

# PRESENTS

31st Jan 2026



- Volleyball
- UNOZ NEØ
- Tug of war
- Memes and Reels
- Antakshari
- B Quiz-
- Escape Room
- Chess
- Squid Games
- Carrom

# **CASH PRIZE OVER 1.5 LAKHS**



Scan me  
for details

# Annual Inter-collegiate Fest

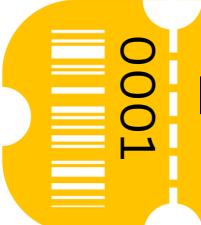
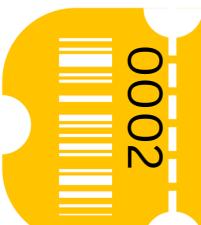
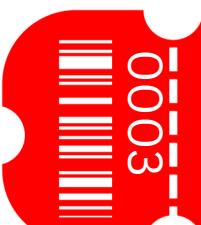
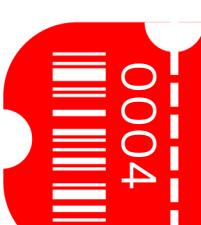
The image features a large, stylized purple logo on the left side. The logo consists of a vertical 'Z' shape with a horizontal bar extending from its middle, and a vertical 'U' shape nested within the 'Z'. To the right of this logo is a grid of text. The grid has 10 rows and 2 columns. The first column contains the text 'ZEAL UP!' in a light red font. The second column contains the text 'ZING UP!' in a light red font. The 'U' and 'P' in 'ZEAL UP!' are slightly larger than the 'U' and 'P' in 'ZING UP!'. The 'Z' in 'ZEAL UP!' is also slightly larger than the 'Z' in 'ZING UP!'.

Deven : 8237147476

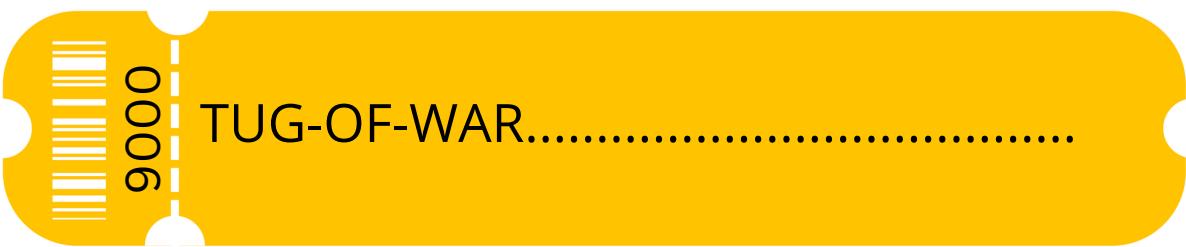
Joan : 9702323464

Harshali : 9021798496

# EVENTS

-  0001 BIZ QUIZ.....
-  0002 MEMES AND REELS.....
-  0003 ESCAPE ROOM.....
-  0004 CARROM.....
-  0005 SQUID GAMES.....

# EVENTS

- 

9000  
TUG-OF-WAR.....
- 

0007  
VOLLEYBALL (MEN) .....
- 

0008  
CHESS.....
- 

0009  
UNOZ NEØ.....
- 

0010  
ANTAKSHARI.....

0006

# BIZ QUIZ!



**SCAN TO  
REGISTER**



## **RULES AND REGULATIONS FOR THE PARTICIPANTS:**

- A maximum of 2 members in each team are allowed. Buzzer Round/Rapid fire round (Round 1) - Based on your current awareness of the business market and agility.
- Managerial interpretation round (Round 2) - How well you understand business corporate language.
- Challenger Round (Round 3) - You are a business-person. Let's challenge each other can we? All players report 15 mins prior to the program.
- Any prompting or uncalled-for responses will lead to deduction in scores. The questions and answers are clearly analyzed by our team.
- The decision of the quiz master will be final for all rounds.
- Use of smartphones and smartwatches will be prohibited.

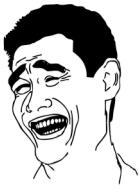
**Registration Fees: Rs. 300.**



**1st Prize : Rs. 4000**



**2nd Prize : Rs. 2000**



# MEMES & REELS



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REGISTER



## RULES AND REGULATIONS FOR THE PARTICIPANTS:

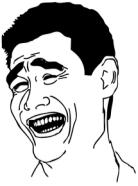
### 1. PARTICIPATION RULES

- Registration Fee: ₹150 per team
- Team Size: 2 participants
- One helper allowed (for recording only; must be a friend, not an expert)
- Teams participate in both rounds.

