



ANAND
INTERNATIONAL COLLEGE
OF ENGINEERING

ECHINO
2026

PIRATE THEME



BEYOND THE HORIZON :

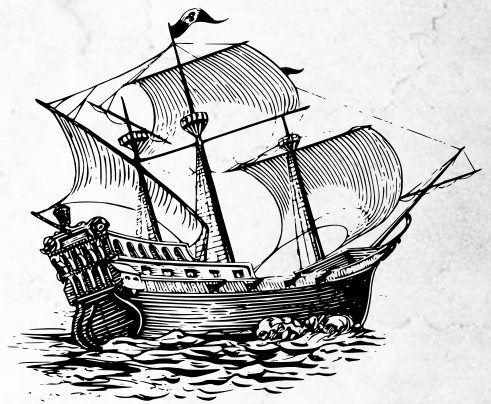
This year, ECHONA sets sail into a world of untold stories, where adventure meets endless possibilities and every step leads to a new discovery.

From mysterious islands to hidden treasures, every moment will take you on a voyage beyond the ordinary. Step into uncharted experiences where creativity, talent, and technology come together to create a legendary journey.

Hoist your spirit—register now before the tide moves on.

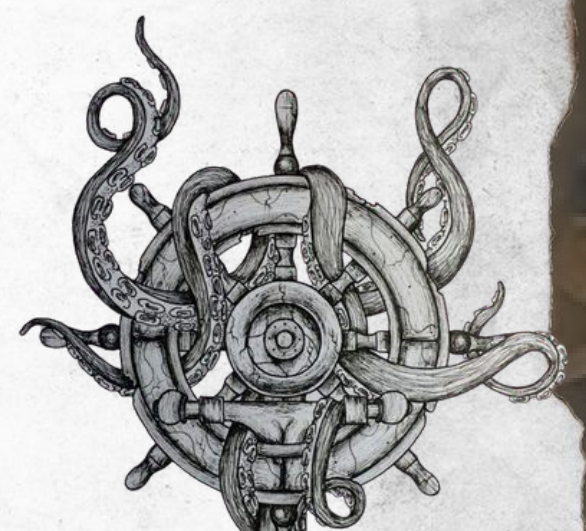


ABOUT :



A grand celebration that brings together a vibrant fusion of culture and technology, talent and creativity. The on-campus biggest festival of the year, ECHONA 26' takes you on a thrilling pirate-themed voyage where adventure meets imagination and every corner holds a new story.

From spectacular cultural performances to exciting technical competitions, the fest is designed to engage minds and hearts alike—whether you're exploring, competing, cheering, or simply soaking in the pirate vibes, every moment promises adventure, thrill, and unforgettable memories.

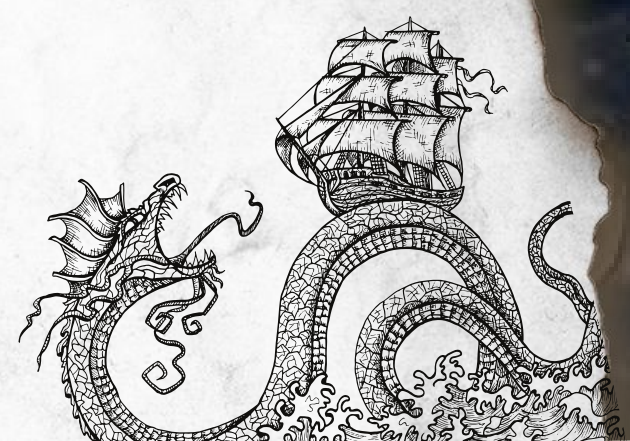




WHAT AWAITS THE CREW:

This year, ECHONA 26' sets sail on an unforgettable pirate voyage, where adventure meets creativity and every corner holds a new treasure. From thrilling competitions to electrifying performances, get ready to discover an experience filled with excitement, music, challenges, and unforgettable moments.

- 1. Exclusive Goodies for Every Participant**
- 2. Prize Pool Worth ₹2 Lakh+**
- 3. Live Performances by Renowned Artists**
- 4. Thrilling Technical & Cultural Events**
- 5. Live Concert**
- 6. Food Stalls & Treasure Treats**
- 7. Fiesta**
- 8. Carnival**





- Prize money indicated in the rulebook is total prize money, however, the same is subjected to number of participants. The organizers reserve the right to change the total prize money and structure which shall be final and binding.
- Some events run parallel to each other, which means one participant can only compete in one of them. Kindly refer to the timeline while registering for the events to avoid any clash.
- The registration fee is non-refundable in all circumstances, be it for participants or audience.
- All participants and the audience are expected to always carry two forms of identification – government and institutional/college ID - with them. Failure to produce both might result in barred entry.
- Bilingualism is supported
- The decision of the judging panel is final in all events and is not subject to further review.





TECHNICAL EVENTS

S.NO	EVENTS	VIEW
1	CODE-CLASH	CLICK HERE
2	BOTBREW	CLICK HERE
3	NEUROCANVAS	CLICK HERE
4	QUIZ COMPETITION	CLICK HERE
5	DEBUGGING	CLICK HERE
6	ARCHITECTURE ARENA (SYSTEM DESIGN)	CLICK HERE
7	GAME ON – ARENA WARS	CLICK HERE
8	FRANKENSTEIN WEB & DEPLOY (MINI HACKATHON)	CLICK HERE
9	GOOGLE HUNT	CLICK HERE
10	LASER LOOT	CLICK HERE
11	LOAD & LOCK STICKS	CLICK HERE
12	ESCAPE ROOM	CLICK HERE
13	IPL AUCTION	CLICK HERE





CULTURAL EVENTS:

S.NO	EVENTS	VIEW
1	FASHION FLEET (FASHION SHOW)	CLICK HERE
2	PIRATES MELODY (SOLO SINGING)	CLICK HERE
3	CREW IN MOTION (GROUP DANCE)	CLICK HERE
4	PIRATE'S STREET (NUKKAD NATAK)	CLICK HERE
5	SAILOR'S WORDS (POETRY)	CLICK HERE
6	CAPTAIN CLASH (RAP BATTLE)	CLICK HERE
7	THE PIRATES TALE (MONO ACT)	CLICK HERE
8	SOLO STORM (SOLO DANCE)	CLICK HERE
9	REEL RUSH (REEL MAKING)	CLICK HERE





FUN EVENTS :

S.NO	EVENTS	VIEW
1	CAPTAINS'S CHALLENGE	CLICK HERE
2	ROADIES	CLICK HERE
3	PHOTO & TATTOO STATION	CLICK HERE





TECHNICAL EVENTS



CODE BLIND. CODE FAST. CODE FIRST.

