



IMS UNISON
UNIVERSITY

presents

LAMHE 2025

BIGGEST COLLEGE FESTIVAL

YOUR PASS



1234567

**27-28-29
MARCH**

IMS CAMPUS
Mussoorie Diversion Rd



RULE BOOK

27TH-29TH MARCH 2025

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CULTURAL EVENTS

SUR SARGAM

“Sing a tune in Doon.”

Make your passion your talent. Show us what you possess! Sing till your lungs go high on the bass. Discover your love through music. Produce a new Enigma!

SOLO SINGING RULES

1. Number of Participants: 1 Student
2. Time limit: 3+1 Minutes. Crossing the time limit shall lead to negative marking.
3. Students are required to bring their own pen-drives for background music if required.
4. Confirm the song and provide the pen-drives (If required) to the concerned faculty co-coordinator of event, at least one hour before the event starts.
5. The final decision in case of any dispute lies in the hands of the judges and all participants will be bonded to the decision.

DUET SINGING RULES

1. Number of Participants: 2 Students
2. Time Limit: 3+1 minutes. Crossing the time limit shall lead to negative marking.
3. The song selected for performance may be a film song or non-film song & in any language.
4. In case the copy of the musical track does not render at the moment, it may lead to elimination of the participant.
5. Final decision in case of any dispute lies in the hands of the judges and all participants will be bonded to the decision.

GRANDEUR THE FASHION SHOW RULES

One entry per college.

1. It is a team event. A team can have 15-20 members. (Including participants, choreographer, and coordinator).
2. Time limit for every team would be 15 minutes (Including setup and the performance both).
3. Negative marking if participants exceed time limit.
4. The broad theme of the event: **Famous Paintings. For instance, *Starry Nights* by Van Gogh.**
5. **The theme must be vetted by the IMS Unison Organising Committee 3 days before the event.**
6. A green room would be provided for the changing purpose.
7. Should carry their tracks in pen drive.
8. Vulgarity is strongly prohibited. Any form of obscenity will lead to debarring the team from the contest.
9. Use of cigarettes, alcohol and any unfair means is strongly prohibited.
10. Teams will be judged on costumes, theme, walking stance, attitude, and question answer round.
11. Teams have to bring their own props.
12. Decision of the judges will be final and binding

BAND COMBAT – WAR OF BANDS

“Battle it out, till you get wins in your veins”

Fight out your instruments and throats to the opposing teams and make it count in numbers of shouts and appreciations. Surely, they might love thy sounds of appeal!!

RULES

1. Bands can have a maximum of 7 members and no member can be a part of more than one bands.
2. On stage time for bands: 5 minutes for sound-check + 15 minutes for performance
3. Bands are required to bring their own equipment
4. Bands will be evaluated based on vocal skills, instrumental power, band co-ordination and most importantly the overall feel of the musical performance
5. Decisions of judges shall be considered final
6. In case of any dispute decision lies in the hands of the organizers and judges which shall be considered final
7. Any team violating the above rules is subject to direct elimination

NRITYA-O-LOGY

“Dance all night till you can’t feel your legs.”

Move them when you groove them. Make a curve on the verve. "Lamhe", a tasting menu of dance, presents you with an opportunity to showcase your craze for dancing on your toes.

SOLO/DUET DANCE

RULES

1. Number of participants: 1 for Solo, 2 for Duet dance.
2. Each performance should last between 3-4 minutes. Failure to adhere to the time limit will result in negative marking.
3. The song selected for the dance performance may be a film song or a non-film song, and it may be in any language.
4. It is expected that the song selected should be decent.
5. Any dance style is acceptable.
6. The participants are advised to wear decent attire.
7. If the musical track does not render at the time specified, the participant may be eliminated.

8. All requirements for the performance must be arranged by the participant.
9. Performance would be marked based on the following parameters: choreography, stage utilization, and costume.
10. For other participant colleges, the maximum number of participants/teams per college is 05.

GROUP DANCE

RULES

1. Number of Participants: 8 (minimum) to 12 (maximum)
2. The maximum time limit should be 5 minutes. Failure to comply with the time limit will result in negative consequences.
3. The song selected for the dance performance may be a film song or a non-film song, and it may be in any language. It is expected that the song selected should be decent.
4. Any dance style is acceptable.
5. The participants are advised to wear decent attire.
6. If the musical track does not render at the time specified, the participant may be eliminated.
7. All requirements for the performance must be arranged by the participants.
8. Performance would be marked based on the following parameters: choreography, stage utilization, and costume.

MONOLOGUE/METHOD ACTING (SOLO PERFORMANCE)

RULES

1. This is an Individual Event.
2. Time Limits: 2-3 mins. Duration of event: 1 hour
3. Theme: Literary (either original or adapted)
4. The participant is expected to perform a monologue, whether of one or multiple characters.
5. Playback and recorded music will have to be arranged by the participants.
6. Props and costumes will have to be arranged by the participants.
7. Language of the performance can be Hindi or English

Any form of obscenity will result in debarring the team from further participation.

ONE ACT PLAYS (GROUP THEATRE)

RULES

1. No. of Participants- Minimum 2- Maximum 12 Students
2. Time Limits: 15-20
3. Total duration of the event: 1 hour and 30 minutes
4. Theme: Literary (either original or adapted)
5. The stage should not remain empty for more than 30 seconds in between the sequences.
6. Playback and recorded music will have to be arranged by the participants.
7. 6. Props and costumes will have to be arranged by the participants.
8. Language of the play can be Hindi or English

Any form of obscenity will result in debarring the team from further participation.

GAME
GAMBLE
(FUN
EVENTS)

ROADIES

Only those who dare to fail greatly can ever achieve greatly. - Robert Kennedy

RULES

1. This will be individual event.
2. Total time: 2 hours
3. The event will be majorly comprising of fitness activities.
4. There will be a set of activities which will be inform to the participant on the spot.
5. There will be scrutiny of the participants at every level.
6. Subsequent rounds will have with them specific tasks designed to test the mental. and physical toughness of the participation, making sure that only the worthy are deemed as victors.
7. In case of a dispute, the judge's decision shall be final.
8. Unfair means will lead to disqualification from Roadies.

Precautions:

1. Physical hurt among the participants will lead to disqualification.
2. Multiple entries will not be allowed.

TREASURE TROVE- BE THE PIRATE

"10 Posts and 10 Clues, Let's Say So"

One chance to win the kindle of fire "LAMHE". Let the hunt begin. Pretend to be a detective and force yourself to find treasures all around. Maybe you are lucky to uncover the search!

RULES

1. The maximum number of participants in a team can be five (5) with minimum one (1) number of participant.
2. Total time: 2 hours
3. Only a limited number of teams will play the hunt out of all the registered teams.

4. The teams to play the hunt will be selected through lucky draw.
5. The teams must register themselves for the hunt with the concerned volunteers. Only registered teams will be eligible for the draw.
6. The hunt will be played in the rounds of elimination with only three teams playing the final round.
7. The team that reaches the treasure flag first will be declared winner.

FACE PAINTING

“Every face is a blank canvas, and the true expressions are portrayed only when it is tinted in the right shade” Participate in splash and unfurl your painted counterpart, because art enables us to find ourselves and lose ourselves at the same time. Get ready to be lost in this face and hand painting competition.

RULES

1. Maximum team size is 2 members
2. Total time: 1 hour 30 mins.
3. This is a face/hand painting event.
4. One member of the team has to volunteer to get his/her face and hands painted by the other member.
5. You have to get your own inventories.
6. The painting must be based on one of the themes announced during the event and must be finished within the stipulated time.
7. At the end of the time duration, the participants must explain the work to the judges.
8. Judgement will be based on creativity, detailing, painting skills and the overall outlook of the artwork.

PHOTO MONTAGE – COLLAGE

“Collage is a hall of mirrors with 5-D visual stimulation.”

