and ball in a blacked-out room. Participants will be asked to wear completely black outfits as black colour is not detected in UV light.

Entry fee: Rs 300/-

Number of participants: 5 (one team)
(must be from the same department group)

RULES:

Each team must have 5 players.

There will be 3 overs of 6 balls each played by each team, till the quarter finals. After which each over will be of 5 overs.

The equipment will be provided, no other equipment will be allowed.

Dress code for the events is black coloured outfits. If the players don't follow the dress code they will not be allowed to play.

It is mandatory for every participant to provide their College IDs and receipts without which entry will not be permitted.

A single person must register on behalf of the entire team.

No participant is allowed to be part of more than 1 team.

Decisions of the organising committee will be final and binding.

VishwaKarandak'26

EC 41: Volta Football

Description: Volta Football is a mini soccer game which was first introduced in the most popular football game series FIFA. The pitch size and the goal size too are very smaller compared to futsal football, and the fun part is the pitch has walls in all 4 sides and there is no scope for an outside in this game mode, players can simply repass the ball to themselves using the wall. Volta Football is basically a real-life implementation of a very popular FIFA game mode.

Entry fee: Rs 180/-

Number of participant(s): 3 (one team)
(must be from the same department group)

RULES:

- Each team should consist of only three players.
- The game will be played into 2 halves of 6 minutes each.
- The team members can decide to have a goalkeeper or not, the goalkeeper cannot step-out of the specified goalkeeping boundaries.
- The goalkeeper too, cannot use their hands to protect their respective goal posts.
- NO offside rule is enforced.
- As the game is played in a closed environment, no outside is applicable, i.e. Players are allowed to utilise the walls to get rebounds, if desired.

- Each goal scored will be considered as one point scored (extra point for keeper nutmeg goals). The match will restart from the centre after each goal is scored by any of the teams. And the team with the most goals/ points at the end of the second half wins. If the scores are equal by the end of the second half, an extra time of 2 minutes will be provided, if the teams are tied even after extra time each team will be given 3 full (pitch length) penalties to score without any involvement of the goalkeepers of the respective teams.
- No sliding tackles are allowed.
- Encourage fair play and good sportsmanship. Any deliberate or dangerous fouls can result in free-kicks or penalties, depending on the severity.
- It is mandatory for every participant to provide their College IDs and receipts without which entry will not be permitted.
- A single person must register on behalf of the entire team.
- No participant is allowed to be part of more than 1 team.
- **Decisions of the organising committee will be final and binding.**

