

**COORDINATORS**

ANKITA TIWARI - +91 75080 75202  
ANIMESH SHRIVASTAV - +91 95860 02093



**CO-COORDINATORS**

KAMYA SETHI - +91 93510 60038  
MOHIT - +91 70825 48689

# TAXILA BUSINESS SCHOOL

**PRESENTS**

# LAMHE 2022

## *Events*

### **SPORTS**

HOT SHOTS  
ARMED GROBBERY  
ARTFUL DODGERS  
BALLS OF FURY  
GOLDEN RACKET  
THE SMOOTH STRIKER

### **BUSINESS**

PRASHNOTTARI  
AD HUB  
THE ORATOR'S CLUB  
DIG IT UP

### **CULTURAL**

कलत DARSHAN  
DANCE TILL DAWN  
THE GALA MUSICLE  
THE GLAM STREET  
LAUGHING WINGS

**16-17 DEC, 2022**

**FROM 10 AM TO 07 PM**

FOR REGISTRATION



SCAN ME

**VENUE: TAXILA BUSINESS SCHOOL, SECTOR 9 MANDIR MARG, MANSAROVAR, JAIPUR, RAJ, 302020**



**WWW.TAXILA.IN**



**INFO@TAXILA.IN**



**+91 840404 040404**

# LAMHE 2022



16 - 17 DEC, 2022 | 10 AM - 07 PM



**AD HUB  
(AD MANIA)**



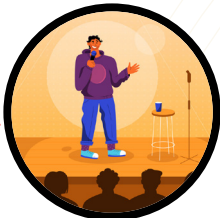
**ARMED GROBBERY  
(CHESS)**



**PRASHNUTTAREE  
(QUIZ)**



**GALA MUSICALE  
(SINGING)**



**LAUGHING WINGS  
(STANDUP COMEDY)**



**ARTFUL DODGERS  
(DODGEBALL)**



**THE ORATOR'S CLUB  
(EXTEMPORE)**



**DIG IT UP  
(TREASURE HUNT)**



**HOT SHOTS  
(FUTSAL)**



**BALLS OF FURY  
(TABLE TENNIS)**



**DANCE TILL DAWN  
(DANCING)**

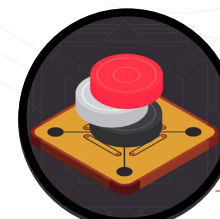


**GLAM STREET  
(FASHION SHOW)**

FOR REGISTRATION



SCAN ME



**THE SMOOTH STRIKER  
(CARROM)**



**GOLDEN RACKET  
(BADMINTON)**



**कलत DARSHAN  
(NUKKAD NATAK)**

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# **GENERAL GUIDELINES**

1. By Participating in Lamhe 2022, the participants agree to be bound by the following official rules.
2. Registration would be done by the website provided.
3. There is NO registration fees.
4. A student can participate in up to 3 Events.
5. There is NO Offline / On-the- spot Registration
6. Kindly Go through the Rules and Regulations of the Event thoroughly.
7. Kindly Check the Events Schedule before Registration, so that none of the selected event's clash.
8. Contact Respective Coordinators, in case of any event related Query.
9. Judges' Decision shall be final and binding.
10. Rules may be amended, if found necessary.





# Prashnotree (The Business Quiz)

**Description-** Business quiz is a fun and educative way to test your knowledge and teach you more about business which in turn makes you a better businessman or businesswoman or entrepreneur.

## **Rules and Regulation:**

### **Round 1:**

The very 1st round will be an elimination round. Where in teams will face Rapid fire. Each team will be asked with 10 questions simultaneously. The higher the score, more are your chances to be selected for the next round. Top 5 teams will be selected.

### **Round 2:**

Top 5 teams will contest in the next stage quiz rounds which will have general audio-Visual round. Each team will be given a chance to answer.

25 Questions will be displayed. Top 3 teams with higher score will qualify.

### **Round 3:**

The final round will be played with top 3 teams. The questions will be asked based on general knowledge, business awareness, etc.