To be nowhere is to let oneself be. Crazy eruptions of acrylic paints, postures, canvas and much more. Let it flow out from creative brains making it enormously huge! Compete on the nerve.

RULES

1. No. of participants: 2 in a team
2. Time limit for collage making: 1 hour.

3. A theme will be given on the spot.
4. Participants will be provided with limited stationery (chart paper, sketch pens and adhesives). However, they are free to bring their own additional objects like acrylics, bordering tapes, etc.
5. After completing the collage, all teams will explain their concept to the judges to justify their creativity.

Participants will be provided the certificates.

SCHOOL OF MANAGEMENT EVENTS

HR CLUB EVENTS

HR SKETCH QUEST: VISUALIZING THE WORKPLACE STORY

"HR Sketch Quest" is an innovative **HR storytelling and visual representation competition**, where participants will **listen to an audio or watch a video (15-20 minutes)** depicting an HR-related scenario and creatively illustrate the storyline through sketches with the help of graphic design platform- Canva. This competition aims to assess participants' **interpretation skills, creativity, and understanding of HR concepts** by transforming complex workplace situations into visual narratives.

RULES

1. **Team Size:** 2 members per team
2. **Time Limit:** 60 minutes (20-30 minutes for listening/viewing, 25-30 minutes for sketching, 5 minutes for presentation)
3. **Scenario:** Each team will watch a 20-30-minute video or listen to an audio clip (20-30 minutes) about a real-world HR challenge (e.g., employee relations, leadership dilemmas, workplace conflicts, talent management).
4. **Sketching:** Teams will create a digital sketch to illustrate key moments and HR solutions from the story, using available software in the computer lab.
5. **No Text:** Use only images to convey the story, no sentences allowed.
6. **Time Management:** Teams have 25-30 minutes to complete their sketch after listening/viewing.
7. **Presentation:** Each team will have 5 minutes to present their interpretation to the judges.
8. **Fair Play:** No pre-made templates, AI-generated visuals, or external references.
9. **Elimination & Finals:** Preliminary screening may occur before the final round, depending on team numbers.

10. **Target Audience:** Undergrad and postgrad students interested in HR, management, storytelling, and creative design.
11. **Judging Criteria:** There should be creativity, accuracy, clarity, storytelling impact, and artistic presentation in depicting the HR storyline. Also, the main message should remain intact.

HR INNOVATE: SHOWCASING BEST HR PRACTICES

HR Innovate is an inter-college event where participants propose innovative HR practices for a company of their choice, across industries like academia, start-ups, or corporate organizations. The event focuses on strategic HR planning, creativity, and employee-centric initiatives that boost workplace efficiency and engagement. Participants will present their HR strategies on chart sheets and submit a detailed HR Best Practices Manual, outlining key strategies, policies, and implementation plans for their chosen organization.

RULES

1. **Team Size:** 3-5 members per team
2. **Time Limit:** 13 minutes (10 minutes for presentation + 3 minutes for Q&A)
3. **Company & Industry:** Teams choose an organization (academia, start-up, corporate) and design a unique HR practice for that setting.
4. **Presentation:**
 - **Chart Sheets:** Visual representation of the HR concept, strategy, and implementation on large chart sheets.
 - **HR Best Practices Manual:** A detailed report outlining the HR approach, objectives, benefits, and implementation roadmap, submitted before the presentation.

5. **Originality & Feasibility:** Proposed HR activities must be realistic, innovative, and valuable to the workplace.
6. **Time Management:** Each team will have a 10 minutes for presentation, followed by 3 minutes of Q&A.
7. **Fair Play:** Plagiarism is prohibited; ideas must be original or modified existing HR models with proper attribution.
8. **Elimination & Finals:** Preliminary rounds may be held depending on the number of teams.
9. **Target Audience:** Undergrad and postgrad students interested in HR, management, and strategy.
10. **Judging Criteria:** Innovation, feasibility, clarity, presentation skills, and HR impact.

HR BATTLE: THE ULTIMATE ROLE-PLAY CHALLENGE

HR Battle is a competitive role-play event testing problem-solving, negotiation, leadership, and decision-making. Teams will address real-world HR challenges like conflict resolution, performance appraisals, crisis management, recruitment, retention, training, leadership, and employee welfare.

RULES

1. **Team Size:** Min.4 and Max.8 members per team.
2. **Time Limit:** 20 minutes (15 minutes for role-play + 5 minutes for Q&A)
3. **Scenario:** Teams choose an HR-related scenario from provided themes prior to the presentation.
4. **Role Division:** Each team must assign roles (e.g., HR Manager, Employee, CEO) and act out the scenario in structured format.

5. **Originality & Realism:** Use practical HR solutions and logical reasoning.
6. **Time Management:** Adhere to the 20-minute performance limit; exceeding time may result in point deductions.
7. **Q&A Round:** After each performance judges may ask 5-minute Q&A to assess HR knowledge.
8. **Professional Conduct:** Maintain professional language and behaviour.
9. **Elimination & Finals:** Preliminary rounds may be held based on team numbers.
10. **Target Audience:** Undergrad and postgrad students interested in HR, management, and leadership.
11. **Judging Criteria:** Creativity, communication, problem-solving, teamwork, and HR knowledge.

BUSINESS ANALYTICS CLUB

CAMPUS ROYALE BGMI CHAMPIONS

RULES

1. **Team Composition:** Team event comprises of 4 members.
2. **Duration:** 02 hours and 30 minutes
3. **Device:** Every participant come with his/ her Mobile phones (No emulators/tablets/accessories allowed)
4. **Anti-Cheat:** random device checks by the coordinators of the events and their decisions are final and mandatory for all.
5. **Scoring:** 15 points are awarded for 1st place and 1 point is awarded for every kill.
6. **Conduct:** Participants must carry their headphones with their Mobile Device and abusive language is not permitted.
7. **Disqualification:** Any team found Cheating or teaming with their opponents will be disqualified from the vent.
8. **Award:** Winners will be awarded with gifts, Gold Trophy and Certificates.
9. **Every team must have their unique name**
10. **Only first 30 teams will be preferred**
11. **Map will be evangel only and application must be updated.**

DATA TREASURE HUNT CHAMPIONS

By integrating these key areas into educational frameworks, institutions can nurture well-

rounded individuals who are not only academically proficient but also equipped with the necessary skills to thrive in an interconnected world. Encouraging critical thinking, teamwork, networking, data literacy, and technological adoption will ensure students are prepared for the challenges and opportunities of the future.

RULES

1. Total 10 teams, each team must have 3 members and 1 team leader, and this should be provided at the time of registration.
2. Time Duration: 02 Hours
3. The Teams should always be together and if they are found separated, they will be disqualified.
4. All clues collected should be given back to the coordinator.
5. The Game will start from CP (Central Plaza) in IMS Unison University, where the first clue will be provided.
6. Clues will require logical and reasoning skills and an intermediate level of computer knowledge and questions will be theme based as well as data based in the form of riddles.

BIZTECH HACKATHONS

The BizTech Hackathons aims to promote coding skills in C language, enhance problem-solving abilities, and foster teamwork among participants. It serves as a platform to challenge students and professionals to showcase their technical expertise and creativity.

RULES

1. Participants can compete individually.
2. Time duration is of 2 hours 30 minutes.
3. Open to all students, however, college ID verification is required for students.

4. Problems will be given at the beginning of Event.
5. Participants will be given access to the coding environment.
6. Participants must submit their code within the specified time limit.
7. The tournament is based on C language only.
8. All code submissions must be written in C.
9. It should contain comments for ease of understanding.
10. The program should run properly with the input given by the judges too.
11. It Should pass all the test cases given at that time by the judges.

