

ABOUT TVARAN

NMIMS Navi Mumbai's 'Cultural Committee' is excited to present its beloved flagship event- **The 3rd chapter of Tvaran.**

Tvaran is an amalgamation of culture and enthrall started by our seniors a few years ago. We lovingly continue the legacy this year.

The event warmly invites all the students of NMIMS Navi Mumbai to come together to commemorate and rejoice in person at the campus after two years of online mode. This idea is carried on by Tvaran's theme this year- 'KAARNAMA', which calls for a celebration of joy and togetherness midst a chaotic scenario.

So welcome to the happiest days at Tvaran'22.



GENERAL RULES

- 1.Use of abusive, derogatory, racist language or violence will lead to penalties.
- 2. No vulgarity will be tolerated in any event.
- 3. Property damage will result in disqualification.
- 4. The event organizers' decision will be final and binding.
- 5. Participants must not disclose their course name at any point during the fest.
- 6.In case of any props, instruments, costumes needed or used by the participants, must be arranged by themselves.
- 7. Any use of unfair means will lead to disqualification.
- 8. Further details for all the events will be informed to the participants on the day of the event.



COLOR CAROUSEL

How good is your improvisation and creativity? Put it to the test in this colourful journey.

Pick up your brushes and let's get painting. Bring a partner and wait for a twist.

RULES AND REGULATIONS:

- External help will not be allowed.
- Paints, brushes or any other material required will be provided by the organizers.



A CLOWN'S MIND

You'll find yourself perplexed. Afterall, this murder was complex.

Looking for an expedition? This one includes cracking codes and solving mysteries. Do you think we can pick your brain while you run around Kharghar to solve this compelling mystery?

RULES AND REGULATIONS:

- No use of mobile phones and unfair means allowed.
- Transportation in and around Kharghar has to be paid for by the participants.



POTOF STOCKS

"Lala Old school ho ya new school, sabke school me ek subject common hota hai, Profit!"

This finance event will test your skills of investing in stocks. All you need is a bull-run and a little bit of luck.

RULES AND REGULATIONS:

- Team will be assigned certain credits and has to buy stocks to create a portfolio.
- Participants must carry their own laptops and need to be familiar with microsoft excel



BGIVII (MOBILE)

Winner, Winner, Chicken Dinner!

Are you hungry for a chicken dinner? Test your survival skills and shooting capabilities and be the last one standing.

RULES AND REGULATIONS:

- Use of emulators and/or any other device(s) giving an unfair advantage to players is not allowed in the tournament.
- Players found using hacks and/or mods will be disqualified from the tournament and/or players will be banned from the platform for a certain duration.
- All players to download the game on their respective devices.
- The tournament will be scored on the basis of placement.



MONEYBALL

"25 din main paisa double"

Make, Pitch and Sell!
Your favorite pitch competition- where we provide a platform to the teams to pitch their product/service to a panel of selected judges.

RULES AND REGULATIONS:

• This event consists of 2 rounds.



HUMANIFOSBALL

You're in for a ride when you can only move from side to side.

It's a **real-life version of foosball** in which two teams can only move horizontally across the court.

RULES AND REGULATIONS:

- This is a two day event.
- Participants can't take their hands off the pole while ball is in play, positions should not be changed.
- Verbal or physical abuse of a player or referee will not be tolerated.
- No stud shoes allowed.
- Standard football rules applicable.

No. of teams per contingent:1
No. of teams: 12
No. of participants per team: 6
Round 1: Knockouts
Round 2: League format



TIC TAC BOOM

"Adding Agility to a game of X & O's"

Using your agility in this life-sized TIC TAC TOE game set using 9 spaces and 3 napkins per team to make a straight line.

RULES AND REGULATIONS:

- Destruction of passage will lead to penalization.
- Only 3 napkins will be provided per team.

No. of teams per contingent: 1
No. of participants per team: 4
No. of rounds: 3



HOP A DART

Keep your eyes on the target!

An event where teams go head-to-head in an intense battle of throwing darts! If you're lucky, you might just hit the bullseye.

RULES AND REGULATIONS:

• Destruction of passage will lead to penalization.

No. of teams per contingent: 1 No. of participants per team: 5 No. of rounds: League Format



CLASH OF CARNIES

Obstacles don't block the path.

They are the path.

A relay event in which the teams compete for a time advantage by facing four challenges.

RULES AND REGULATIONS:

- No use of abusive language.
- Any form of violence or aggression will lead to a penalty.



MR. S.MS. TVARAN

It's a pageant thing...
you wouldn't understand.

Looking for a platform to showcase your personality, Style and knowledge? Our flagship pageant contest is the place to be.

RULES AND REGULATIONS:

- There will be an elimination round before the final round.
- There are three rounds:
 - Fashion
 - Talent
 - Personality
- No vulgarity and offensive acts by the participants will be tolerated.
- Talent round must not exceed more than 1 minute

No. of participants per contingent:

2 (1 boy, 1 girl)





A story for every style!

Life isn't perfect but your outfits can be!
Come showcase your charm and style at Tvaran's
very own fashion event.

RULES AND REGULATIONS:

- Strict prohibition of vulgarity.
- · No blackouts permitted.
- List of props to be submitted at least 48 hours prior to the performance.
- The pen drive has to be in the mp3 format at the time of registration.

No. of teams per contingent:1
No. of participants per team: 7-12
Time- 10-12 mins



KYASEKYA-HOCAYA-(DRAMA EVENT)

The only thing you can expect is... chaos.