1 team with highest score will win.

### **Rules:**

This is a quiz to both UG & PG students

A team consists of 5 Members.

Team members need not to be from the same institute.

Any number of team can participate from a single institute.

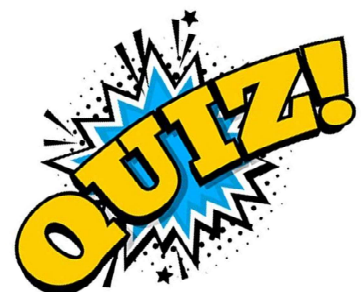
Only Online Registration are allowed.

**Note:** Any changes in the event are up to the discretion of the organizer.

## **Coordinators**

Sangram - +91 8249752167

Jai Prakash - +91 9729262327





# AD HUB (AD MANIA)

**Description-** An advertisement, otherwise known as an advert or ad, is generally considered a public communication that promotes a product, service, brand or event. To some the definition can be even broader than that, extending to any paid communication designed to inform or influence.

## **Rules and Regulation:**

### **Round 1: Print Ad.**

Participants must come with a single Print Ad. That can be display to the judges with a single poster (A single word file/PPT/Paint of their choice) & 2 minutes will be given to them to present the Print-Ad based on which they will be selected for the next round.

Participants Can select any innovative product / service of their choice, for e.g., Fashion Accessories (Comb, Goggles, Bracelet, Cap etc.), Online Portals, Gadgets, Automobiles, etc.

Judge's decision is final in screening the students for the second round.

### **Round 2: Instant Ad.**

Selected participants will be given a product on the spot for creating an advertisement.

Each participant will be given 20 minutes for preparation.

Each will get Maximum 5 minutes to act& showcase their commercial.

Can use related objects, jingles, taglines to enhance their performance.

Participants will be evaluated based on ad-concept, creativity, ad-appeal, stagepresence and entertainment Element.

The Ads prepared must not contain obscene words and should not hurt the feelings of any culture, religion, caste, or society.

The best two ads selected by the judge will get trophies and much more.

## **Coordinators**

**Nipun** - +91 8279935206

**Yashwanth** - +91 8500730040





# ORATOR CLUB(EXTEMPORE)

**Description-** The word extemporaneous means “without planning” and is considered a synonym for the word impromptu. However, an extemporaneous speech is actually a well-prepared speech that relies on research, clear organization, and practiced delivery. It is neither read nor memorized, so it is never delivered exactly the same way.

## **Rules and Regulation:**

The speech is intended to reveal a competitor’s ability to develop a point of view on a general topic and to deliver an impromptu speech within limited preparation time.

The topic shall be given on the spot by the judges.

The judges shall give topics prior to the start of the competition related to the theme.

The contestants shall be given two (2) minutes to prepare and three (3) minutes to deliver.

Participants will not be allowed to take any paper or material with him/her during the speech.

Paper will be provided to make notes about the topic, but they will not be allowed to carry them for the speech.

The contestants are not allowed to have any gadgets.

There will be a 1-point deduction for every 30-second overtime from the respective judges’ total score before determining the rank of the contestants.

The style of the delivery shall be conversational, oratorical or a combination of both.

Judges will be looking for clarity of thought, logical organization, and sincerity.

Dramatic style is considered disqualified.

Use of sound effects, microphones and props is disallowed.

## **CRITERIA FOR JUDGING:**

Content, clear organization- 35%, Delivery - 35%

Pronunciation, enunciation, and diction - 20%

Stage Presence (eye contact, poise, personality)- 10%

## **Coordinators**

**Sai Bhaskar** - +91 8762551662

**Ayushi Singh**





# **DIG IT UP(TREASURE HUNT)**

**Description-** A game in which players act upon successive clues and are eventually directed to a prize.

## **Rules and Regulation:**

There will be only 12 teams playing the treasure hunt (One team per college).