MARKETING CLUB

AD MANIA

Ad Mania is a competitive game where players create and pitch effective advertisements to win points and prizes. Key components include a whiteboard, scenario cards, timer, and scoreboard.

RULES

1. **Team Formation:** There will be teams of 2-4 members.
2. **Time Limit:** Teams have 40-45 minutes to create their advertisement.
3. **Advertisement Scenario:** Each team receives an advertisement scenario card with a product or service to advertise.
4. **Pitching:** Each team pitches their advertisement to the other teams and judges.
5. **Judging Criteria:** Advertisements are judged based on creativity, effectiveness, and overall appeal.
6. Decision of judges shall be binding and final for all teams and participants.

FLAUNT THE PRODUCT

Flaunt the Product is a fashion show where students creatively showcase products, promoting them in an engaging way while encouraging creativity and self-expression.

RULES

1. **Participants:** Individual participation required.
2. **Time:** 2 hours 30 minutes for the event.
3. **Product Showcase:** Present an innovative or creatively enhanced product.
4. **Creativity:** Original, innovative designs and features encouraged.
5. **Ramp Walk:** Showcase the product stylishly, focusing on its design and innovation.
6. **Judging:** Based on innovation, creativity, style, design, user-friendliness, appeal, and presentation. Judges' decision is final.

MARKETING MYSTERY

Marketing Mystery is a treasure hunt game that challenges players' marketing knowledge and problem-solving skills to tackle real-world corporate challenges.

RULES

1. **Number of Players:** The game can be played with 3-5 players in each team.
2. **Time Duration:** The duration for resolving the mystery is 1 hour.
3. **Player Tokens:** Players choose their tokens and place them at the starting point on the board.
4. **Rolling the Dice:** Players roll the dice to determine how many spaces they can move on their turn.
5. **Challenge Cards:** When a player lands on a challenge space, they draw a challenge card and must answer a marketing-related question or solve a puzzle.

6. **Mystery Clues:** Players can find treasure clues by solving challenges or landing on certain spaces on the board.
7. **Mystery Hunt:** Players must use the treasure clues to find the treasure, which is hidden around the campus.
8. **Winning the Game:** The first player to find the treasure wins the game.
9. **Judgement:** The decision of judges shall be final and binding on all participants and teams.

OPERATIONS CLUB

LEAN PROCESS RACE

Teams will perform a simple assembly task (e.g., making paper planes) in two rounds – first without planning, and then with process optimization using lean principles.

RULES

- 3-4 members in a team.
- Time duration for the event is 2 hours and 30 minutes.
- Team discussions are not allowed between rounds for strategy.

WORKSHOP ON CASE STUDY

The event will begin with a short lecture on “How to Analyse Case Studies,”. This will be followed by a team-based competition, where participants will analyze and present solutions to operations-related case studies.

RULES

- 3-4 members in a team.
- 50 minutes to analyze the case study.
- Each team will get 10 minutes for a presentation.
- Do not use smart phones and the internet.

BEER GAME

The Beer Game is a simulation used in Operations and Supply Chain Management to illustrate supply chain complexities and the Bullwhip Effect.

RULES

- Team consists of 4 members each.
- Time Duration for the event is 2 hours and 30 minutes.
- No communication is allowed between players must not talk to each other at any time!
- Especially the customer demand is only known to the retailer.
- Penalty at the Cost of inventory.
- Carry low inventory as possible.
- Inventory/back log is recorded on the log sheet.
- Decision to make orders is crucial.

ENTREPRENEURSHIP CLUB

Event Name: “Bazaar-e-Ideas”

“Bazaar-e-Ideas” is an exciting entrepreneurial competition designed to challenge students’ creativity, business acumen, and sales strategies. Open to students from all colleges, this event provides a platform to set up stalls showcasing handcrafted products or unique talents, encouraging participants to think innovatively and engage customers effectively. The stall generating the highest verified profit will be declared the winner.

RULES

- Teams must consist of 1 to 2 members
- Time duration will be from 10 am to 4 pm
- Participants must bring their own materials, posters, and any required setup
- Items sold must be handcrafted or talent-based (no resale of store-bought goods)
- **No Pre-Bought Goods** – All items must be either handmade or a showcase of talent (e.g., face painting ,etc.).
- All items must be sold at a reasonable price.
- **Sales Verification** – Every sale will be recorded and verified by event coordinators to ensure fair play and transparency.
- **Stall Setup** – Participants must plan their stalls creatively within the provided table space. No external electricity will be allowed.
- **Judging Criteria** – The winner will be the team with the highest verified profit.

TARK SHANK – The Ultimate Startup Pitch Battle

A hilarious, high-energy twist on Shark Tank

In Tark Shank, participants must pitch crazy, fun, or genius business ideas to a panel of dramatic, over-the-top investors. But here's the catch—there will be unexpected twists, surprise challenges, and unpredictable investor demands! Will you walk away with the ultimate deal, or will your startup sink? Let's find out!

RULES

1. **Team Formation & Registration:** Individual participation. Bring your own startup idea or choose from random funny ideas provided by the organizers.

2. **The Pitch Round:** Each participant gets 2 minutes to pitch their startup, covering:

✓ What the business does

✓ Who it's for

✓ Why it's the next big thing

Twist Challenge: A random twist midway (e.g., Bollywood style pitch, rap your pitch, or handle an investor objection).

3. **The Investors' Reaction:** The Tark Shanks (Investors) react dramatically with Outrageous counteroffers, Ridiculous questions, Dramatic rejections

4. **Final Pitch & Winner Selection:** Top 4 give a 1-minute final elevator pitch. Winners are chosen based on Entertainment value. Creativity & business idea.

ENTREPRENEURSHIP DEBATE – BATTLE OF THE BRANDS

The Entrepreneurship Debate Competition is an exciting platform designed to enhance students' critical thinking, public speaking, and analytical skills. Participants will engage in debates centered around brands, startups, and business strategies, providing them with a

real-world understanding of corporate competition.

RULES

- Each team will consist of **2 members**.
- Time duration of the event is 2 hours.
- Teams will be randomly assigned a well-known brand or startup.
- They will be given time to prepare and will either argue **FOR or AGAINST** the topic.
- Topic allocation will be **done before the event**, ensuring that teams have sufficient preparation time.
- Each debate will have a structured format, including opening arguments, rebuttals, and counter-rebuttals.
- Teams will receive briefing materials and suggested frameworks to help them structure their arguments effectively.
- No electronic devices allowed during debates.
- No abusive language, disrespectful remarks, or personal attacks.
- Professional tone must be maintained; no shouting or aggressive behavior.
- Teams must adhere to allotted time, focus on business topics, and follow the buzzer system. Judges' decisions are final.

Competition Format & Rounds

1. Round 1: The Business Face-Off

- 2-3 minutes for presentation, 1-2 minutes for rebuttal.
- Buzzer system for counterarguments and discussions.
- Best teams based on content, logic, and presentation proceed to the next round.

2. Audience Quiz – Business Brainstorm

- Audience-only quiz on entrepreneurship, business trends, and startups.
- Rapid-fire rounds with prizes for winners.
- Judges evaluate Round 1 while finalists prepare for Round 2.

3. Round 2: The Ultimate Entrepreneurial Battle

- Finalists debate a broader business theme: 3 minutes for arguments, 2 minutes for rebuttals, 1-minute closing statement.
- Buzzer system for real-time counterarguments.
- Judges decide based on clarity, reasoning, confidence, and persuasion.

FINANCE CLUB

INVEST-O-FINIESTA: THE ULTIMATE FINANCIAL BATTLEGROUND

The event simulates real-world investment pitching, similar to Shark Tank, where participants present business ideas to judges. The focus is on fundraising, requiring a solid plan to secure funds from investors while enhancing financial, entrepreneurial, and negotiation skills

RULES

1. **Team Size:** 3 members per team.
2. **Time Duration:** Specific duration for each round and event.
3. **Round Structure**

Round 1: Business Plan Submission:

- Submit a 1-page executive summary.
- Prepare an 8-slide PowerPoint presentation to present the business idea.