ABOUT:

Code Run is a high-pressure coding challenge where participants race against time to solve algorithmic problems.

Code in the Dark takes the challenge further, requiring participants to code from memory without seeing their screen once the coding begins.



RULES & REGULATIONS

1. Participants will solve algorithmic challenges in real time.
2. Languages allowed: C, C++, Java, Python.
3. Round 2 format: the problem statement is revealed first for a short reading period; once coding starts, the screen/monitor is covered (physically) or blanked via the coding platform's interface, and participants type
4. their full solution without being able to see the screen.
5. Scoring:
 - Correct solution = full points.
 - Partial solution (passes some test cases) = partial points.
 - Wrong answer or compile error = 0 points.
 - Tie-breaker: fastest submission time.



CODE OF CONDUCT

1. No plagiarism or copying from external sources.
2. Internet access is restricted to competition platforms only.
3. Collaboration or sharing answers = instant disqualification.
4. Decisions of judges/admins are final and binding.

Prize Money

5,000/-

Entry Fees

200 /-

Team Size

SOLO

Student Coordinator

ABHISHEK - 9660952005





BREW BRILLIANCE WITH LOGIC AND AI.

ABOUT:

Bot Brew is a technical creativity challenge where participants build a task-specific chatbot using coding, NLP, AI, and RAG. The challenge combines problem-solving, conversational design, and innovation to create a functional chatbot for an organizer-assigned domain.



RULES & REGULATIONS

1. The chatbot must be task-specific — built to solve the exact problem statement/domain assigned by the organizers, not a general-purpose bot.
2. Use of AI tools/assistants (e.g. Claude, ChatGPT, Copilot) is allowed for coding help, debugging and documentation.
3. A proper RAG (Retrieval-Augmented Generation) pipeline must be implemented — the bot should retrieve relevant information from a provided/assigned knowledge base or document set and use it to ground its responses, rather than relying purely on a hardcoded script or an ungrounded LLM call.
4. The chatbot must:
 - Accept user input (text-based).
 - Provide logical, contextual responses grounded in the retrieved data.
 - Pre-built chatbots or plagiarism will lead to disqualification.
 - Chatbots must be built during the event time only.
 - APIs are allowed to integrate.

Prize Money

8,000/-

Entry Fees

200 /-

Team Size

Duo/Triplet

Student Coordinator

AALIKH - 8302598633



WHERE ALGORITHMS PAINT YOUR
CREATIVITY.

ABOUT:

Welcome to Neuro Canvas, a creative competition where ye use AI art tools to design stunning digital artworks.

The event challenges ye to blend imagination with machine intelligence. Conceptualize themes and refine prompts to produce truly original work.

COMPETITION FORMAT

The competition consists of two rounds:

Round 1 – AI Art: Participants receive a theme 30 minutes before the competition and create an original AI-generated artwork within the given time. The final JPG/PNG artwork and exact prompts must be submitted.

Round 2 – AI Video: Participants transform their creativity into an AI-generated video using the same general rules and tools policy. The final video and exact prompts must be submitted. Timing will be announced by the organizers.





RULES & REGULATIONS

1. Participants may use approved AI image and video generation tools such as Gemini, Midjourney, DALL·E, Google Flow, Runway, etc. The organizers may approve additional platforms if required. Artwork must be created within the event timeframe (no pre-generated art allowed).
2. Each participant/team must submit the final artwork (JPG/PNG format) and the exact prompts used, for transparency and fairness.
3. Use of copyrighted or plagiarized images is prohibited. Only AI-generated art plus minor edits (if any) is allowed.
4. Time limit: 1 hour for idea creation and generation in Round 1; Round 2 timing is announced by organizers.
5. Offensive, inappropriate, or harmful content will lead to disqualification.

Prize Money

5,000/-

Entry Fees

200 /-

Team Size

Solo/ Duo

Student Coordinator

SNEHAL - 9685510628





QUIZ COMPETITION

THREE ROUNDS. FEWER SAILORS
SURVIVE EACH ONE.

ABOUT:

A three-round elimination-based quiz testing general knowledge, logical thinking, academic concepts, current affairs, and aptitude. Each round lasts 20 minutes, with the difficulty increasing as participants progress.

Topics: Class II–I2 PCM (Physics, Chemistry, Mathematics) concepts, Current Affairs, General Knowledge, and Aptitude.



COMPETITION FORMAT

Round 1 – The Voyage

20 minutes | Easy–Moderate

Questions carry +1 mark for a correct answer. No negative marking. Participants are shortlisted for the next round based on their scores.

Round 2 – The Battle

20 minutes | Moderate–Hard

Correct answers earn +1 mark, while incorrect answers carry –1 mark. Participants are further eliminated based on their scores.

Round 3 – The Final Raid

20 minutes | Hard–Expert

Focused on Critical Aptitude & Reasoning. Correct answers earn +1 mark, while incorrect answers carry –2 marks. The final scores determine the ranking.

Unattempted questions carry 0 marks. Qualifier numbers may vary depending on participation.



Prize Money

X,XXX/-

Entry Fees

200 /-

Team Size

Solo

Student Coordinator

ANJALI - 6350189328



FIND THE FAULT. FIX THE FAULT.
SURVIVE THE FAULT.

ABOUT:

A timed debugging challenge where participants identify, analyze, and fix errors in pre-written programs. The challenge tests their ability to tackle compile-time, runtime, logical, algorithmic, and efficiency-related issues under pressure.

