

SHORE Fest '24

Participants GUIDELINES



@SHORE.GITAM



Common Guidelines for Cultural Events:-



1. One entry per college, i.e. only one team from an institution, shall be allowed to participate in the competition.
2. Each participant should carry identity proof.
3. Students should refrain from abusive language, obscene displays and revealing costumes during the competitions, failing which they will be disqualified.
4. Participants should go through the event rules and adhere to the specifics. Participation, props, music, etc, for certain events should be confirmed. Pre-registration, if required, must be completed by the respective deadlines or by contacting the event head.
5. A participant can participate only in one event during the simultaneous timings; a participant is restricted to participating in at most 2 events.
6. All the events will commence at their scheduled times. Punctuality will be appreciated.
7. Assembly time for all participants (dancers, musicians and other events) is **ONE(1)** hour before the official time of the competition.
8. The decision of the judges will be final and binding.
9. In case of delays caused by GITAM management because of any equipment malfunction, the participant will be allowed to restart the performance or continue from the point of interruption. Grace time, if required, will be given at the judges' discretion.
10. Participants will have to pay a total sum of 1500/- for their stay at GITAM premises for the duration of the fest.
11. Under no circumstances is the registration fee refundable to the concerned participants after they have paid it. This is non-negotiable.
12. A participant is only allowed into the campus for the events if and only if they have an NOC signed by their parents/guardians.
13. Each and every participant has to have an Endorsement form from their respective universities confirming their presence and participation in SHORE'24.

(Note: These guidelines and criteria are subject to change to ensure alignment with the changing standards)



Natya Darpan (Dance Competition):

Step into the excitement of rhythm and dance as teams of each University go up against each other in an extravaganza of choreography and the talent of each member and how they line up one on one.

1. **Team limit:-** Each team can have participants between 12-15 members.

2. **Time limit:-** Should not exceed more than 8-10 minutes for each performance.

Negative marking for exceeding the time limit.

3. **Max. University teams:** 1

4. **Audio submission deadline:-** January 25th, 2024.

5. **Drive link for Audio and Background image submission:-** Upload your teams' audio and background images required for the performance in the Shore website under the COMPETITIONS section.

THEME: It is mandatory to unite any of the Indian dance forms with any other global style.

Guidelines:-

1. Live music is not allowed.
2. Accessories, props and costumes will have to be arranged by the participants
3. Props utilised in dance competitions should not disturb the environment.
4. The audio should not demean/discriminate against any community.

Judging criteria:-

1. Sticking to the theme.
2. Choreography of the performance.
3. Stage utilisation.
4. Expressions of the performers.
5. Synchronisation of the team.
6. Adhering to the time limits and theme.

Winning prize:-

Dance	1st Prize - ₹15,000/- 2nd Prize - ₹7,000/-
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Sangeeta Samaroh (Music Competitions):

Compete against other teams as everyone steps up their game at this Inter-Uni competition and finds out who is the best composer. Watch as teams amplify their talents, weave their tunes into melodies and find out who tells the best story.

Team limit:- Each band can have participants between 4-6.

Time limit:- Should not exceed more than 8-10 minutes for each performance.

Negative marking for exceeding the time limit.

Max. University teams: 1

Background image submission deadline:- January 25th, 2024.

Background image submission:- Upload background images required for the performance in the SHORE website under the COMPETITIONS section.

THEME: It is mandatory to unite any of the Indian music styles with any other global style.

Guidelines:-

1. A band of aid is allowed as they sing and play at least one instrument.
2. Any distasteful behavior and /or damage to the surrounding equipment or supplies will result in disqualification.
3. Only the keyboard part of the synthesizer is allowed.(Rhythm part is not allowed.)
4. The SHORE team will not be responsible for the failure of any of the instruments.

Judging criteria:-

1. Creativity and Originality of the piece composed.
2. Instrumental proficiency will be taken into account.
3. Clarity, pitch and expressiveness of the vocal skills will be judged.
4. Adhering to the fusion theme will be considered.

Winning prize:-

Music	1st Prize - ₹15,000/- 2nd Prize - ₹7,000/-
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Vastrakriti Prathiyogitha (Glam-Voyage):



Welcome to the runway where fashion meets creativity as students take the catwalk with their own designs and clothing as they mix and match and show off the colours of life.

Theme:- Marine life

Team limit:- Individual Event.

Time limit:- 30 seconds for the walk; up to 1 minute for descriptions.