Round 2: The Grand Pitch (Shark Tank Round):

- 7-minute detailed pitch followed by a 3-minute Q&A.

- Address: Problem, Solution, Market Potential, Revenue Model, Investment Required.
- Investors decide hypothetical funding and valuation.
- Judges negotiate terms like equity, revenue sharing, or debt financing.

4. **Pitching Rules:**

1. The business idea must be original (plagiarism results in disqualification).
2. Adhere to allotted presentation time.
3. No last-minute changes to financials or business models.

5. **Scoring Criteria:**

1. Business viability, innovation, financial planning, persuasiveness, negotiation skills, feasibility, and scalability.

VERBAL VOLLEY: SPARKING MINDS, SHAPING OPINIONS!

RULES

- **Participation Criteria:** Team participation (e.g., 2 members per team—one for and one against).
- **Debate Format: Speaking Time:**
 - Opening: 4 minutes
 - Rebuttal: 2 minutes
 - Conclusion: 1 minute
- **Rebuttal Rules:** Challenge arguments respectfully, no personal attacks.
- **Data & Sources:** Cite reliable sources (e.g., RBI, IMF). Misinformation leads to penalties.
- **Conduct:** No offensive language or disruptive behavior.

- **Resources:** No internet; pre-prepared notes may be used.
- **Rebuttals:** Must be structured and respectful.
- **Scoring Criteria-** Argument quality, clarity, rebuttal effectiveness, time management, and impact.
- **Disqualification Conditions-** Exceeding time, offensive behavior, or rule violations.
- **Code of Conduct-** Maintain decorum, rules can be modified, judges' decisions are final..

MOCKSTOCK CHAMPIONSHIP

RULES

- Individual participation is required. Each university can send multiple teams (as per organizer discretion).
- Time duration of the event is 2 hours and 30 minutes.
- Participants use virtual money to trade in a real or simulated stock market.
- Stock prices fluctuate based on real-time or pre-decided events (e.g., news, policies).
- Trading lasts 90 minutes, with the goal to maximize portfolio value.
- Winner is determined by the highest net portfolio value and best investment rationale.
- **Technical Requirements & Assistance**

Platform: FrontPage

Installation Steps:

1. Download the FrontPage app from Google Play Store/App Store or access via web.
2. Install and open the application.
3. Register with a new mobile number (even if previously used).

4. Complete sign-up and verify your account.
 5. Familiarize yourself with the interface before the competition.
- **Compatibility:** Ensure your device has stable internet for smooth trading.
 - **Device Requirement:** Participants must carry a mobile phone or laptop for trading.

NATIONAL BUSINESS HACKATHON

RULES

1. **Team Composition:** Each team must have a minimum of 3 and a maximum of 4 members. All team members should be from the same institute.
2. **Eligibility:** Participants must be pursuing graduation or post-graduation in any stream.
3. **Registration:** Teams must register by March 20, 2025.
4. **A Registration fee of Rs 200 per Team is applicable.**
5. **Hackathon Themes:** Teams must work on one of the specified themes: Biomass, Alternative Energy, Pharma, Blockchain, Cyber Security, SDG, or AI-Driven Decision Making.
6. **Mode:** The hackathon will be conducted in hybrid mode.
7. **Judging Criteria:** Entries will be evaluated by industry experts based on innovation, feasibility, and problem-solving effectiveness.
8. **Code of Conduct:** Participants must maintain professionalism, integrity, and respect for fellow competitors.
9. **Ownership:** The submitted ideas and projects should be original and must not infringe on any third-party intellectual property.
10. **Prizes:** Attractive prizes for winners and runners-up.
11. **Organizers' Decision:** The decision of the judges and organizers will be final and binding.

SCHOOL OF LAW EVENTS

VAAD VIVAAD – THE LEGAL DEBATE

“It is better to debate a question without settling it than to settle a question without debating it.

The Debater’s Diary...”

Time spent debating is never wasted. So, debate for a cause at Lamhe!

1. Each debate consists of **two teams: two students in each team**. One team represents the government side and the other represents the opposition. Teams are expected to present arguments supporting their side. In all debates let truth be thy aim, not victory.

2. Time duration: **1 hour total**

TOPIC - Curbing media freedom - A challenge for democracy.

ELIGIBILITY:

Only students of IMS Unison University Dehradun are eligible to take part in this competition.

Language: The medium for the debate shall be English.

RULES

1. There will be only one round in the competition.
2. Participants will be arguing from the side of the topic decided on the spot by draw of lot.
3. Participants will be divided into pairs where each pair will comprise of one speaking in favour of the motion and the other one against the motion.

4. Rebuttal will be done by their opponent participant falling in the pair.
5. Participants will be given 5 minutes to present their arguments on the topic.
6. Two minutes will be allotted for rebuttal to each participant.
7. In the rebuttal round, maximum two questions may be asked from each participant in the pair.
8. The winner and runner up will be decided based on marks obtained by the individual participants.
9. The affirmative must advocate everything required by the topic Itself. No revision of position of a team Is permitted during the debate.
10. He who asserts must prove. To establish an assertion, the Participants must support It with logic to convince an intelligent. Facts must be accurate.
11. In the rebuttal round the Participants may ask any fair, clear question that has a direct bearing on the debate.
12. Each speaker is questioned as soon as he concludes his constructive speech.
13. Reading out the entire speech from a paper is not allowed. However, one can keep a short note for reference.

CRITERIA FOR MARKING:

The participant will be judged on 3 criteria's -

1. Content (10)
2. Delivery (10)
3. Voice modulation and pronouncement (10)

The decision of the judges and organizers will be final and binding.

Certificate of Participation will be given to all the participants.

LEGAL CAMERA

The Competition is open to all the students who are mandatorily required to carry their University/College ID Cards during the competition.

JUDGING CRITERIA:

The aim of the competition is for students to display the photos which are best captured in legal context.

The winning photograph will be judged on the following criteria:

1. Visually Appealing
2. Originality
3. Caption of the Photograph
4. Oral description of the Photograph

RULES

1. Only one entry is allowed per Participant.
2. Participants must submit an original entry (not submitted to any other photography competition).
3. Submissions should be their own original work.
4. Entries are to be submitted on the link given below, filling in all the required details.
5. Participants shall submit a Colored Printout of the Photograph on A4 photo paper, on or before 25th of November 2022.
6. Participants are required to provide a unique Caption to their entry, and it should be printed below the Photograph.
7. Participants will have to Orally Describe the legal issues that they want to highlight through their entry, on the day of the competition.
8. Please make sure your photo is not over 20 MB.

9. Advanced editing used to create illusions, deceptions and/or manipulations, and the adding and removing of significant elements within the frame is prohibited.
10. By submitting the photos, the students will be granting permission for these images to be used by School of Law, IMS Unison University, Dehradun, for any purposes as it may deem fit.
11. The winner will be notified at the Finale of Lamhe, 2022.
12. The winner and the runner-up will be awarded trophy and a certificate of merit. All participants will be awarded a certificate of participation.

NOTE: The decision of the Judges and the Organizing Committee shall be final and binding on all the Participants.

DISQUALIFICATION

If at any point of time it is found that the submitted work is not original, the participant will be disqualified, and further action may be initiated against that person.