COMPETITION FORMAT

The competition consists of two 45-minute rounds:

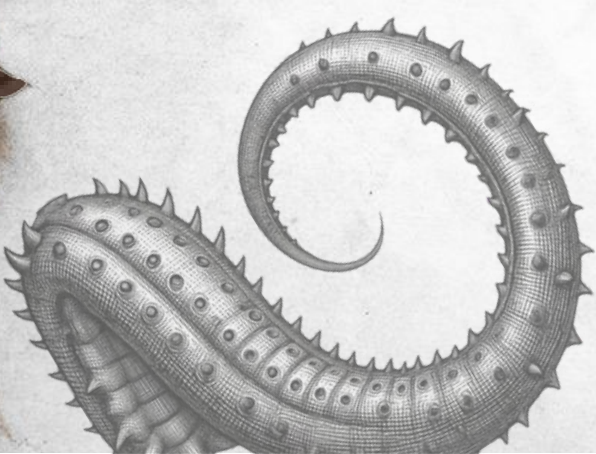
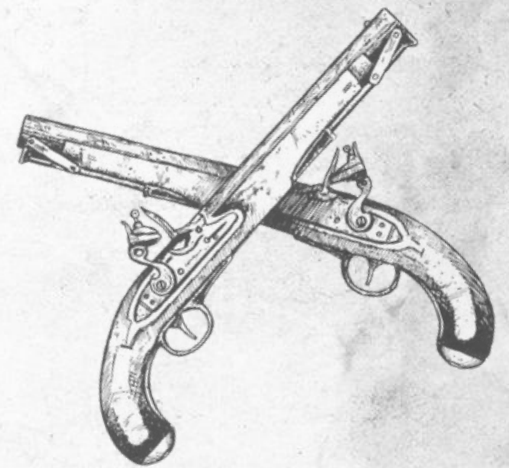
Round 1 – The First Fix:

An Easy–Moderate debugging round featuring compile-time, syntax, runtime, logical, and incorrect program-flow errors. Participants get approximately 2 completion attempts.

Round 2 – The Final Debug:

A Moderate–Hard round involving multiple errors, complex logic, runtime exceptions, algorithmic issues, incorrect conditions or loops, inefficient code, and edge-case failures. Participants get approximately 4 completion attempts.

A problem is considered solved only when the program compiles, runs correctly, produces the required output, and passes the test cases. The number of attempts may be adjusted by the organizers depending on the platform.





RULES & REGULATIONS

1. Use only the system and language/environment provided; solve independently (or with your duo partner, if participating as a duo).
2. No phones, smartwatches, notes, internet or outside help; AI tools only if the organizers allow them.
3. No communication, sharing of code or hints, or access to another participant's system.
4. Do not tamper with or exploit the judging environment. Report technical issues at once.
5. Any violation may lead to disqualification.

Prize Money

X,XXX/-

Team Size

Solo/Duo

Entry Fees

200 /-

Student Coordinator

DEVANSHU - 8955401674





DESIGN IT SMALL. THEN DESIGN IT TO
SURVIVE A MILLION.

ABOUT:

A system-design challenge where participants analyze a given problem, select suitable technologies, and create a complete system architecture using diagrams, APIs, databases, services, and data flows. The complexity increases significantly in the second round, testing scalability, reliability, and architectural decision-making.



COMPETITION FORMAT



Round 1 – Blueprint:

Participants design a system based on a given scenario, such as an Online Food Ordering System. The design should demonstrate clear requirements, logical system architecture, user/system interaction flows, frontend and backend components, databases, APIs, authentication, data flow, external services, and basic deployment.

Round 2 – Architect's Arena:

Participants design a large-scale platform such as YouTube, Paytm, LinkedIn, e-commerce, banking, or a streaming service. The architecture must evolve from a basic design into a scalable and reliable system, incorporating appropriate technologies and concepts such as microservices, caching, load balancing, message queues, replication, sharding, CDN, fault tolerance, rate limiting, monitoring, asynchronous processing, high availability, and disaster recovery.

Participants may use any technology stack, provided their choices are technically appropriate and properly justified.





RULES & REGULATIONS

1. Each round has a strict 30-minute limit.
2. Follow the given requirements; label components, services, databases, APIs and data flows clearly.
3. Diagrams must be logically connected; correctness matters more than decoration.
4. Be ready to explain any component or decision to the judges, including how it handles more users, traffic and failures.
5. AI tools and internet access are strictly prohibited during the competition.

Prize Money

X,XXX/-

Entry Fees

200 /-

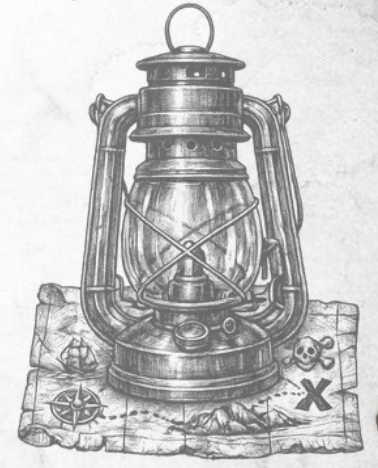
Team Size

Solo/Duo

Student Coordinator

ASHUTOSH - 9335922310





WHERE REFLEXES RULE AND LEGEND
RISE.

ABOUT:

A competitive mobile gaming challenge featuring BGMI and Free Fire, where teams battle across multiple maps and rounds. Performance is determined through a combination of placement points and eliminations, with the highest overall score claiming the title.



POINT SYSTEM

- 1st Place: 10 points
- 2nd Place: 6 points
- 3rd Place: 5 points
- 4th Place: 4 points
- 5th Place: 3 points
- 6th Place: 2 points
- 7th Place: 1 point
- 8th Place: 1 point
- Each Kill: 1 point





RULES & REGULATIONS

1. All players must register with their official BGMI ID.
2. Only registered players may participate; substitutions require prior approval from the organizers.
3. Teams must arrive at least 15 minutes before their match start time.
4. Any team not present or missing required player IDs at match time may be disqualified.
5. Players must use their registered BGMI ID in all matches.
6. Unauthorized software, hacks, scripts, cheats, or other unfair assistance are strictly forbidden and result in immediate disqualification.



MATCH SCHEDULE

- Round 1: Erangel
- Round 2: Rondo
- Round 3: Miramar



WINNER DECIDE

The team with the highest total points across the three BGMI rounds is declared the BGMI winner. The second-highest total is the runner-up. If required, ties will be resolved using total kills followed by the better final-round placement.

Prize Money

15,000/-

Entry Fees

200 /-

Team Size

4 per team

Student Coordinator

AMAN - 7073614749



FREE FIRE



POINT SYSTEM

- 1st Place: 10 points
- 2nd Place: 6 points
- 3rd Place: 5 points
- 4th Place: 4 points
- 5th Place: 3 points
- 6th Place: 2 points
- 7th Place: 1 point
- 8th Place: 1 point
- Each Kill: 1 point



RULES & REGULATIONS

1. Every player must use the registered Free Fire / Free Fire MAX player ID for the tournament.
2. Only registered players may participate; substitutions require prior approval from the organizers.
3. Players must join the custom room using the room ID and password provided by the organizers.
4. Teams must report at least 15 minutes before their scheduled match.
5. Only mobile devices are permitted. Emulators, unauthorized third-party applications, scripts, macros, hacks, cheats, or modified game clients are prohibited.
6. If a player disconnects because of a personal device, network, or power issue, the match normally continues unless organizers announce a restart.