Max. University teams: 1

Guidelines:-

1. The person must design their outfit from scratch based on the theme.
2. Use props(optional) judiciously and ensure they do not disrupt the performance flow.
3. There is no special provision from the organisers for props. Teams have to bring their costumes and props.
4. Use of materials like candles, matches, and any hazardous materials on stage is prohibited.
5. Only one person is allowed to help the participant. [Team of 2]
6. Make sure the outfits are in guidelines to college rules and appropriate outfits are to be strictly adhered to.
7. Originality should be maintained.

Judging criteria:-

1. Relevance to the theme.
2. Innovative and original ideas will be appreciated.
3. Execution of the design will be accounted for.
4. The aesthetics of the outfit will be judged.
5. The quality of the final product will be considered.
6. If any props are used, their integration into the performance will also be judged.

Winning prize:-

Fashion Walk	Male:
	1st Prize - ₹10,000/-
	2nd Prize - ₹7,000/-
	Female:
	1st Prize - ₹10,000/-
	2nd Prize - ₹7,000/-



Nukkad Naatak (Street play):

Show off your writing, acting, directing and creative skills as teams compete in Nukkad Naatak, a form of theatrical performance that takes place in public spaces, particularly on streets or open areas, rather than on a traditional stage. Compete on stage to find out who has nurtured their talents the best.

Team limit:- Play should consist of 12-15 members excluding instrumentalists(optional).

Time limit:- The play shouldn't exceed the time limit of 15 mins.

Max. University teams: 1

Guidelines:-

1. Choose a socially relevant theme that resonates with the SHORE Fest theme.
2. Try using appropriate costumes and minimal props to enhance the visual impact.
3. Keep the script simple and impactful, focusing on key messages.
4. Content should be an original piece of work. Plagiarised work is strictly prohibited; if found plagiarised, the organisers and judges reserve the right to disqualify the team or deduct points.
5. Any obscenity through actions, images or language may result in penalties ranging from point deduction to disqualification.
6. The teams are allowed to use the local language for better connection.

Judging criteria:-

1. Content and the message of the skit play a vital role in evaluation.
2. The overall performance direction will also be considered.
3. The interaction between the characters and improv skills also play a major role.
4. The stage utilisation will also be judged.
5. The effort put into costume, and its coordination will also count for points.

Winning prize:-

Nukkad Naatak

1st Prize - ₹8,000/-
2nd Prize - ₹4,000/-





Chitrakalaa (Canvas Art):

Ignite your artistic spirit, explore the boundless world of creativity, craft visually captivating stories and let your unique expression shine on the canvas.

Team limit:- Individual Event

Time limit:- 2 hours.

Max. University teams: 1

Guidelines:

1. The theme will be announced on the spot at the venue.
2. Participants are to bring their own art supplies. The SHORE team will NOT provide any art supplies to any contestants.
3. The canvas for the artwork will be provided by the SHORE team.
4. Participants will not be allowed to use any references during or after the announcement of the theme.
5. Participants can use any type of art style and form (No Limits)
6. Each participant will have to talk about their topics and describe them for about a minute
7. Any sense of vulgarity will not be tolerated, and the participants will be disqualified from the competition.

Judging criteria:-

1. Judges will focus on the work's creativity, theme relevance, and presentation quality while considering the overall appearance of the projects.
2. After the projects are done, the description will also be a point of evaluation.
3. The aesthetics of the artwork will also be considered while judging.
4. The judge's decisions will be the final binding case for the competition.

Winning prize:-

CHITRAKALA

1st Prize - ₹4,000/-

2nd Prize - ₹3,000/-





Vaada Sangraaha (Debate) Guidelines:

Introduction to Teams:

1. Team Proposition: For
(First / Second / Third / Fourth Speakers)
2. Team Opposition: Against
(First / Second / Third / Fourth Speakers)

Role of the 'First Speaker': The Initiator

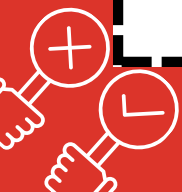
- The first speaker's role is to dissect the agenda at hand, provide context, clarity, meanings and set the base for the team's arguments.
- Usually doesn't provide team rebuttals.
- Briefly introduces key concepts/points so as to provide speaker two with a base.