### 2. EVENT STRUCTURE

#### Round 1: Reels Making

- Duration: 30 seconds to 1 minute
- Must be shot inside campus/venue
- Only phone camera allowed
- Basic editing allowed
- No pre-recorded reels



# MEMES & REELS



## Final Round: Meme Making

- 15 seconds time limit
- Original templates or free-use templates allowed
- No offensive content

## 3. CONTENT GUIDELINES

- No abusive or sensitive content
- No dangerous acts in reels
- Helper can record but not act (unless permitted)
- Memes must be original
- Plagiarism not allowed

## 4. SUBMISSION RULES

- File name format: TeamName\_Category
- Late submissions not accepted

## 5. JUDGING CRITERIA

1. Creativity
2. Relevance to Topic
3. Humor & Engagement
4. Quality of Presentation



## MEMES & Reels



### 6. DISQUALIFICATION

- Copied content
- Offensive material
- Pre-made reels or memes
- Using expert/professional help
- Time limit violations

### 8. PRIZES

• 1st prize = ₹1500

2nd prize = ₹1000



**1st Prize : Rs. 1500**



**2nd Prize : Rs. 1000**

# ESCAPE ROOM



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REGISTER



## RULES AND REGULATIONS FOR THE PARTICIPANTS:

- 1. No Outside Tools:** Escape rooms are designed with items within the room to solve puzzles. You cannot bring in personal tools (e.g., phones, calculators, flashlights) unless specified by the room's rules.
- 2. No Searching Beyond Designated Areas:** Don't move furniture or search in areas that are not part of the game, such as electrical panels, ventilation ducts, or other areas not related to the puzzles.
- 3. Emergency Exit:** If you need to leave the room for any reason (emergency, bathroom, or otherwise), most escape rooms will have an emergency exit available. However, this may forfeit your chance to complete the game.

# ESCAPE ROOM

4. **Follow the Theme:** Many escape rooms have immersive themes, and you should try to engage with the experience. Be open-minded and creative!
5. **No Sharing Spoilers:** To keep the experience fresh for others, avoid discussing specific details of the puzzles or room setup in public spaces or online until after the game is completed.
6. **Escape Success:** If you manage to solve the puzzles and "escape" within the allotted time, you may receive a reward or certificate.
7. **Each Team:** 4 members

**Registration Fees: Rs 250**



**1st Prize: Rs 1500**



**2nd Prize : Rs 1000**

# CARROM



SCAN TO  
REGISTER



- The striker must touch both base lines inside the baseline rectangle.
- The queen cannot be taken on the last shot without cover – this is illegal.
- If the striker is pocketed, it is a foul.
- If you pocket your last coin before the queen, it is a foul.
- Foul penalties: 1 coin returned to the centre.
- Delaying intentionally is a foul.
- Team members must sit opposite each other.
- Team communication cannot delay play.
- When replacing a coin to the centre, if that space is blocked, place it close to the centre without touching other coins.

# **CARROM**

- Points depend on the opponent's coins remaining:
- 1 point per opponent coin left.
- +3 points if you have the queen.

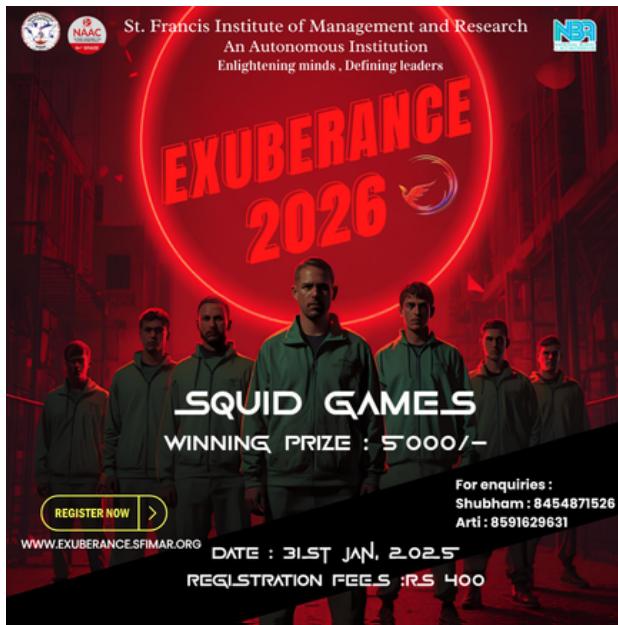
A participant can play both in singles as well as in the team event.