Each team should have 6 members.

Teams will be eliminated in each successive round as follows:

Teams will be eliminated in each successive round as follows:	12 teams will play, best 8 will survive
Round 1	
Round 2	8 teams will, best 4 will survive
Round 3	4 teams will play, best 2 will survive
Round 4	Final round

It is mandatory for the teams to perform the tasks in each round successfully before moving on to the next round. Teams should use fair means available to them for solving the problems.

You cannot touch other team clues, else you will be disqualified.

The first team to reach the final treasure will be the winner.

No same riddle Every team will have different riddles every time.

Registration will be on the basis of first come first served as only 12 teams can participate.

Note: Any changes in the event are up to the discretion of the organizer.

## **Coordinators**

<b><u>Rajat Gandhi</u></b> -	+91 7490904146
<b><u>Amit Kumar</u></b>	+91 7906473775
<b><u>Deva Pratim Das</u></b>	+91 8638870384
<b><u>Ishant Jaiswal</u></b>	+91 7860841868
<b><u>Anand Kumar</u></b>	+91 8340267115







# HOT SHOTS(FUTSAL)

**Description-** Futsal is an association football-based game played on a hard court smaller than a football pitch, and mainly indoors. Each team will have 3 active players (including the goalkeeper). The Maximum squad size allowed is 5 players.

## **Rules and Regulation:**

Matches will be of 2 halves of 7 min each for initial stages and 10 min each for finals. 2 min of break will be taken after each half.

Extra time of 3 min will be played in case of tie after full time. Penalties will follow if there is no result even after extra time.

Rolling substitutions are allowed.

Kick-ins will be taken instead of throw underarm when in possession.

The Players are not allowed to hit the ball above the head height. No Punts, No Rough tackles, otherwise a free kick will be awarded to the opposing team.

Only interceptions, blocks and clean tackles are allowed.

At free kicks and corners, the opposing team has to maintain a min of 5 yards away from the ball.

Penalty rule: Ball will be placed at the half line. Only Penalty kicker is allowed rest will be behind the ball.

Rules & schedules are subject to change in the spirit of the game and the final decision rests with the organizing team of Taxila business school.

**Note:** Any changes in the event are up to the discretion of the organizer.

## **Coordinators**

**Aniket Dhumal** - +91 9168215949

**Ankur** +91 7908164318





# ARMED GROBBERY(CHESS)

**Description-** Chess is one of the oldest and most popular board games. It is played by two opponents on a checkered board with specially designed pieces of contrasting colors, commonly white and black. The objective of the game is to capture the opponent's king.

## **Rules and Regulation:**

Standard chess rules will be followed Ena Passant rule not allowed

Each game shall be of 5 mins for each player

The player side will be decided before each match by an unbiased coin toss

In case of a draw, a blitz match of 3 mins shall ensue with the same rules as above

Odd participants of a round shall play with the organizer and can advance on winning

The last round shall be a round-robin event.

**Note:** Any changes in the event are up to the discretion of the organizer.

## Coordinators

Shreerang - +91 9892500458  
Sakshi Kothari





# ARTFUL DODGERS(DODGEBALL)

**Description-** Dodgeball is a team sport in which players on two teams try to throw balls and hit opponents, while avoiding being hit themselves. There are 4 balls, split into 2 even groups near the ends of the center line. During the opening rush (when the game starts), you may only grab the balls to your right.

## **Rules and Regulation:**

You step on or over a side-line or centreline.

A thrown live ball hits your body; and

You throw a live ball, and it is caught by an opponent

A thrown live ball can only hit out 1 player. Thrown balls that hit the ground, the wall, other balls, or other objects before hitting the opponent are considered dead balls and are ineligible to hit players out.

You may block a thrown ball by catching it. However, if you drop the live ball or if you fail to make a clean catch and the ball hits the ground or wall or any other object (as in the thrown ball still ends up hitting or grazing your body afterwards), you will be eliminated.