MATCH SCHEDULE

- Round 1: Bermuda
- Round 2: Purgatory
- Round 3: Alpine



WINNER DECIDE

The team with the highest total points across the three Free Fire rounds is declared the Free Fire winner. The second-highest total is the runner-up. If teams are tied, higher total kills are considered first, followed by better combined placement and then the better final-round placement.

Prize Money

X,XXX/-

Entry Fees

200 /-

Team Size

4 per team

Student Coordinator

RUDRA - 8107474074





STITCH IT, SHIP IT.

ABOUT:

Frankenstein Web&Deploy is a two-stage rapid challenge where teams of three get three separate repos (frontend, backend, and an extra module) and must stitch them into one working app, then deploy it live. Fix the bugs, connect the pieces, and ship it before time runs out.

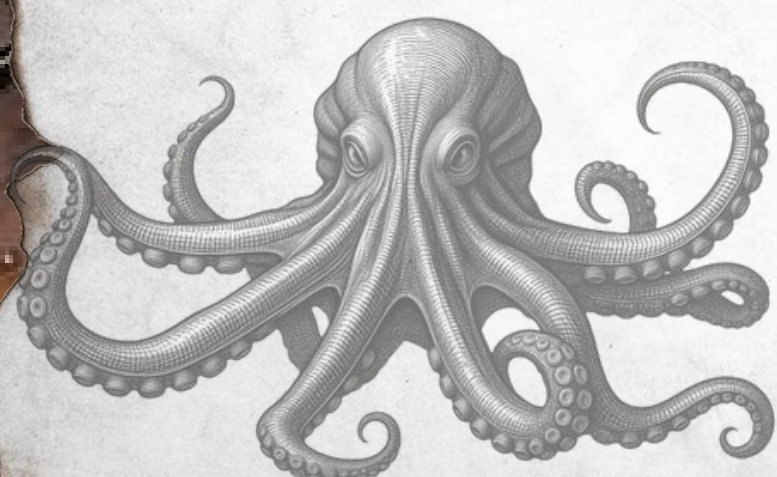


COMPETITION FORMAT

What you get: Three repos, each holding part of one app: a frontend (landing page, navigation, UI, forms), a backend (APIs, auth, business logic), and an extra module (dashboard, database, additional pages, or services).

Stage 1, Integrate (45 min): Fix compatibility issues and connect the repos into one working app. It needs a functioning frontend, backend, APIs, navigation, dependencies, and environment config, plus basic security (input validation, protected credentials).

Stage 2, Deploy: Put the integrated app live in the remaining time and submit the URL. It must stay accessible during judging.





RULES & REGULATIONS

1. Register beforehand, arrive on time, and use only the supplied repos and permitted platforms.
2. No code sharing or copying, and no touching other teams' work or URLs.
3. AI tools and the internet are allowed for debugging, errors, commands, and config, within the rules announced beforehand. You must be able to explain your major steps.
4. No malicious code, and keep credentials and API keys secret.
5. Submit the correct live URL before the deadline. Report technical issues immediately, since late work counts only for verified issues.
6. The judges' decision is final.

Prize Money

X,XXX/-

Entry Fees

200 /-

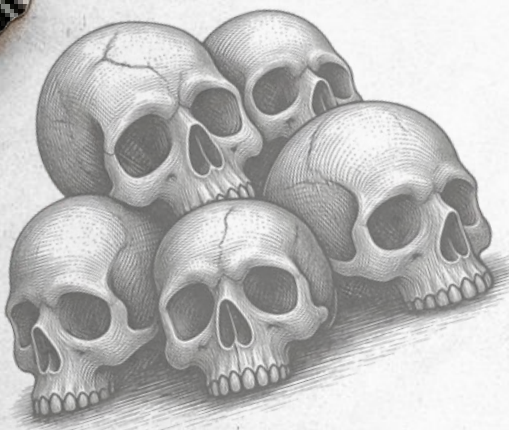
Team Size

Triplet

Student Coordinator

YASH - 9521057322





GOOGLE HUNT

DECODE. DISCOVER. DOMINATE.

ABOUT:

How it works: Organizers give you a series of clues. You solve each one by searching on Google, and every answer unlocks the next clue (via an answer code, link, or puzzle) until you reach the final clue. Time is tracker from the start until the final clue is solved, and the fastest team wins.



RULES & REGULATIONS

1. Follow the clue sequence. No skipping or bypassing, and every clue must be solved to reach the final one.
2. Only Google Search and its permitted tools (Maps, Images, Scholar, etc.) and the pages they lead to are allowed. AI chatbots and AI answer tools are not.
3. Editing web pages, Wikipedia entries, maps, or any online content to mislead results means immediate disqualification.
4. Sharing, leaking, or hiding clues and answers from other teams also means immediate disqualification.
5. No outside help, including from outsiders or mobile group chats.
6. Only registered members and their devices, on the campus network and within venue rules.
7. Wrong answers may carry a time penalty, as announced before the start.
8. Respect the campus and don't damage any property.