Role of the 'Second Speaker': The Builder

- The second speaker's role is to build up on the content previously introduced or laid out by their team's first speakers.
- Appropriate examples, references and studies can be used to back up the arguments/ideas laid out initially by the first speaker.
- Can choose to provide rebuttals

Role of the 'Third Speaker': The Concluder

- Intricately connects their team and opposition team's arguments and provides conclusive rebuttals/ appropriate answers to the accusations laid out by the opposing team.
- The rebuttals have to be consistent and in tandem with the stance constantly portrayed by the team.
- Appropriate examples/ facts and references can be highlighted.





Role of the 'Fourth Speaker': The Analyst

- Focuses mostly on cross-questioning, must use instances and verses from oppositional speeches and lay out an array of examples that may contradict team stances.
- Highlight team factors and question oppositional statements to strengthen arguments.
- Points out verbal fallacies and concludes team play.

Time Frame:

- Each individual speaker will be given 4 minutes to present their side of the argument.
- Debate speeches can be as short as 30 seconds and can extend to a maximum limit of 4 minutes and 10 seconds.

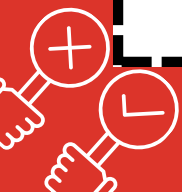
Agendas:

A brief guide of resources will be shared a week before the final event,

- The resource guide would contain movie/music / visual / concept-based references which had to be further deduced for effective research,
- The agendas would be related to the information related to/in the resource guides provided only,
- Remember, the agendas will not be entirely technical; they will all be based on individual opinionation and societal happenings.

Exact Proceedings:

- The adjudicator will initiate a coin flip. Both teams are to call out between "Heads" & "Tails". The winning team gets to choose their side of the motion before its reveal.
- The motion is announced on the spot, and 15 minutes are provided for preparing/making pointers.
- Stationary and blank notes/sheets will be allowed, but pre-written material will not be allowed.





- Participants can use the internet for the first 5 minutes of the 15 provided to search for relevant references or meanings; the remaining 10 minutes will be for pointers and planning.
- Utilisation of AI Tools such as but not limited to Chat GPT will lead to immediate disqualification.
- No electronic device will be allowed after the 5 out of 15-minute threshold.
- After each speech, an extra minute will be provided for the next speaker to collect relevant arguments.
- The debate starts with the first speaker from "Team Proposition", followed by a 60-second gap and then with the first speaker from "Team Opposition".
- Alternatively, both teams, one member after another, come and present their sides of the argument.
- All the rounds will be treated as knockouts unless stated otherwise during the start of the rounds.

Judging Criteria:

Every debate is scored separately on "Three" primary criteria:

1. Matter: Content Clarity & Relevance
2. Manner: Presentation & Modulation
3. Method: Transition & Flow.
4. Analysis.

Vaada Sangraaha	1st Prize - ₹3,000/- 2nd Prize - ₹2,000/-
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Paaka Prathiyogitha (Master Chef):

Unleash your culinary prowess as contestants go up against each other to find out who is worthy of holding the pinnacle of this extraordinary culinary contest.

Team limit:- Individual Event.

Time limit:- 2 hours.

Max. University teams: 1

Guidelines:-

1. The amenities and ingredients will be provided.
2. Participants should not bring any cut, chopped or grated raw materials. They should process it on the spot within the allotted time.
3. Dishes should be purely vegetarian.
4. Participants should not bring any pre-cooked items.
5. Participants can bring non-electric equipment like a mixer, chopper, juicer, grater, etc.
6. Cook or attempt to make any dish of your choice with the given ingredients within the time limit (excluding baked goods like cakes or cookies).

Judging criteria:-

1. Usage of the ingredient which the committee promulgates is a must.
2. The committee will assess efficiency, hygiene, originality and creativity.
3. The competition will be judged based on various factors affecting the dish, such as execution, appearance, and taste.
4. The final decision-making power is held by the judges and will be the binding case.

Winning prize:-

Master Chef

1st Prize - ₹5,000/-

2nd Prize - ₹2,500/-



Robo Race



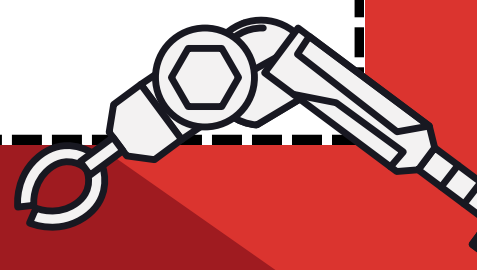
Robo Race Guidelines:

Each team should have not more than 3 students.