SPOT THE LUMINARY

RULES

Rules for Spot the Luminary

- 1. Eligibility:** Open to all streams. Individual participation only.
- 2. Format & Content:** Participants will be shown a photograph of a legal luminary for 30 seconds. The participants must identify the person and within the next one and a half minute they must speak about the luminary. Information given by the participant must be logical, respectful, and relevant. Offensive language will lead to disqualification.
- 3. Time Limit:** Total of 2 Minutes

4. Language: English only

5. Judging Criteria: Assessment will be done on the following criterion:

- Correct identification
- Providing correct and relevant information
- Communication skills
- Adherence to the time limit

6. Decision: Judges' verdict is final and binding.

7. Disqualification: Misconduct of any sorts, or rule violations may lead to disqualification.

For queries, contact the event coordinators.

8. No google Lens but participants can search for the information about the luminaries in the given time after identifying the luminary.

TURN COAT

The Competition is open to all the students who are mandatorily required to carry their University/College ID Cards during the competition.

RULES

1. The competition shall be in English only.
2. The Competition shall consist of TWO rounds, Preliminary round, and Final round.
3. Participants selected from the Preliminary round shall only proceed to the Final Round.
4. There shall be a pool of topics which shall be disclosed to all the participants 15 minutes before the start of the competition. Preparation time of 15 minutes shall be given to all the participants.
5. The topic for the debate shall be allotted to the participants on the spot by way of a Draw of Lots.
6. After the topic is allotted, the speaker must start with the proposition or the

opposition side as per his/her discretion.

7. The speaker shall have to change the side and start speaking from the other side instantly once the table is tapped/ buzzer is pressed.

TIME SLOT:

- Preliminary Round- 5 Mins/Participant
 - Final Round- 10 Mins/Participant
1. The speaker must conclude his points within the prescribed time limit only, failing which penalty shall be levied as mentioned in Point 2.
 2. Use of Study material in any form and any electronic appliance such as Laptop, mobile etc. during the competition is completely prohibited. Non-compliance of the same shall attract Penalty as mentioned in Point 2.

NOTE: The decision of the Judges and the Organizing Committee shall be final and binding on all the Participants

PENALTY AND DISQUALIFICATION

1. Use of Obscene and derogatory language during the debate shall lead to disqualification in entirety.
2. Use of Study material in any form and any electronic appliance such as Laptop, mobile etc. during the competition shall lead to disqualification in entirety.
3. A penalty of 1 Mark/Minute shall be levied for the time exceeded in case the participant exceeds the prescribed time limit.

LEGAL QUIZ COMPETITION

RULES

1. Team Composition:

- 1.1 Participants have to compete individually.
- 1.2 No changes in participation are allowed after registration.
- 1.3 The time limit for each round will be communicated before the competition.

The quiz is open to students currently enrolled in law programs or related courses.

2. General Rules:

- 2.1 Participants must register before the deadline. Late registrations will not be accepted.
- 2.2 The quiz will be conducted in a fair and competitive manner. Any form of malpractice will lead to disqualification.
- 2.3 The decision of the quiz organizers and judges will be final and binding.

3. Quiz Format:

- 3.1 The quiz will be conducted in multiple rounds:

- Preliminary Round (Oral Rounds)
- Semi-Final Round (Oral/Speed Round)
- Final Round (Rapid Fire or Case Analysis)

Questions will cover various areas of law, including constitutional law, criminal law, contracts, legal history, and current legal affairs.

4. Scoring and Evaluation:

- 4.1 Each correct answer will be awarded points.
- 4.2 There may be negative marking for incorrect answer.
- 4.3 The top individuals from the preliminary rounds will advance to the next stage.
- 4.4 In case of a tie, a tiebreaker round will be conducted.

5. Code of Conduct:

- 5.1 Participants must maintain decorum and respect towards judges, organizers, and fellow competitors.
- 5.2 The use of electronic devices, books, or external assistance is strictly prohibited unless permitted.
- 5.3 Any misconduct or rule violation will result in immediate disqualification.

6. Prizes and Recognition:

- 6.1 The winners and runners-up will be awarded certificates, trophies.
- 6.2 Certificates of participation will be provided to all registered participants.

LEGAL POSTER MAKING

RULES

ELIGIBILITY

This competition is open for all the students at various schools of IMS Unison University Dehradun and other Universities and colleges.

THEME: Constitutional Regime and Social Transition in India

- 1. Dual participation is allowed.
- 2. The time limit for making the poster is 45 minutes.
- 3. Sheets for making the poster will be provided by the school.
- 4. Participants must carry their own stationary (colors, pencil, etc.)
- 5. A total of 50 words are allowed to be written on poster.
- 6. Participants are not allowed to use any electronic device for reference at the time of making poster.
- 7. Ideas for poster making must be original and not plagiarized.

CRITERIA FOR MARKING:

1. For appropriate and relevant content
2. For accuracy and information presented
3. For quality and graphics
4. For visual appearance
5. For originality of the idea

GENERAL RULES FOR THE COMPETITIONS

1. Registration will be based on a first come first serve basis.
2. In case of any misconduct, the discretion of the organizing committee shall prevail.
3. Any participant found using any unfair means will be disqualified.

In case of any ambiguity in guidelines/conflict on any matter arising in between the Competition, the organizing committee shall have the discretion.

EXTEMPORE

1. General Rules

- 1.1. This is an individual speaking competition. No teams are allowed.
- 1.2. Participants will be given a set of topics and must choose one to speak on.
- 1.3. The speech must be delivered without prior memorization or a written script.
- 1.4. Notes (on index cards or a small sheet) are allowed but should be minimal.

2. Speech Preparation

- 2.1. Participants will have 5 minutes to prepare their speech.
- 2.2. The use of the internet or pre-written materials is restricted or allowed based on the event's guidelines.
- 2.3. Once preparation time ends, participants must proceed to the speaking area immediately.

3. Speech Delivery

3.1. Speech duration:

Minimum: 3 minutes

Maximum: 4 minutes

A grace period of 30 seconds may be allowed.

3.2. Exceeding or falling short of the time limit may result in penalties.

3.3. Participants should maintain eye contact, use appropriate gestures, and engage with the audience.

3.4. The speech should be structured with a clear introduction, body, and conclusion.

4. Judging Criteria

Participants will be judged based on the following:

Content (30%) – Relevance, clarity, and depth of analysis.

Organization (20%) – Logical flow and coherence of ideas.

Delivery (30%) – Voice modulation, confidence, and body language.

Originality (10%) – Uniqueness of perspective and creativity.

Adherence to Time (10%) – Staying within the given time limits.

5. Disqualification & Penalties

5.1. Plagiarism (copying verbatim from sources) is not allowed.

5.2. The use of offensive language, inappropriate content, or disrespectful remarks will result in disqualification.

5.3. If a participant is late or absent, they may be disqualified unless prior notice is given.

6. Miscellaneous

6.1. The decision of the judges is final and cannot be challenged.

6.2. Any disputes must be raised immediately after the round to the competition committee.

6.3. The event organizers reserve the right to amend rules if necessary.

LEGIS CREATIVITY

Event Description: A **Legis Creativity** for law students is an academic event where participants draft and propose a new law or bill on a given theme or legal issue. The competition aims to enhance students' legal drafting skills, critical thinking, and understanding of legislative processes. Submissions are evaluated based on originality, legal soundness, feasibility, and relevance. The competition also includes an oral defense round where participants present and justify their proposal before a panel of judges.

1. Eligibility Criteria

- Open to **undergraduate or postgraduate law students**.
- Participants may compete **individually or in teams** (usually 2 members).
- Each team must register before the deadline.

2. Theme & Topic

- The competition may specify a **theme** (e.g., constitutional law, human rights, environmental law).
- Participants must draft a law/bill based on the provided theme or choose from a list of approved topics.

3. Structure of the Submission

A draft bill/law must typically include:

- **Title:** Clear and concise name of the proposed law.
- **Preamble:** Brief introduction explaining the need for the law.
- **Definitions:** Key terms and their legal definitions.
- **Provisions:** The core sections detailing the proposed law.
- **Implementation & Enforcement Mechanism:** How the law will be enforced.
- **Authorities(if applicable):** Can be administrative, enforcement or a regulatory authority.
- **Punishment/Penalties (if applicable):** Sanctions for non-compliance.
- **Conclusion/Justification:** Summary of the benefits and impact of the law.