Prize Money

X,XXX/-

Entry Fees

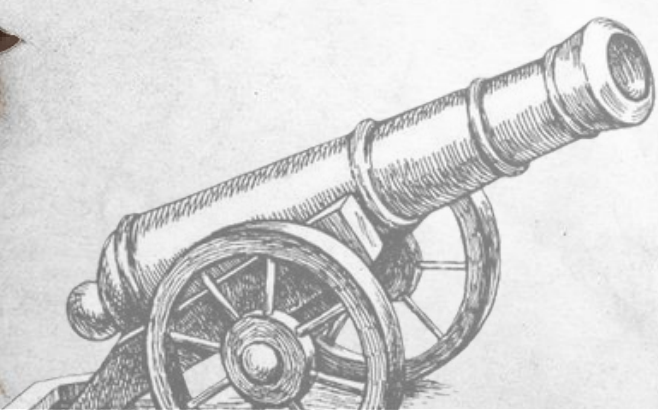
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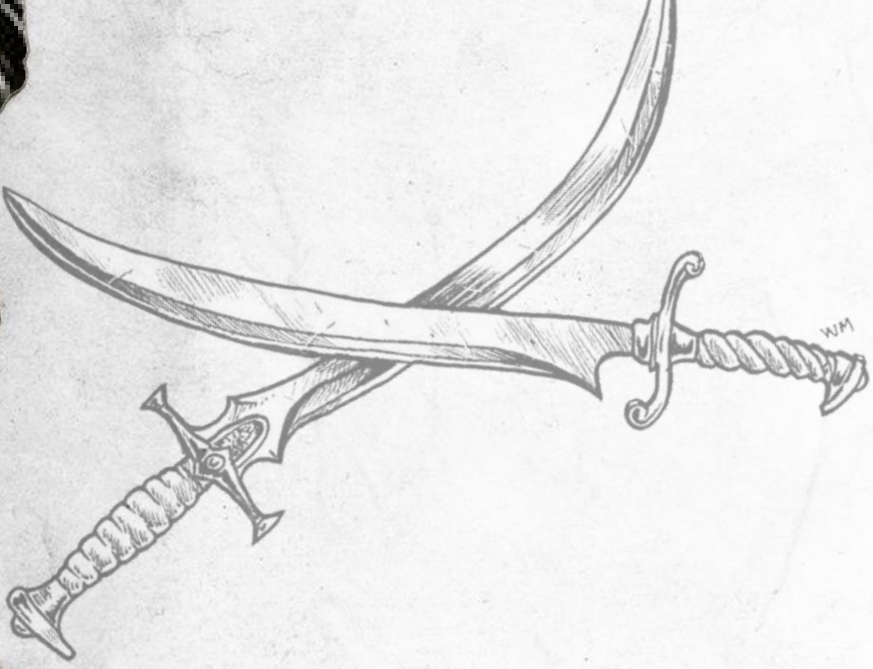
Team Size

Quartat

Student Coordinator

RAHUL - 9772381268





CROSS THE BEAMS. CLAIM THE LOOT.
TOUCH NOTHING.

ABOUT:

Participants must navigate the laser course from the starting point to the finish while avoiding the beams. Every laser touch triggers a buzzer and is recorded as a touch.

Performance is determined by completion time and the number of laser touches.



RULES & REGULATIONS



1. Complete the course individually; wait for the start signal and stay inside the course area.
2. Do not block, move, damage or touch the lasers, sensors or buzzers, and do not bypass obstacles.
3. After a touch, continue the course unless told otherwise. Reach the finish point to complete.
4. Running, jumping, crawling or bending may be allowed depending on the course; follow organizers instructions.
5. Follow all safety instructions. Unsafe behavior may end the attempt; organizers may stop it for safety or technical issues.
6. Tampering may lead to disqualification. The coordinator's decision on timing, touches and violations is final.

Prize Money

X,XXX/-

Entry Fees

200 /-

Team Size

SOLO

Student Coordinator

KHUSHI - 9644934667





LOCK & LOAD STICKS

BUILD TALL. BUILD STRONG. BUILD
WITH STRAWS.

ABOUT:

A creative engineering challenge where participants design and construct a stable structure using straws, ice cream sticks, and organizer-provided materials. The challenge tests structural thinking, creativity, precision, and stability under given constraints.



RULES & REGULATIONS

1. Register beforehand; use only provided or permitted materials (straws / ice cream sticks and any organizer-supplied extras), with no hidden supports.
2. Build entirely within the 120 minutes and follow all announced constraints; violations may be penalized or disqualified.
3. No changes once judging or testing begins; judges may inspect before and during testing.
4. Keep the workspace safe and organized, follow safety instructions, and never damage another team's structure.



Prize Money

X,XXX/-

Entry Fees

200 /-

Team Size

DUO

Student Coordinator

DEVANSH - 8302777640





SOLVE THE PUZZLES. FIND THE WAY
OUT.

ABOUT:

A themed escape room where participants solve puzzles to escape within the time limit.



PUZZLES

1. Logic puzzle and color-code puzzle
2. UV flashlight hunt
3. Hidden keys and riddle scrolls (some keys are fake)
4. Word lock / cipher
5. Heartbeat sound puzzle
6. Final passcode gate



Made with AI



SAFETY

1. The room is dimly lit but supervised.
2. Do not break props or locks; clues are hidden, never forced.
3. An emergency exit is always available.



WINNING CRITERIA

Fastest escape time wins. Bonus rewards for finding the hidden bonus item or solving without hints.



Prize Money

8,000/-

Entry Fees

200 /-

Team Size

SOLO

Student Coordinator

BHUMI - 8690215166



— AUCTION LIKE A PRO, STRATEGIZE LIKE
A CAPTAIN. —

ABOUT:

Ever wonder how it feels to be a cricket team owner? How does it feel to bid? Then come to Echona's IPL Auction, bid like a team owner, strategize, and build your fantasy IPL squad.



RULES & REGULATIONS



1. Team names will be allotted using the chit system.
2. A virtual budget of Rs. 100 Crores will be allotted to every team.
3. Only IPL players will be auctioned (national and international players).
4. Players will be categorized as Batsmen, Bowlers, All-rounders and Wicketkeepers.
5. A team must bid and buy 2 Batsmen, 2 Bowlers, 2 All-rounders and 1 Wicketkeeper, making a team of 7 players in total.
6. Unsold players may return in the re-auction round.
7. Disqualification for bidding an amount more than your remaining balance.
8. Disqualification for bidding after your team is full.
9. A bid war between two teams shall not be disturbed.
10. Teams are requested to keep a tab on their balance.
11. Scoring will be based on: balanced squad (batting + bowling strength); budget management (e.g., remaining balance); creativity in team strategy based on players.
12. Decisions of the auctioneer/judges will be final.





PRE-AUCTION RULES

1. Decency and professionalism should be shown.
2. Maintain the decorum of the auction.
3. Bid war shall not be disturbed.
4. Only the team leader will bid.
5. Bids should be called in a respectful manner.
6. Teams shall not raise any argument or nuisance while in the auction.
7. Avoid colliding your bid call with other teams.
8. Played only for fun, with no real money and players.