**Registration Fees: Rs 200 (SINGLE)**  
**RS 300 (TEAM)**

**Singles :**    1st Rs. 2000  
                  2nd Rs. 1000

**Team (Duo) :** 1st Rs. 3000  
                  2nd Rs. 1500

# SQUID GAMES



## ROUND 1 - Pentathlon

A Team of 4 Players each with their legs tied they will have to walk and complete all the tasks on the way in a fixed time. There will be 4 minigames - Ddakji, Spinning Top, Stone Throwing, Kicking the Shuttlecock in the air 5 consecutive times. The Team which will complete the task in before the Given Time Duration wins.

**Flying Stone** - Player will have to aim and throw a Stone at the other stone kept on the ground at a particular distance.

## ROUND 2- Jump Rope

In this the players have to Cross the bridge by jumping over the rope and complete the task in a given time. IF they don't then they will be disqualified. Even if they fall outside the marked area or the Rope Touches them they will be disqualified.

# **SQUID GAMES**

## **ROUND 3- Blind Folded Glass Bridge**

The last surviving Team will win 5000 as the game price .

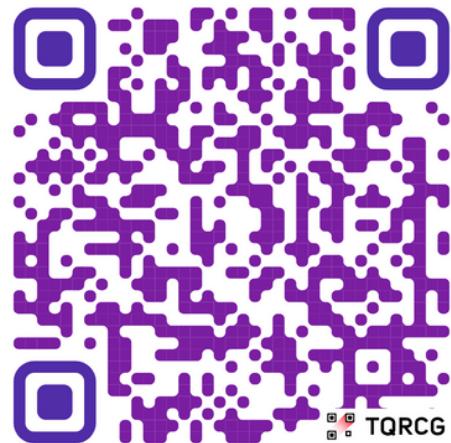
**Entry Fees : 400/ per team**

2000 for 5 Teams of 4 member each. If 5 teams are registering together then they will get a special discount of 200 which will make the final amount to 1800 Rs for 5 teams only when they Give Final Confirmation of the each leader of 5 teams.

# TUG OF WAR



SCAN TO  
REGISTER



## RULES AND REGULATIONS FOR THE PARTICIPANTS:

- Each team will consist of 7 Members and 1 substitute. The total weight of 7 members would be 600 kg.
- Each game will be a set of 3 rounds. The team who wins 2 rounds, wins the game.
- On either side of the rope, at a distance of 4 meters from the centre line, 2 more marks will be made. This is the point where the first member of each team must stand.
- All players are expected to be courteous to each other and to the officials.
- Arguments with the referee will lead to player/team disqualification.
- Other rules, if any, will be intimated by the referee & organizers at the tournament.

Registration Amount: Rs. 800



**1st Prize : Rs. 4000**



**2nd Prize : Rs. 2500**

# VOLLEYBALL(MEN)



SCAN TO  
REGISTER



## RULES AND REGULATIONS FOR THE PARTICIPANTS:

- 1) Each team shall have six players on the court at a time, with three players positioned in the front row and three in the back row.
- 2) A maximum of three hits is allowed per side before returning the ball over the net.
- 3) Rally-point scoring will be followed, meaning points are awarded on every serve to the team winning the rally.
- 4) No player may hit the ball twice consecutively. However, a block is not considered a hit.
- 5) The ball may be played off the net during a volley or on a serve.
- 6) A ball landing on the boundary line is considered in.
- 7) A ball is out if it:
  - Hits an antenna, net post, or floor completely outside the court.
  - Touches any part of the net or cables outside the antenna.

# **VOLLEYBALL(MEN)**

Contacts the referee stand, pole, or ceiling above a non-playable area.

- 8) Players may contact the ball with any part of the body.
- 9) It is illegal to catch, hold, or throw the ball.
- 10) Players cannot block or attack a serve while on or inside the 10-foot line.
- 11) After the service, front-line players may switch positions at the net.
- 12) Each match will consist of two sets. In the event of a tie (Both teams winning one set each), a third set will be played to determine the winner.
- 13) All teams must submit a hard copy of the required documents at the time of registration; soft copies will not be accepted.
- 14) If a team is disqualified during the event, the tournament fixtures will be adjusted accordingly.
- 15) Any team or player failing to produce the required documents will face direct disqualification.

Each team shall consist of 6 players and 2 substitutes.