4. Word Limit & Formatting

- Word limit (e.g., 2000-5000 words).
- Formatting rules (e.g., **Times New Roman, 12pt font, 1.5 spaced**).
- Proper **legal citations** (e.g., Bluebook, OSCOLA, or as per competition guidelines).

5. Evaluation Criteria

Judges usually evaluate based on:

- **Originality & Innovation** (Uniqueness of the proposed law).
- **Feasibility & Practicality** (How realistic it is for implementation).
- **Legal Soundness & Drafting Clarity** (Proper legal structure, precision in wording).
- **Social Impact & Justification** (How effectively it addresses an issue).

6. Submission & Deadlines

- All drafts must be submitted before the deadline.
- Late submissions may be **disqualified** unless an extension is granted.

7. Plagiarism Policy

- Submissions must be **original**; plagiarism will result in **disqualification**.
- Participants may be required to submit a **plagiarism report**.

8. Presentation & Oral Rounds (if applicable)

- Some competitions require participants to **present & defend** their draft law before a panel of judges.
- There may be a **Q&A session** where participants must justify their proposals.

9. Prizes & Recognition

- Winning entries may receive **trophies, certificates**.
- The best draft may be considered for publication at **IMS Journal**.

Topics for the Competition

1. Constitutional & Human Rights Law

- **Right to Digital Privacy:** Draft a law on personal data protection and surveillance limits.
- **AI & Fundamental Rights:** Regulating AI decision-making to prevent bias and discrimination.

- **Hate Speech vs. Free Speech:** Creating a balanced legal framework for online speech regulation.

2. Criminal Law & Cyber Law

- **Regulating Deepfake Technology:** A law to prevent misuse of AI-generated deepfakes.
- **Online Harassment & Cyberstalking Laws:** Strengthening legal protections for victims.

3. Environmental & Climate Law

- **Climate Change Liability Law:** Holding corporations accountable for environmental damage.
- **Sustainable Waste Management Law:** Regulating plastic waste and e-waste disposal.

4. Gender & Social Justice

- **Legal Recognition of Non-Binary & Third-Gender Rights:** Ensuring equal protection under law.
- **Workplace Harassment & Remote Work:** Updating legal protections for virtual workspaces.
- **Menstrual Leave Policy:** Introducing paid leave for menstrual health issues.

STAR WARS OF LAWVERSE LEGAL VIDEO MAKING

Rules

- This is a group event in which 3-5 participants will pair up (participants from different schools can also pair up) and make a video/skit either real or fictional upon any legal issue subsisting in society.
- The video should be around 3-5 mins.
- Participants need to register for the same by filling in the registration form.
- The parameters for evaluation are accuracy, question answer session, creativity, acting, vocabulary and videography.
- The video should be original, should not include any unparliamentary language, should not hurt any religious sentiments of any sect, or body shaming or racism.
- Language is no bar (English or Hindi).

SCHOOL
OF
MEDIA &
COMMUNICATION
DESIGN
EVENTS

FACE THE CAMERA COMPETITION

The **Face the Camera Competition** is designed to test and showcase participants' ability to engage an audience through direct storytelling, presentation, and expression. The objective is to develop confidence, clarity, and creativity in on-camera communication—essential skills for media, public speaking, and digital content creation. Whether it's delivering a powerful message, narrating a story, or making an impact in just a few minutes, this competition challenges students to connect with viewers using only their words, voice, and presence.

Rules

1. Per team 2 members
2. Total time: 1 hour and 30 minutes

"Speaking to the camera isn't just delivering words—it's about connecting with an unseen audience, making them feel like you're speaking directly to them."

How do you capture attention and tell a story in just a few minutes?

There's a storyteller in every one of us—discover yours.

Participate in the **Piece-to-Camera Challenge** and showcase your ability to engage, inform, and inspire with just your words and presence.

1. The piece-to-camera video must be between **30 seconds and 1 minute** long. Entries exceeding this limit will be disqualified.
2. The script must be **original** and created by the participant. Any form of plagiarism or AI-

generated content will lead to immediate disqualification.

3. The participant must appear **alone** in the frame, speaking directly to the camera. Minimal edits are allowed, but excessive cuts, animations, or voiceovers are prohibited.
4. The video must follow the **given theme**, which will be announced before the competition. Off-topic submissions will not be considered.
5. Videos must be clear, with **audible sound and good lighting**. Poor-quality videos (e.g., unclear audio, excessive background noise) may be rejected.
6. Participants must upload their video in **MP4 format** and submit it via the official competition portal before the deadline. Late submissions will not be accepted.
7. Entries will be judged on **clarity, delivery, engagement, creativity, and adherence to theme**. The decision of the judges will be final.

CINÉVOYAGE

DOCUMENTARY AND SHORT FILM COMPETITION

"EXPLORING STORIES, CAPTURING REALITIES"

The CinéVoyage Documentary and Short Film Competition seeks to celebrate the art of visual storytelling by providing a platform for filmmakers to showcase their creativity and unique perspectives. This competition encourages participants to explore and present diverse societal, cultural, and personal narratives through audio-visual technique.

1. The competition features two categories:

- Documentary Films (up to 30 minutes)

- Short Films (up to 20 minutes)
- Films must be original works of the participants.
- Entries in any language must have English subtitles.

2. Open to individuals and teams from any institution.

- Teams should contain a maximum of 5 members.
- Filmmakers must have full rights to all the content in their films.
- Films completed after January 1, 2023, are eligible.
- A group can submit a single entry.

3. Films should align with the competition's mission of storytelling and creative expression.

- No explicit content, hate speech, or material promoting violence or discrimination.
- Any film violating copyright laws will be disqualified.

4. All entries must be submitted digitally via email with a downloadable link.

- Accepted file formats: MP4, MOV, or AVI.
- Resolution: Minimum 720p HD.
- Deadline for submission: 25th March, 2025.

5. Films will be judged on the following criteria:

- Storytelling & Creativity
- Direction & Cinematography
- Editing & Sound Design
- Social/Emotional Impact
- Adherence to Guidelines

7. Submitted films will be screened during the competition event.

- The organizers retain the right to use submitted films for promotional purposes.
- The filmmaker retains all rights to their work.

8. Disqualification Grounds

- Late submissions
- Plagiarism or copyright infringement
- Breach of content guidelines

RJ HUNT

RULES

For once looks really don't matter. What matters is your voice. And attitude! SoMCD, IMS gives you a chance to own the audience with your voice. You should have clear diction, be quick on your feet and spontaneous in thought and speech. Be an RJ, show off your voice and interaction skills, speak a lot and you have a chance to win.

1. Only one person may participate
2. The topic will be given on the spot
3. Participants will be given 5 minutes for preparation.
4. Total number of rounds: 3
5. Total duration of event: 1 hour and 30 minutes
6. Each participant will be given a maximum of 5 minutes to conduct the radio show.
7. They will be judged on the content, diction, personal style, and ability to entertain and keep the listener hooked.
8. The participants can use Hindi or English or both.

PHOTOGRAPHY

“Taking an image, freezing a moment, reveals how rich reality truly is.”

The IMS Media Fest gives you a chance to showcase your photography talent. You should have a camera and the capability to click it.

RULES

1. One only person can participate
2. Total Duration: 1 hour
3. Submitted images should be in JPEG format.
4. Each participant can submit up to two images.

5. A theme will be given on the spot.
6. Devices can be used as DSLR, Mobile Phones to click photographs.
7. Digital manipulation that distorts the reality of the images will not be allowed. The panel of judges will evaluate the images based on the following criteria:
 - Artistic/Visual appeal.
 - The extent to which the photograph captures the essence of the theme.
 - Images will be judged based on originality, creativity, and relevance to the theme.