Prize Money

15,000/-

Entry Fees

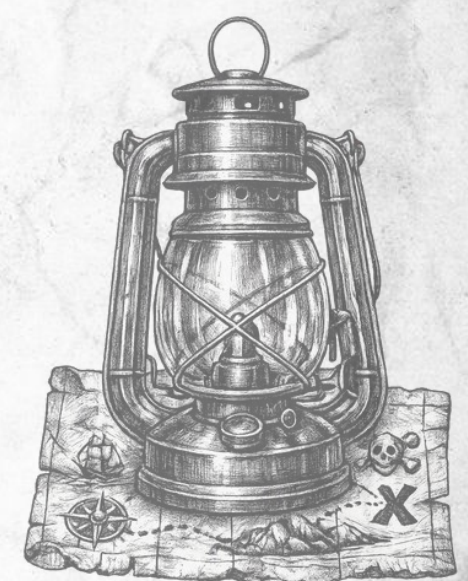
200 /-

Team Size

4

Student Coordinator

SHIVANG - 6367264327





CULTURAL EVENTS



WALK IT, FLAUNT IT, OWN IT.

ABOUT:

Step into the spotlight and let your style do the talking. Fashion Fleet is where confidence meets couture — a stage built for bold walks, striking themes, and unforgettable presence. Whether it's the sharp cut of a jacket or the swirl of a gown, every step here is a statement. This is your runway, your rules, your moment to own it.



RULES & REGULATIONS:



1. Participants must choose their own unique theme .
2. 10 minutes total per team (including setup and performance).
3. Exceed the time limit, and negative marking shadows will descend.
4. Teams must carry their music tracks in a pen drive and submit it two days before .The team cannot change the submitted track once it has been submitted.
5. Vulgarity or obscenity will awaken disqualification.
6. Teams will be judged on costumes, theme, walking stance, and overall presentation.
7. Disobedience of rules may result in elimination from the Fashion Fleet .

Prize Money

15000 /-

Entry Fees

25000 /-

Team Size

10 - 15

Student Coordinator

TANU - 9241516906



PIRATES MELODY

MELODIES THAT CONNECT SOUL

ABOUT:

Every voice carries a story, and Pirates Melody is the stage that lets it be heard. From soulful ballads to high-energy anthems, this solo singing competition celebrates raw talent, emotion, and the power of a single voice to move an entire crowd. Bring your best notes — the mic is waiting.

RULES & REGULATIONS:

1. Competition will consist of 2 rounds.
2. Singing must be done on a karaoke track.
3. Participants will get 1.5 min in the first round to showcase their vocal skills.
4. The selected participants will be shortlisted for the second round, which will be a jury round where each participant will get 2.5 min to perform.
5. The track must be given two days before the performance.
6. The selected song should not be objectionable.
7. The difficulty level of the selected song by the participant can be one of the crucial parameters.
8. Disobedience of rules may lead to disqualification.
9. The team cannot change the submitted track once it is submitted.

Prize Money

5000 /-

Entry Fees

200 /-

Team Size

SOLO

Student Coordinator

SHYAM - 7878578329



DANCE LIKE YOU'RE ALREADY VIRAL

ABOUT:

Get ready to set the stage on fire as the ultimate crew battle begins! From power-packed moves and killer formations to jaw-dropping synchronization, this is where beats meet attitude. Dazzling costumes, electrifying energy, and unstoppable vibes will turn the dance floor into a live explosion of rhythm and style. This isn't just a competition — it's a spectacle of passion, creativity, and pure adrenaline. Gather your squad, bring your groove, and watch the crowd go wild. Are you ready to steal the spotlight?



ROUND : THE PROP CHALLENGE

In the group round, there will be only one round, which will be the Prop Round. Participants will give their performance on stage. This is their chance to impress the judges and audience with creativity, confidence, and stage presence.



RULES & REGULATIONS:

1. Soundtracks must be submitted two days before the competition.
2. Costumes should be decent and performance must not be offensive.
3. Negative marking will arise if teams exceed the time limit.
4. Vulgarity, obscenity, or summoning forbidden moves is strictly prohibited and may result in disqualification.





5. Breaking the rules will awaken the curse of elimination.

6. The team cannot change the submitted track once it has been submitted.

Prize Money

10,000 /-

Entry Fees

1000 /-

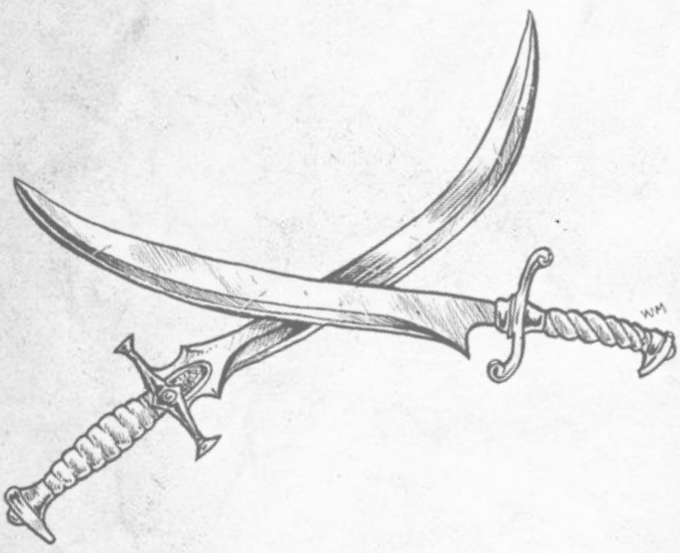
Team Size

5-8

Student Coordinator

JANVI - 8290995407





VOICES FROM THE STREET, STORIES
THAT MATTER

ABOUT:

Street theatre has always been the voice of the people, and Pirate's Street keeps that spirit alive. Through original scripts and raw performances, students bring real issues and bold ideas to life — no big sets, no fancy lights, just powerful storytelling that speaks directly to the audience

RULES & REGULATIONS:

1. Competition will consist of 1 round.
2. There will be negative marking for exceeding the time limit.
3. Participants in the team must be currently a part of the institution.
4. Performance should be in English or Hindi.
5. All performances must be void of profanity, vulgarity, nudity and obscenity.
6. Use of these may result in lowered ranking or disqualification by the judges.
7. Disobedience of rules may lead to disqualification



Prize Money

8000 /-

Entry Fees

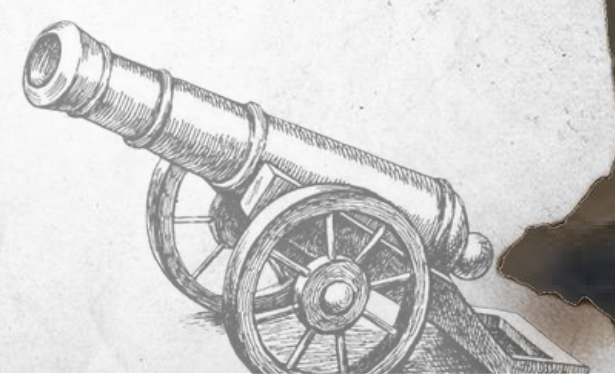
1000 /-

Team Size

5-10

Student Coordinator

VANSH - 9929213417





SAILOR'S WORDS

FEEL EVERY WORD. LIVE EVERYVERSE.