**Registration fees: - ₹800 Per Team**



**1st Prize : Rs. 8000**



**2nd Prize : Rs. 4000**



# CHESS



ST FRANCIS INSTITUTION OF MANAGEMENT AND REASEARCH  
ENLIGHTING MINDS, DEFINING LEADERS 

# CHESS TOURNAMENT



PRIZES   
WINNER - RS 2000  
RUNNER UP - RS 1500

31 JAN 2026

ENTRY FEES : RS 250

CONTACT:  
DRISHTI - 7796596518  
KEVIN - 9870111380

WWW.EXUBERANCE.SFIMAR.ORG

SCAN TO  
REGISTER



## RULES AND REGULATIONS FOR THE PARTICIPANTS:

- **Touch-Move Rule:** If a player touches a piece, they must move it.
- **Silence:** Maintain silence during games.
- **No Distractions:** Avoid distracting opponents through excessive clock handling or unnecessary movements.
- **Castling Conditions:** The king and rook must not have moved previously, no pieces can be between them, and the king cannot be in or move through check.



# CHESS



**Arrival:** All players should arrive 30 minutes early.

**Time:** 10 mins per match (5 mins each player)

**Illegal Moves:** After 3 illegal moves, a player will be disqualified.

**Draw Conditions:**

- When a player has only a king left, and the opponent does not give checkmate within 16 moves, the game is declared a draw.
- - 3 repeated king moves also result in a draw.

**Registration Fee: Rs 250**



Rs 2000



Rs 1500

# UNOZ NEO



**SCAN TO  
REGISTER**



## RULES AND REGULATIONS FOR THE PARTICIPANTS:

### Solo performance-

- Min 2.5 Minutes and Max 3.5 minutes.
- No music on cell is allowed. Only pen drive is allowed.
- Reporting time 2 hrs. before the start of the competition for all the participants.
- Carry your own instruments, props, material, karaoke set, pen drive which needs to be handed over well in advance.
- Management decency to be maintained in song selection, costumes, dance steps. Any vulgarity found in song, language, costumes or steps, would be disqualified.
- If the participants have any unique requirements, they should be made known well in advance so that the institute can make the necessary arrangements.
- Judges decision will be final
- There will be only 2 prize-winners (1st and 2nd).
- Only one round will be conducted.

# UNOZ NEO

Entry Fee : 200/- per person

 1st Prize : Rs. 2500

 2nd Prize : Rs. 1500

## Group performance-

- Min- 4 minutes and max 5 minutes
- Group of 4-8 participants
- Group performance include- Group Dancing, Group Singing, Band performance, Band performance with Singing , Mime performance.
- No music on cell is allowed. Only pen drive is allowed.
- Reporting time 2 hrs. before the start of the competition for all the participants.
- Carry your own instruments, props, material, karaoke set, pen drive which needs to be handed over well in advance.
- Management decency to be maintained in song selection, costumes, dance steps. Any vulgarity found in song, language, costumes or steps, would be disqualified.
- If the participants have any unique requirements, they should be made known well in advance so that the institute can make the necessary arrangements.

# UNOZ NEØ

- Judges decision will be final
- There will be only 2 prize-winners (1st and 2nd).
- Only one round will be conducted.

**Entry Fee : 100/- per Person**



**1st Prize : Rs. 3000**



**2nd Prize : Rs. 2000**

# ANTAKSHARI



**SCAN TO  
REGISTER**



## RULES AND REGULATIONS FOR THE PARTICIPANTS:

### Team Rules

1. Each team must consist of three members and all members must be present throughout the game.
2. No change of team members will be allowed once the game begins.

### Round 1 -TUNE WAR

1. A 10-second tune will be played for song identification.
2. If a team is unable to answer, the question will be passed to the next team.
3. After a correct answer, the team must sing one stanza of the song.
4. Each correct answer will carry 10 points and there will be no elimination in this round.

# ANTAKSHARI

## Round 2 - MELODY CLASH

1. A word will be given to each team.
2. Teams must sing one song containing the given word at original speed only.
3. The time limit for this round is one minute and each correct song will be awarded 10 points.
4. Based on total scores, selected teams will qualify for the final round and a tie-breaker will be conducted if required.

## Round 3 - MELODY MARATHON

1. A word will be given to each team.
2. Teams must sing one song containing the given word at original speed only.
3. The time limit for this round is one minute and each correct song will be awarded 10 points.
4. Based on total scores, selected teams will qualify for the final round and a tie-breaker will be conducted if required.

## General Rules

1. Only Hindi, Marathi, and Bollywood songs are allowed.
2. Shouting, passing hints, or taking outside help is strictly prohibited and will lead to disqualification.
3. The judges' decision will be final and binding.

# ANTAKSHARI

1. Registration Fee: ₹250/-
2. First Prize: ₹1,500/-
3. Second Prize: ₹1,000/-
4. Date: 31-01-2026



**All Participants can avail  
Coupons Worth Rs 50**  
(This coupons can be redeemed only at  
Exuberance stalls)