If you are out, line up on the side in the order you got out (think of it as being in an “resurrection” line). If your teammate catches a ball, the player at the start of your team’s “resurrection” line comes back into play (the teammate must be in the line at the time of the catch to be eligible to be brought back in).

You can only hold a ball for 10 seconds, post which, it will be considered dead. Dead balls need to be rolled over immediately to the other team

**CONCEPT- NO OF PLAYERS IN 1 TEAM 5** (2 substitute and 3 infield). There will be 2 substitute and 3 in field players out of a team of 5 you can substitute the players at any moment.

## **Coordinators**

Yuvraj - +91 6377331817

Subhash - +91 9611246300

Lalitha

Abhishek





# **BALLS OF FURY (TABLE TENNIS)**

**Description-** Table tennis is a game played inside by two or four people. The players stand at each end of a table which has a low net across the middle and hit a small light ball over the net, using small bats.

## **Rules and Regulation:**

- Alternate serves every two points
- Toss the ball straight up when serving
- The serve can land anywhere
- A serve that touches the net on the way over is a "let"
- Volleys are not allowed
- Touching the ball with your paddle hand is allowed
- You may not touch the table with your non-paddle hand
- An "edge" ball bouncing off the horizontal tabletop surface is good

## **CONCEPT-**

3 matches of 11 per set for the Qualifying matches

3 matches of 21 per set for semi-finals and finals.

## **Coordinators**

**Sanskar Tripathi** - +91 8091803521

**Shubham K** - +91 7903131628







# **GOLDEN RACKETS (BADMINTON)**

**Description-** Badminton is a Racket sport played using racquets to hit a shuttlecock across a net. Although it may be played with larger teams, the most common forms of the game are "singles" (with one player per side) and "doubles" (with two players per side).

## **Rules and Regulation:**

- Team of 2 is only allowed form every college.
- At the beginning of the game and when the score is even, the server serves from the right service court. When it is odd, the server serves from the left court.
- The serve must land on the other half of the ground.
- Only one Back service line instead of 2.
- The players do not change their respective service courts until they win a point when their side is serving.
- If Players Commit an error in the service court, Then the point will be awarded to opposite team.

## **CONCEPT-**

- 16 teams allowed every match to be elimination match
- 1 match of 12 points.
- Sides change after 6 points.

## **Coordinators**

**Ritik Bhatt** - +91 8390113223  
**Aman Kumar** - +91 7425888959  
**Siddharth** - +91 9672166756





# SMOOTH STRIKER (CARROM)

**Description-** Ease comes not only from practice but also from concentration and goal for which you are ready so if you have the art of leaving someone behind then leave everyone behind and become famous in carrom with incredible **LAMHE** platform.

## **Rules and Regulation:**

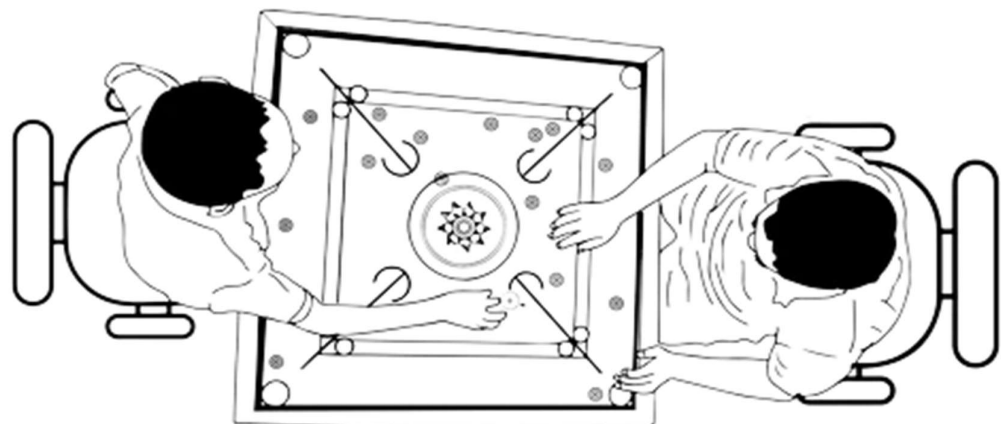
- It's individual's game not a team game.
- 4 players for 1 board.
- A carrom board and 9 black pieces, 9 white pieces, 1 red piece and striker.
- White coin holds 20 points, Black coins holds 10 points, red points contain 50 points.
- The one who gets more points among the four players will qualify for the next round.

