

# C. U. Shah University

Wadhwan City



## EVENTS / ACTIVITIES

### Day 1 Events [ 30/08/2018; 10am to 5pm]:

1. Drawing Competition
2. The One Minute – Ball for my Bowl
3. Mobile based Game – The Ludo King
4. Angry Birds
5. Count your Weight

### Day 2 Events [ 31/08/2018; 10am to 5pm ]:

1. Rapid Fire – Throw the Ball
2. Push the Plastics
3. The Snow Ball
4. Pin-out my Circle
5. Watch the Walk

# EVENTS RULES

## Drawing Competition:

Rules of Drawing competition:

1. The drawing competition will be held on 30/08/2018
2. The competition will start at 10.30 a.m. Remain presence on or before 10:20am
3. The duration for this competition will be 30 minutes
4. Venue of the competition is Engineering Building Porch, Ground Floor.
5. Only one student has to complete the drawing
6. The participant will be provided drawing sheet
7. All other required material like drawing board, pencil, colour etc will be brought by participant himself.
8. The drawing with colour, to be drawn and completed during the given time (on the Spot)
9. The participant has to draw on any one of the below theme
  - Swatch Bharat Abhiyan
  - Global warming
  - Beti Bachao Beti Padhao
  - Digital India
  - Startup India
  - Global warming
  - Ban Plastic

## Ball for my Bowl:

- Game duration is 1 minute
- Each participant will be provided with straw, thermocol balls and bowl.
- Participant is required to suck thermocol ball using straw and place it in the bowl.
- Participants with maximum number of balls in the bowl will be declared winner.

## **Mobile Game – The Ludo King**

- This game will be played individually by each participant.
- The team of either 2 or 3 or 4 players will be decided on the spot.
- Participants will have to carry a mobile phone with good internet connection.
- To enter a token into play from its yard to its starting square, a player must roll a 6.
- If the player has no tokens yet in play and rolls other than a 6, the turn passes to the next player.
- Once a player has one or more tokens in play, he selects a token and moves it forwards along the track the number of squares indicated by the dice.
- Players must always move a token according to the dice value rolled. Passes are not allowed; if no move is possible, the turn moves to the next player.
- When a 6 is rolled, the player may choose to advance a token already in play, or may enter another staged token to its starting square.
- Rolling a 6 earns the player an additional or "bonus" roll in that turn. If the bonus roll results in a 6 again, the player earns an additional bonus roll.
- If the third roll is also a 6, the player may not move and the turn immediately passes to the next player.
- Players may not end their move on a square they already occupy. If the advance of a token ends on a square occupied by an opponent's token, the opponent token is returned to its owner's yard.
- The returned token can be reentered into play only when the owner rolls a 6.
- There are no "safe" squares on the game track which protect a player's tokens from being returned.
- A player's home column squares are always safe, however, since no opponent may enter them.
- Every player strives to reach their all four tokens to home yard.
- Player who succeeds in this, wins.

## **Angry Birds**

- Game duration is 1 minute
- This game will be played individually by each participant.
- Several bottles will be arranged on the ground.
- Different numbers will be marked on each bottle ranging from 1 to 10.
- Participant would be given a ball to hit these bottles.
- A sum total of numbers on the bottles which the participant manages to ground with the ball would be counted as his / her final score.
- Whosoever scores the highest, wins.

## **Count your Weight**

- Game duration is 1 minute

- Participants would blow balloons and are supposed to burst it using nothing but their leg.
- Whosoever has the maximum count, wins.

## Rapid Fire

- Game duration is 1 minute
- This game will be played individually by each participant.
- Participant will be given Paper balls at the time of competition.
- There would be an identified space on the floor few feet away from the participant.
- Participant is required to throw the ball in that space without looking at it.
- Whosoever succeeds in throwing maximum balls within the boundary, wins.

## Push the Plastics

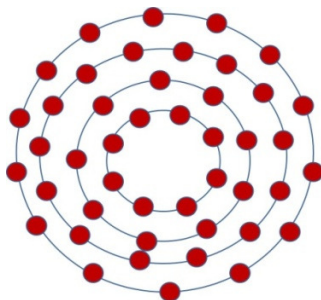
- Game duration is 1 minute
- Participant is supposed to blow a balloon.
- Then using nothing but the air filled in the balloon, participants have to blow off the paper glasses placed on a shelf.
- The one who blows off maximum number of glasses is the winner.

## The Snow Ball

- Game duration is 1 minute
- Participants will be given thermocol balls and straw
- Participants will puff the straw and try to make those balls fall in the bowl placed on the ground.
- The one who succeeds in collecting maximum number of balls in the bowl, wins.

## Pinout my Circle

- Game duration is 1 minute
- Participants would be provided with a pack of *Bindi* and a printout of a spiral circle / s with several dots scattered around.
- Illustration:



- Each participant is supposed to stick *bindis* on this red scattered dots.

- One cannot start another circle unless the first one is complete.
- Whosoever sticks the maximum *bindis*, wins.

## Watch the Walk

- Game duration is 1 minute
- While the pile of books / any other similar thing is on the head, participants will try to reach from the identified starting point to the end point.
- They will encounter certain hurdles in this way.
- If the books fall off, the participant would start it off all again.
- The one who crosses the maximum distance in one minute, wins.

# Rules for Participation

## GENERAL RULES

- Participation is open for the students of C U Shah University only.
- It is mandatory for each participant to bring along his / her college I-Card.
- Participants must report latest by 9:30am.
- Participants will be disqualified if they misbehave or use any offensive language.
- The decision of the judges will be final.
- All students will be given certificate of Participation.
- The games or activities might be altered or removed from event at the discretion of Organizers.
- There are 10 activities (5 activities / day) spread across two days.
- Each student can participate in maximum 3 activities in a day (total 6 activities in two days).
- For registration, please visit [www.cushahuniversity.ac.in/sparkle](http://www.cushahuniversity.ac.in/sparkle)
- Only Online Registration will be considered for Events.
- The fee for participation is **Rs. 50 per participant**.
- Contact your Institute's Sparkle 2018 coordinator for submission of participation fees and further information.