Don't be stiff because we'll give you a "what-if"

RULES AND REGULATIONS:

- No vulgarity or use of abusive language.
- Negative marking for exceeding the time limit.
- Use of background music is allowed.
- Participants should use Hindi or English language.

No. of teams per contingent: 1
No. of participants per team: 2-7
No: of rounds: 1



ON THE BEAT (DANCE EVENT)

The stage is a battleground, let's see who sets it on fire

This battle is one where the only thing that matters is the way you move your feet and the way you groove on the beats.

RULES AND REGULATIONS:

- Style: western
- Music can be chosen by the team. Costumes and songs have to be appropriate.
- Props are allowed.
- Participants are requested to submit their songs in a pen drive to the organizers.

No. of teams per contingent: 1
No. of participants per team: 4-8
Duration: 3-5 minutes.





Music acts like a magic key, to which the most tightly closed hearts open

Do you think your team has the skills to produce a perfect melody?

RULES AND REGULATIONS:

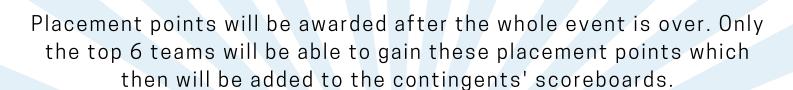
- One participant will sing and the other will play the instrument
- Each team will prepare a song for 4-5 mins
- · Negative marking for exceeding the time limit
- The choice of the song is open

No. of teams per contingent: 2

No. of participants per team: 2



PLACEMENT-POINTS



POSITION	<u>POINTS</u>
P1	100
P2	90
P3	80
P4	70
P5	60
P6	50



SCORECARD



RNP - Registered not participating

QNP - Qualified not participating

DNA - Does not apply

TYPES OF ROUNDS	PARTICIPATION	QUALIFICATION	RNP	<u>QNP</u>
1 Round/ Direct Finals	+10	DNA	-20	DNA
2 rounds	+10	+10	-20	-30
3 rounds	+10	+10	-20	-30
Signature Events	+20	+20	-30	-50



PREDICTION POINTS



Before any event starts, the teams will be open to a WAGER.

The contingent leaders will come forth and will have the option to predict a specific position for their team. They may abstain from this activity if they wish to.

The teams will only be allowed to wage on the top 5 positions, moreover they can only wage either 20, 30 or 50 points.

There are few conditions to this:

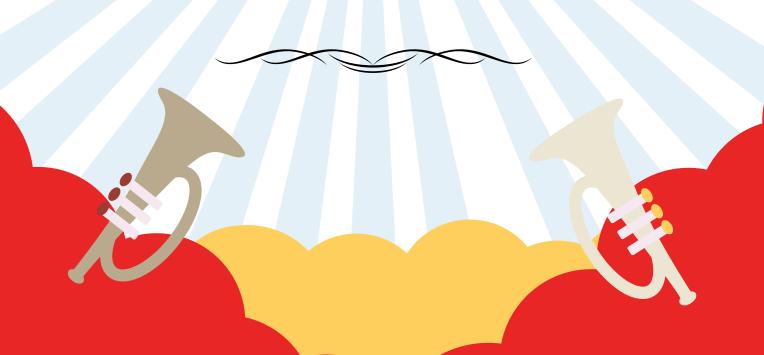
- 1. If the CL predicts the position and the team achieves that position, they will get the points he predicted plus the standard placement points.
- 2. If the CL predicts a lower position and the team achieves a higher position, they will not get the points he predicted however standard placement points will be given.
- 3. If the CL predicts a higher position and the team achieves a lower position then the points he predicted will be deducted from the contingent's scoreboard, however, standard placement points will be given.



PREDICTION POINTS



PREDICTED POSITION	PREDICTED POINTS
P1	20/30/50
P2	20/30/50
P3	20/30/50
P4	20/30
P5	20/30

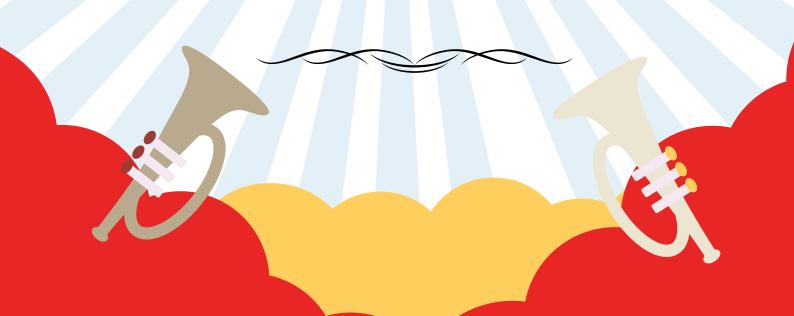


SECURITY RULES



mask at all times and carrying a sanitizer)

- 2. Entry will be allowed only after displaying the current year's college ID card.
- 3. Refrain from carrying items including but not limited to alcohol, synthetic drugs, flammable items, weapons etc.
- 4. Anyone found under the influence of alcohol or any other abusive substances pre or during the event will be disqualified.
- 5. Any damage to campus or event property will be dealt with serious consequences.
- 6. Misbehavior with fellow student, organizers, staff and faculty will also lead to displinary actions.





FOR MORE DETAILS CONTACT OUR HOSPITALITY DEPARTMENT:

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LinkedIn



Main Page Dance Drama Fashion



Youtube



Tvaran