Robot Specifications:

- Dimensions: Maximum dimensions of 30 cm x 30 cm x 30 cm (length x breadth x height).
- Weight: Maximum weight of 4 kg.
- Power: Use Electric power(batteries) only. Internal combustion engines or any other fuel based power source is strictly prohibited.
- Voltage: The maximum voltage anywhere in the robot must not exceed 12V DC.
- Safety: Robots must not have any sharp edges or components that could harm other robots, participants, or spectators. All moving parts must be adequately shielded.
- Control: Robots can be wired (tethered) or wireless (remote-controlled) or autonomously controlled. Tethered robots must have sufficient slack in the wire to avoid hindering movement. In the case of wireless control, the radio systems **MUST NOT** cause interference to other radio-frequency users. In the case of wired or short-distance RF devices, only one team member can operate the remote control behind the moving RC car.
- Materials: RC Car Construction materials should be sturdy and reliable. The use of Lego kits or any pre-made kits is not allowed, if found to be so, the team will be disqualified.
- Tolerance of 5% is only accepted for all the above specifications.

Track Specifications:

- The track layout and surface will be revealed to participants before the competition.
 - The track may include various obstacles and challenges, such as inclines, declines, sharp turns, uneven surfaces, bridges, Reinforcement materials, tunnels, and obstacles to navigate around.
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- The track width will be sufficient for the robot to pass comfortably.
- The starting and finishing points will be clearly marked.

Competition Format:

1. Initial Shortlisting:

Shortlisting is based on adherence to specifications and rules outlined for the cars.

2. First Round:

- Cars navigate obstacles and uneven terrain to reach the designated finish line. Cars with the best time and minimal damage proceed to the next round.
- Number of shortlisted cars determined by the number of registrations.

3. Second Round:

- Head-to-head races between pairs of cars on a single track.
- The winner of each race advances to the next round.
- Repeat until all winners are determined.

4. Third Round:

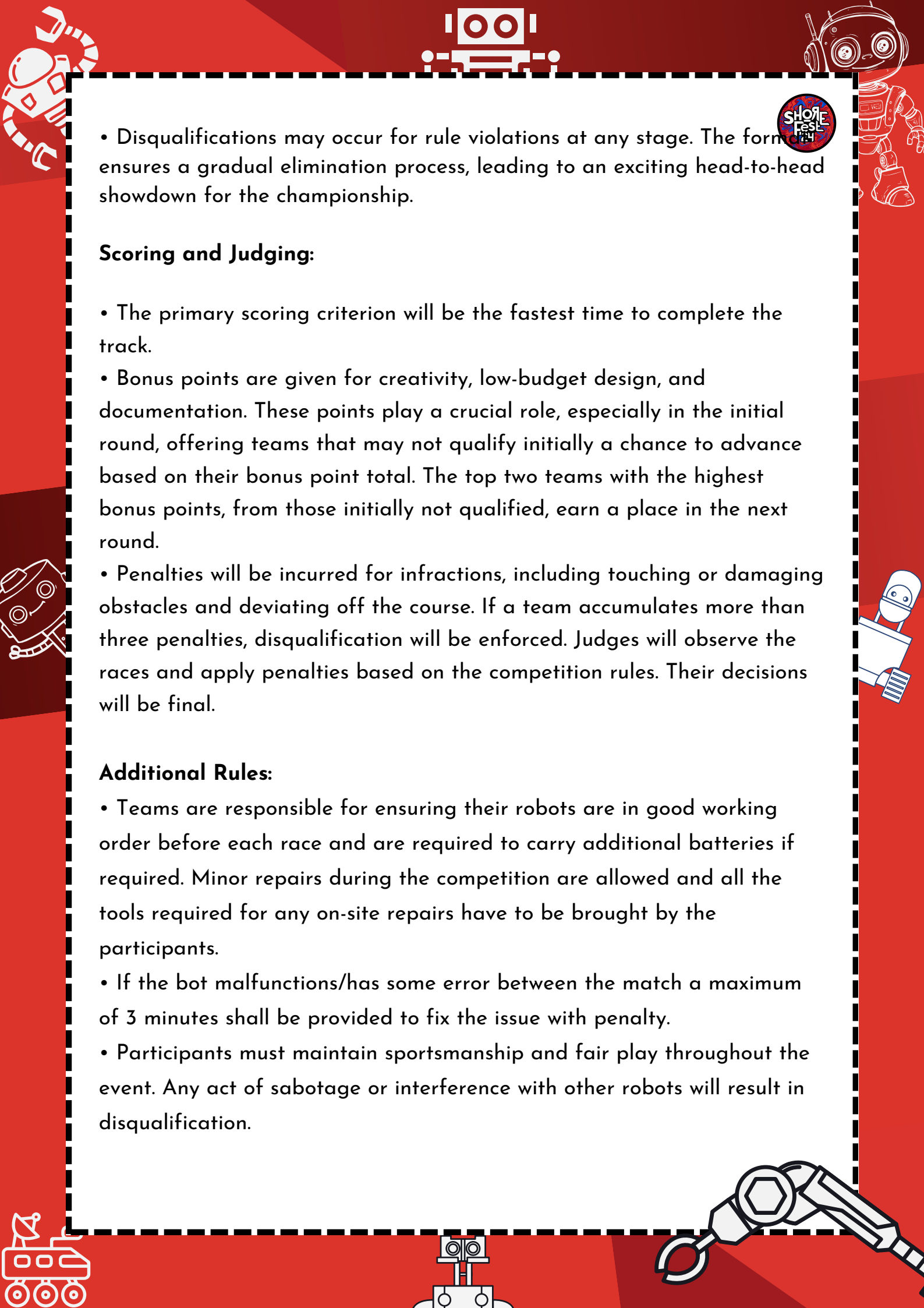
- Winners from the second round compete against each other.
- Head-to-head races until only two cars remain.