ABOUT:

Some things are best said in verse. Sailor's Words invites poets to step up and share what's on their mind — through self-written lines that capture emotion, thought, and identity. It's an intimate stage where words alone hold the power to move the room.

RULES & REGULATIONS:

1. Participants must prepare their poems beforehand.
2. No extra time will be allotted; each participant must finish within the given time limit.
3. The poem must be self-composed and original.
4. Language allowed: Hindi or English.
5. Disobedience of rules may lead to immediate disqualification.
6. Submit your poetry or shayari two days before the competition.

Prize Money

5000 /-

Entry Fees

200 /-

Team Size

SOLO

Student Coordinator

KHUSHI - 9257370692





WHERE RHYMES HIT HARDER THAN PUNCHES.

ABOUT:

Get ready for the ultimate clash of words, beats and oozing emotions at the most awaited event of the day, "RAP BATTLE!" Witness lyrical prowess, electrifying rhymes, and fierce flows as talented contestants battle for the title of the campus rap king or queen. The stage is set, the mic is hot – who will emerge victorious in this rhythmic rap showdown? Don't miss the adrenaline-packed night of pure hip-hop energy! There will be two rounds:



ROUND 1

In this round the participant will be given 2 min to perform that they have prepared. Selected participants will go to the next round.



ROUND 2

In the battle round, the selected participants will have a battle on some of the selected themes, such as: Positive v/s Negative Mindset, Freedom v/s Control, Technology and Humanity, Gender Equality, Hostel Hustle and Dreams Beyond Degree, and 3 minutes will be given to each participant





RULES & REGULATIONS

1. The time limit will be announced (around 2–3 mins per round); exceeding may cause negative marking.
2. No vulgarity, hate speech, or personal attacks – violation = disqualification.
3. Judging based on flow, creativity, theme relevance, and audience impact.

Prize Money

5000 /-

Entry Fees

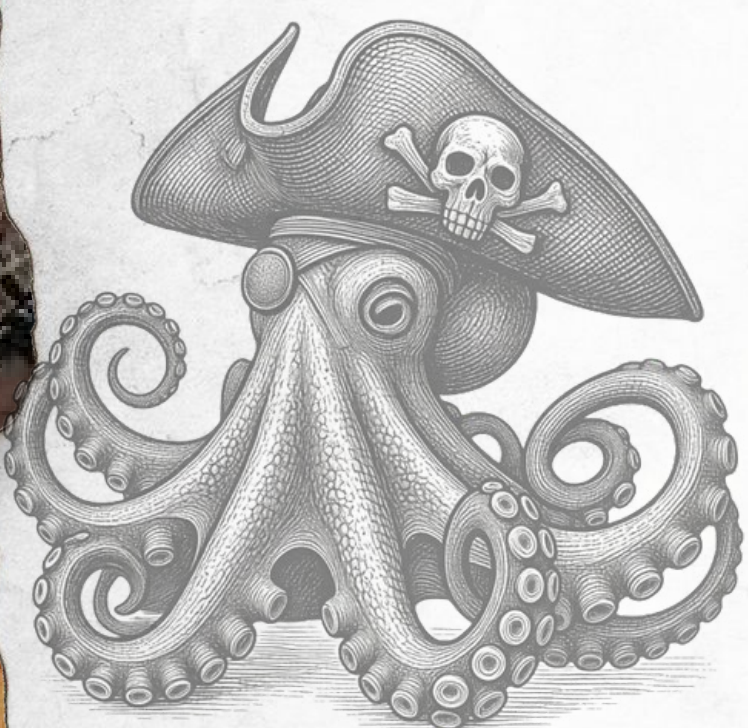
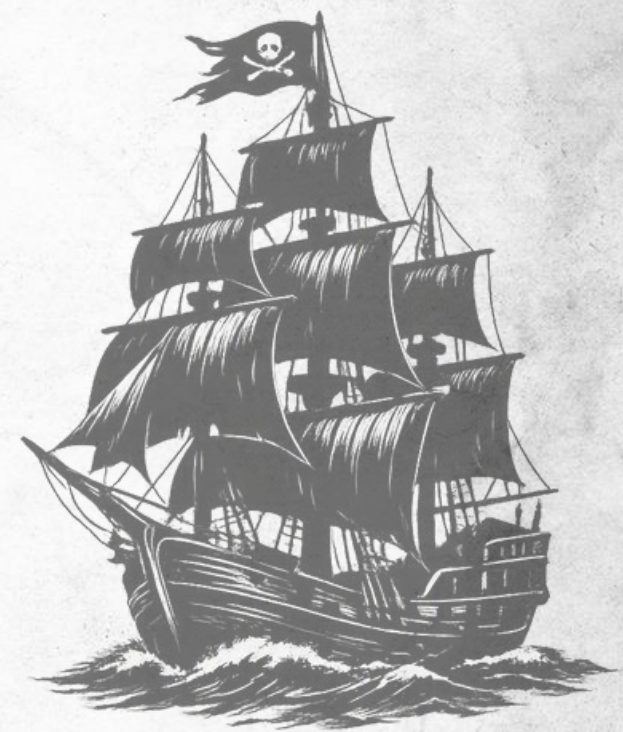
200 /-

Team Size

SOLO

Student Coordinator

ANUSHKA - 7000809272





ACT. TRANSFORM. CAPTIVATE.

ABOUT:

One performer, endless possibilities. The Pirates Tale is a solo theatrical showcase where a single artist brings multiple characters, emotions, and stories to life — using nothing but voice, expression, and presence. It's acting stripped down to its purest, most powerful form



RULES & REGULATIONS



1. Performance duration: 4-7 minutes.
2. Exceeding the time limit may lead to marks being deducted.
3. Participants may portray one or multiple characters.
4. Performances can be humorous, emotional, social, historical, inspirational, or fictional.
5. Scripts must not contain offensive, abusive, or discriminatory content.
6. Simple props and costumes are allowed but should be manageable by the participant alone
7. Background music or sound effects are permitted if submitted in advance.
8. Fire, dangerous objects, and substances that may damage the venue are strictly prohibited.
9. Participants must report backstage at least 30 minutes before their performance.
10. The organizers may disqualify participants for violating event rules or inappropriate content.