AD MAD SHOW

“Creativity without strategy is called art, creativity with strategy is advertising.”

What makes Brands?

How do they survive in this world of cutthroat competition?

There's a creator in every one of us, explore yours.

Participate in the AD MAD show to showcase your creativity in marketing products and services.

RULES

1. The topics for the Ad Mad Show will be given on the spot.
2. Each team will have 10 minutes for the preparation and 3-5 participants in team.
3. Maximum Time Limit for performing in the Ad is 5 minutes.
4. The criteria for assessment includes content, spontaneity and adherence to the topic, coordination, appeal of the advertisement, performance on the stage.
5. There should be no bias against any caste or community or religion through your performance.
6. Use of vulgar expression and language will lead to disqualification of the team.

SLOGAN MAKING COMPETITION

"Words that Inspire, Voices that Resonate!"

The Slogan Making Competition encourages participants to creatively craft impactful and memorable slogans that resonate with diverse audiences. This competition provides a platform for individuals to showcase their creativity, communication skills, and ability to capture powerful messages in just a few words, inspiring change and sparking conversations.

1. General Rules:

- Individual participation
- Time duration: 2 hours
- Each participant can submit up to two slogans.
- Slogans should be original, concise, and impactful.
- Plagiarism or copying from existing works will lead to immediate disqualification.
- Participants must ensure that their slogans align with the competition's themes and values.
- Group entries are not allowed; only individual submissions will be considered.
- Slogans should be between 5 to 12 words.
- Use of offensive, discriminatory, or inappropriate language will result in disqualification.

2. Submission Guidelines: Entries must be submitted on the days of competition.

Submissions should include:

- Full Name
- Contact Information

3. Entries will be judged based on:

- Creativity & Originality
- Relevance to Theme
- Brevity & Impact
- Memorability

4. Rights and Usage:

- The organizing body reserves the right to use the submitted slogans for promotional purposes.
- The participant retains credit for their work but grants the organizers the right to publish and distribute the slogan.

5. Disqualification Grounds:

- Plagiarism or unauthorized use of copyrighted material
- Use of offensive or inappropriate language

SCHOOL
OF
HOSPITALITY
MANAGEMENT
EVENTS

SWEET TREAT CULINARY CONTEST

A culinary event specially organizes to showcase the inner creativity, of students from all streams.

In this event there will be a set of common ingredients available in the kitchen.

Participant need to prepare any sweet dish which can be indian or international

General Rules:

1. There must be team of two students
2. Duration: 1 hour
3. All the teams that are participating in the chef competition should reach the venue 30 minutes before the start of the competition and should complete the registration.
4. Last date for the submission of registration form is 4 days before competition
5. Maximum one team can participate from each school.
6. Allotted time for preparing the dish is 1.5 hours.
7. The teams are required to carry their own uniforms along with the chef kit.
8. Participants are expected to use ingredients from the kitchen but can bring their own special ingredients required for the recipe.
9. During the competition the participants must wear Identity Cards.
10. Participating teams are requested to maintain friendly and cordial relations with each other during the competition.
11. Teams are allowed the use of their own display material for presentation on the condition that the material should be accepted by the jury members
12. Though the organizers will take reasonable care, they are not responsible for theft/loss/damages to the display material, tools, and equipment's of participating teams.
13. All the participating teams are requested to leave their work area clean after the preparation is over.
14. Decision of the judge panel will be final, and no protest will be entertained.
15. The participants must prepare the dish within the stipulated time, failing to do so will result in disqualification.
16. It is a request that the participating teams should attend the award ceremony.

Judging Criteria:

1. Materials Brought
2. Mise-en-scene: 0- 10 points
 - a) Clear arrangement of materials. Clean working place, proper working position, clean work clothes, Proper working technique.
 - b) Correct utilization of working time and punctual completion.
 - c) Hygiene 0- 10 points
 - d) Attention paid to hygiene during preparation of food.
 - e) Presentation/Innovation: 0- 30 points.
 - f) Ingredients and side dishes must be in harmony. Points are granted for excellent combination, simplicity and originality and Ingenuity in composition.
3. Taste & Texture 0- 50 points
 - a) The dishes must have appropriate taste and seasoning. In quality, flavor and color, the dishes should conform with today's
 - b) Standards of nutritional values.
 - c) Teams wishing to seek Judges' comments should make an appointment with the Judging Team Leader (via the Secretariat) on
 - d) The day of their competition

BEST OUT OF WASTE: "TRASH TO ART"

Recycling works like magic to elevate ordinary goods to extraordinary status.

The three "Rs" are reduce, reuse, and recycle.

They are a part of the waste hierarchy, which uses a system of priorities to preserve resources and safeguard the environment. The objective is to generate the least amount of waste while getting the most useful uses out of things. Making beautiful objects out of resources that are no longer in use is simply what is meant when someone uses the expression "The Best out of Waste."

Participating Criteria:

1. All undergraduate or post graduate students from any discipline shall be allowed to participate in the event.

RULES

1. This is a team event; each team must have two members.
2. A maximum of 25 teams may compete in the competition on a first-come, first-served basis.
3. Duration: 1 hour and 30 minutes
4. Waste material could be anything like tetra packs, bottles, newspapers, old utensils, jute material or any second-hand items that otherwise would be thrown away.
5. If necessary, participants must supply their own trash.
6. This activity will last for two hours.
7. The item would be rejected if not found to be a waste product or second-hand item.
8. No ready or semi-finished model or matter would be accepted from participant in competition.
9. No use of any mobile phones or other electronic devices is permitted during competitions.
10. The decision of the judges will be considered final and abiding.
11. Participants will be judged on Creativity, Utilization of resources, Artistic composition & design, Eco-friendly rating, Utility of the product and overall Presentation.

Additional Instructions:

1. No extra help will be taken from outside, if done so respective group will be disqualified.
2. Only complete projects will be judged.
3. Participants will be judged on Creativity, Utilization of Resources, Artistic composition & design, Utility of the product & overall presentation.
4. Decision of judges will be last & final.

PLATE PAINTING AIPAN ART COMPETITION

A celebration of heritage, a canvas of tradition — “Aipan”, the soul of Uttarakhand, comes alive in intricate strokes of red and white. This competition invites artists and dreamers to weave culture into creativity, preserving the past while painting the future.

ELIGIBILITY CRITERIA:

1. Students from any discipline shall be allowed to participate in the event.
2. Maximum of 10 teams are allowed to participate in the event on first come basis.

RULES:

1. This is a team event, and each team must comprise **02 members**

2. Duration of the competition shall be of 1 hour 30 mins
3. Paper plates (Big Size) will be provided to each team. (Only one for each team)
4. Participants will be provided with white and red natural colours, and brushes.
5. Use of any other materials or ready-made stickers is strictly prohibited.
6. If any participant makes a mistake, no extra plate will be provided.
7. Decision of the judge shall be final and abiding.
8. Judging criteria -10 marks for each aspect listed below:
 - Creativity
 - Visual Impact
 - Artistic skills

MASTER BLENDER

GUIDELINES:

1. Last date for the submission of registration form is 4 days before competition.
2. The first 10 teams will only be allowed to participate with 2 participants.
3. Duration: 1 hour and 30 minutes
4. Participants will be given basic ingredients only (as per the list attached). Any other specific ingredient(s) have to be brought by the participants itself.
5. Extra marks will be awarded for the use of regional key ingredients in mocktail preparation.
6. Total time for 2 different mocktail preparation will be 10 minutes. Additional time consumed will lead to negative marking.
7. Basic glassware and accessories will be provided by the host. Any specific requirement will be arranged by the participants itself.
8. Participants can bring their own display material for the presentation.
9. All the participants will have to clean their work area once mocktail is prepared.
10. Participants are expected to be well dresses and groomed.