5. Championship Round:

- The final competition between the last two cars.
- The first car to complete the designated course is declared the ultimate winner.

Note:

- Starting order determined by draw or pre-assigned based on qualifying times.
- The number of rounds may increase or decrease based on the number of registrations.



• Disqualifications may occur for rule violations at any stage. The format ensures a gradual elimination process, leading to an exciting head-to-head showdown for the championship.

Scoring and Judging:

- The primary scoring criterion will be the fastest time to complete the track.
- Bonus points are given for creativity, low-budget design, and documentation. These points play a crucial role, especially in the initial round, offering teams that may not qualify initially a chance to advance based on their bonus point total. The top two teams with the highest bonus points, from those initially not qualified, earn a place in the next round.
- Penalties will be incurred for infractions, including touching or damaging obstacles and deviating off the course. If a team accumulates more than three penalties, disqualification will be enforced. Judges will observe the races and apply penalties based on the competition rules. Their decisions will be final.

Additional Rules:

- Teams are responsible for ensuring their robots are in good working order before each race and are required to carry additional batteries if required. Minor repairs during the competition are allowed and all the tools required for any on-site repairs have to be brought by the participants.
- If the bot malfunctions/has some error between the match a maximum of 3 minutes shall be provided to fix the issue with penalty.
- Participants must maintain sportsmanship and fair play throughout the event. Any act of sabotage or interference with other robots will result in disqualification.



• Teams are encouraged to document their robot design and development process to be eligible for bonus points. The documentation should provide a comprehensive overview of the steps taken in designing and developing the robot.

Plan of Action:

Sample video link for understanding the event:

<https://youtube.com/shorts/4SGZTxpVihM?feature=shared>

Venue: ICT Outdoor Parking Area

Time Required: Half day to full day during the fest.

- Obtain necessary permissions for the ICT Outdoor Parking Area on the day of competition.
- Require a budget of ₹ 15,000 to ₹ 20,000 to construct the track/ arena for the competition based on the number of registrations and also to build a functional demo RC Car. Demo RC car can also be used for promotional purposes.
 - A microphone and speakers for announcements and commentary along with an anchor is required during the event.
 - A tent with chairs for participants is required.
 - Display of GRC X Shorefest 24: Robo Race banners and posters near the competition area are required.
 - Required Material for Construction of Track/ Arena for the competition: Cardboard, Wood, Paints, Fevicol, Markers, Sketches, Colour papers, charts, Cutters, Glue Tapes, Sand, Stones. Etc (Costs Around ₹10,000 (Based on registrations))
 - For Construction of RC Demo car, around ₹5,000 to 10,000 is required (Complete Detailed BOM will be sent further)

Winning prize:-

Robo Race

Winner: ₹ 15,000

Runner: ₹ 10,000

SHORE Fest '24

WE ARE LOOKING FORWARD TO HAVE
YOU HERE!



@shore.gitam