Prize Money

5000 /-

Entry Fees

200 /-

Team Size

SOLO

Student Coordinator

PALAK - 6377745282



SOLO STORM

DANCE LIKE YOU'RE ALREADY VIRAL

ABOUT:

Solo Storm is a celebration of individual expression through movement. No crew, no formations — just one dancer, one stage, and complete creative freedom to showcase style, technique, and stage presence across any dance form they choose.

RULES & REGULATIONS

1. Performance duration: 2 to 3 minutes.
2. Exceeding the time limit may result in point deduction or disqualification.
3. Any dance style is allowed (Classical, Folk, Contemporary, Hip-Hop, Bollywood, Freestyle, etc.).
4. Vulgar, offensive, or inappropriate performances are strictly prohibited.
5. Music must be submitted in MP3 format before the deadline specified by the organizers
6. Participants should carry a backup copy of their music on a pen drive or phone.
7. Props are permitted only if they are safe and do not damage the stage.
8. Hazardous materials such as fire, glass, sharp objects, smoke bombs, or liquids are not allowed.
9. Participants must report backstage at least 30 minutes before their performance.



Made with AI



10. The organizers reserve the right to stop any performance violating the rules.

Prize Money

5000 /-

Entry Fees

200 /-

Team Size

SOLO

Student Coordinator

ANUSHKA - 6398830501





SHORT REELS. LONG IMPACT

ABOUT:

In a world where stories are told in seconds, Reel Rush challenges filmmakers to make every frame count. With just one day to shoot and edit a short film on a surprise theme, this event tests creativity, speed, and storytelling instinct — all condensed into a few impactful minutes.

RULES & REGULATIONS



1. Shooting location: the entire film should be shot inside the campus.
2. Time limit: film should be planned, shot, and edited in 1 day.
3. Topics: to be decided by the Mystery Picks (chit system).
4. No means of any external help will be allowed in terms of videography or editing.
5. The digital equipment must be brought by the teams.
6. There should be no vulgar content.
7. All performances must be devoid of profanity, vulgarity, nudity and obscenity.
8. Use of these may result in lowered ranking or disqualification by the judges.

Prize Money

10,000 /-

Entry Fees

800 /-

Team Size

4 - 6

Student Coordinator

KAJAL - 9929950782



FUN EVENTS :



STRENGTH. STRATEGY. SURVIVAL



ABOUT:

Roadies is an individual multi-challenge activity designed to test physical strength, mental alertness, coordination, agility, courage, and the ability to perform under pressure.



FORMAT

- Roadies will be conducted as an individual activity. The activity will consist of multiple levels or challenges.
- Each level may test a different combination of physical and mental abilities. The exact challenges and sequence of levels will be finalized and announced by the organizers.
- Participants must complete the challenges according to the instructions and time limits given at the venue.



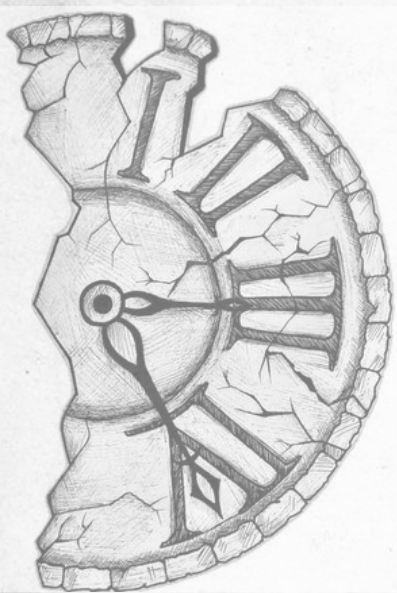
RULES & REGULATIONS



1. Participants must follow the prescribed route and instructions for each challenge.
2. Skipping a challenge, taking an unauthorized shortcut, or deliberately interfering with the setup may result in a penalty.
3. Physical contact intended to obstruct another participant is not permitted.
4. Participants must use all equipment and props only as instructed.
5. The coordinator may stop a participant if a safety concern arises.
6. The final result may consider completion, time taken, and penalties as announced by the organizers.

Student Coordinator

DEEPAK - 8949400651



THINK FAST. ACT FASTER. LEAD THE WAY.

ABOUT:

Captain's Challenge is a multi-level adventure activity focused on observation, decision-making, speed, memory, problem-solving, exploration, and physical ability.



FORMAT



- The activity will be conducted individually unless otherwise announced by the organizers.
- Each participant will receive an inventory bag at the beginning of the challenge.
- Participants will be required to complete multiple levels or challenges. Some challenges may require participants to find, collect, remember, carry, or use specific items.
- The exact levels, challenges, and sequence will be finalized and announced by the organizers.
- The fastest successful completion with the fewest penalties may be considered for the final result.





RULES & REGULATIONS

1. The inventory bag must remain with the participant unless a coordinator instructs otherwise.
2. Participants may not exchange, hide, damage, or deliberately discard challenge items. Only designated areas may be searched.
3. Clues, props, and equipment must be handled carefully. Unauthorized assistance from spectators or other participants is not allowed.
4. Bonus points may be awarded for special or hidden objectives if announced by the organizers.
5. Any penalties and scoring criteria will be communicated before the activity begins

Student Coordinator

KHUSHBOO - 8690909944





PIRATE PHOTO BOOTH

- Participants may choose from the available pirate-themed props and accessories.
- Props may include pirate hats, eye patches, bandanas, toy swords, treasure props, maps, hooks, compasses, and other themed accessories.
- Participants can create their own pirate look and pose creatively in the designated photo area.
- Props must be handled responsibly and returned after use. Participants must wait for their turn and avoid overcrowding the photo area.



RULES & REGULATIONS

1. Participants may choose from the available temporary tattoo designs, subject to availability.
2. Designs may include anchors, skulls, compass symbols, ships, treasure maps, pirate symbols, and other nautical designs.
3. Only temporary, skin-safe tattoo materials approved for event use will be used.
4. Participants should inform the station volunteer about any known skin sensitivity or allergy before application.
5. Participants may choose not to get a tattoo and can still participate in the Pirate Photo Booth.
6. The tattoo station will be managed by the assigned volunteers.



Student Coordinator

SANJANA - 9928711123