11. Participants are required to report at the venue backstage 30 minutes prior to competition or else he/she will be disqualified from competition.

TOURISM QUIZ

The Tourism Quiz Competition aims to test participants' knowledge of global and regional tourism, heritage, culture, and destinations.

We encourage all teams to participate with enthusiasm and sportsmanship. Best of luck!

Participating criteria:

1. Students from any discipline shall be allowed to participate in the event.

RULES:

1. This is a team event, and each team must comprise of two participants.
2. Maximum of 10 teams are allowed to participate in the event on first come basis.
3. Duration: 1 hour
4. Quiz Format & Rounds : The competition will consist of three progressive rounds:

Round 1: General Tourism Trivia (Elimination Round)

- Format: Multiple Choice Questions (MCQs).
- Covers global and domestic tourism, heritage sites, famous landmarks, and travel facts.
- Top 6 teams with the highest scores will advance to the next round.

Round 2: Destination & Culture Identification

- Format: Visual based questions
- Covers destinations, monuments, festivals, and cuisines.
- Top 4 teams with the highest cumulative scores move to the final round.

Round 3: Rapid Fire (Final Round)

- Format: Each team gets 60 seconds to answer a set of quick questions.
 - Covers capitals, currencies, airlines.
 - The team with the highest overall score is declared the winner.
5. Each correct answer carries 1 point, No negative marking.
 6. In case of a tie, a sudden-death question will determine the winner.
 7. Teams must respond within the given time (30 seconds) for each question, exceeding the time limit will result in the question being forfeited.
 8. The use of mobile phones, smart devices, or external assistance is strictly prohibited, any team found engaging in unfair means will be disqualified immediately.
 9. The quiz master's decision regarding answers, or disputes will be final and binding.

TOWEL ORIGAMI

Rules for the Towel Origami competition

1. Number of participants: 02 members in each team
2. Duration: 1 hour
3. The competition is open to the students from the institution.
4. Participants will generally be provided with towels, which may vary in size and color.
5. Other materials, such as ribbons, markers, or decorative items, might be allowed, but this will be specified by the organizers.
6. The use of personal materials (such as additional towels, embellishments, etc.) is not permitted.
7. Participants will be given a fixed amount of time to complete their towel origami creations, typically ranging from 10 to 15 minutes.
8. Participants may be asked to create specific designs (e.g., animal shapes, flowers, or other themed creations), or they may be allowed to create any design they wish.
9. Creativity, originality, and adherence to the theme (if provided) will typically be part of the judging criteria.
10. Participants may be required to present their towel origami creation at the end of the competition.

11. The final presentation will often be scored based on visual appeal, symmetry, and neatness.

Judging Criteria:

1. Creativity: Originality and uniqueness of the design.
2. Technical Skill: Complexity and precision of the folding techniques.
3. Neatness and Aesthetics: Cleanliness of the folds and overall appearance.
4. Adherence to Theme: How well the design reflects the theme (if applicable).
5. Presentation: The final arrangement of the towel, and how well it is displayed.
6. Participants may be disqualified for not following the rules, using unauthorized materials, or engaging in unethical practices (such as copying another participant's design).
7. Late arrivals or failure to complete the task within the time limit may also lead to disqualification.

Awards and Prizes

1. Prizes or certificates are typically awarded to the top performers.
2. Categories for awards could include Best Design, Most Creative, or Best Use of Materials, depending on the event.

SCHOOL
OF
LIBERAL ARTS
EVENTS

CINEMATIQUE: FILM REVIEW

1. Only one person can participate
2. Duration: 2 hours
3. A Short Film, with a duration of not more than 90 minutes, will be shown to the participants.
4. Following the film, they will have another 30 minutes to write a review of the film.
5. Language of writing the review shall be English only.
6. Participants will broadly be marked on sharpness of analysis, grasp over film language and metaphors, and their ability to include their own subjectivities in the review.

COSPLAY RECREATIONS

1. A participant will be allowed to impersonate only one character. The character may be living or dead, real or fictional.
2. Duration: 1 hour and 30 minutes
3. A participant will get a maximum of 2 mins to use the stage, including 30 seconds of speech time.
4. The costume and props of the participant need to be arranged on their own. IMS shall not provide a budget for this.
5. No nudity is allowed. All costumes should provide enough coverage to be worn in public and should be in good taste and appropriate.
6. Gore, graphic violence, or other objectionable elements may be grounds for disqualification.
7. The decision of the IMS Organisation Committee is final on all matters.
8. This is a mainstage event, hence gear up to up your ante!

KALAMKAR – CREATIVE WRITING

“Writing is the painting of the voice.”

(Voltaire)

(STORY)

Is writing your passion?

Then Lamhe is your platform.

Bring your heart out on the topic given on the spot.

INSTRUCTIONS:

1. Only individual participation is accepted.
2. The participants will be given a topic during the contest.
3. The total duration of the contest will be 1 hour.
4. Maximum length: 2000 words.
5. The students can opt English or Hindi as a medium for writing story.
6. The students must enter 5 minutes before the commencement of the contest.
7. The composition must be original.
8. All writing material (Pen/Sheet/Clipboard) will be provided on the spot (Students may get their own material as well).
9. The creative writing skills of all the participants will be judged on merit by the judges.
10. The decision of the Judge will be final and abiding.

(POEM)

INSTRUCTIONS:

1. Only one participant
2. Only one poem per person is allowed.
3. Poetry can be written in any poetic style and on any subject.
4. A poem in its entirety must be an original work by the person entering the contest.

5. Plagiarism is a serious offense with serious consequences.
6. The language can be English/ Hindi.
7. Maximum length: 30 lines.
8. The title of each poem must appear on the first page of each entry (i.e., poem).
9. Any entry containing cliché, overused phrases will not be accepted

UNFILTERED ECHOES – OPEN MIC

INSTRUCTIONS:

1. Be on time for the signup. It is mandatory to be present 15 minutes before your performance.
2. You will be given an average of 5-8 mins of stage time; however, the host has the discretion to shorten or allow more time depending on whether you are “bombing” or totally killing it. It's all about the performance. However, the maximum time is 10 minutes.
3. It is suggested to use your original material, like self-composed poetry and songs.
4. If you are doing any open mic act, don't read off jokes which are derogatory to others (any community or person). This will instantly disqualify you, and you will be asked to stop.
5. Your content should not be racist, sexist, and/or casteist.

DO NOT HECKLE! Ever! Period.

TWO MINUTE MURDER MYSTERIES

1. It is an individual event.
2. Duration: 2 hours
3. Students have to come to the venue only with a pen. Phones and other gadgets are not allowed.
4. There are two rounds - eliminations and finals. Only ten students will be selected for the final round.
5. In the elimination round, mysteries will be flashed on the projector that the participant has to solve within 2 mins. There will be 10 such case studies in the elimination round. Listen/see for one minute. Guess in the other minute.
6. The top 10 will be chosen for the final round where more mystery cases will be flashed.

7. Buzzer to sound within each 30 seconds.
8. The decision of the judges will be final and binding.

JIGYAASA-ENTERTAINMENT QUIZ

RULES

1. Each team shall consist of two members.
2. The Competition is a 2-tier competition.
3. Round-1 (Preliminary written round) which will be an entertainment quiz.
4. Round-2 (Final audio/visual round) will be between the Six selected teams from the preliminary round.
5. Both rounds will have questions from cinema, music, and all other art forms.
6. The organizing committee will have the sole and absolute discretion to short list the participants. The decision of the organizing committee will be final and binding on all concerned



IMS UNISON
UNIVERSITY

presents

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BIGGEST COLLEGE FESTIVAL

YOUR PASS



1234567

**27-28-29
MARCH**

IMS CAMPUS
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