**Note:** Any changes in the event are up to the discretion of the organizer.

## **Coordinators**

**Satyendra** - +91 9128850360

**Rupam** - +91 9732309595





# फ़िल्म DARSHAN (NUKKAD NATAK)

**Description-** Nukkad Natak is a drama performed on streets to create social awareness about many burning topics like family planning, girls education and child labour.

## **Rules and Regulation:**

- Two entry per college.
- Time limit is 20-25 minutes. Negative points for exceeding the time limit.
- More than 6 members per team are allowed.
- Use of mics and make up is strictly not allowed.
- No props will be provided. Teams may use props but need to inform the event coordinator beforehand.
- Decision of the judges will be final and binding.
- Lighting of candles, match sticks and cigarette are strictly not allowed on stage.
- No vulgarity allowed in any form.

## **Judgment Criteria: -**

Creativity - 10 Marks

Marks Props- 05 Marks

Marks Overall performance -10 Marks

Clarity of Message -10

Costume / Dressing - 05

Teamwork - 10 Marks

## **Coordinators**

**Parth Sharma** - +91 6367434097

**Saumya** -





# DANCE TILL DRAWN (DANCE)

**Description-** Every day brings a chance for you to draw in a breath, kick off your shoes, and dance. At Lamhe, we welcome dance troops to channel their inner creativity and leave the audience awestruck with their sassiest moves.

## **Rules and Regulation:**

- The event comprises round and only one member per team needs to register.
- All dance forms are welcomed (like Bollywood, Hip-hop, Jazz, Classical, etc.)
- A team can have a minimum of 4 and a maximum of 10 members (including team members responsible for props, makeup, dress and other accessories)
- Team needs to carry their song in a Pen drive and shared with the coordinators before the event begins. Disobeying this rule will lead to disqualification of the team.
- The time limit of the performance is 4-5 minutes. Exceeding the limit is not allowed.
- Teams will be judged on their Choreography, Creativity, Costumes, Energy, Formation, Synchronization.
- Usage of props is allowed and must be arranged by the teams
- The decision of the judges will be final and binding. The organizing committee reserves the right to make changes to the rules, which will be informed to the registered team well before the submission deadline. .

**Note:** Any changes in the event are up to the discretion of the organizers

## **Coordinators**

**Dishani** - +91 8697818922

**Shaurya**

**Pragati**

**Noreen**







# **GALA MUSICALE (SINGING)**

**Description-** Singing is the act of creating musical sounds with the voice. A person who sings is called a singer or vocalist (in jazz and/or popular music). Singers perform music (arias, recitatives, songs, etc.) that can be sung with or without accompaniment by musical instruments.

## **Rules and Regulation:**

- Each performer will be given a time slot of 4 minutes for their performance.
- 2. Use of karaoke is allowed. Participants can perform with a single instrument only; judgement shall be based on vocal performance.
- 3. Performance languages: - Hindi, Punjabi or English songs.
- 4. Exceeding time limits would lead to negative marking.
- 5. Performance need to be solo singing.
- 6. Participants must bring their own instruments if required.

## **Judgement Criteria:**

- Voice quality
- Notes
- Pitch and lyrics
- Stage presentation

## **Coordinators**

**Rameshwar** - +91 8237338906

**Sonia**

**Nitish Kumar**





# THE GALA STREET (FASHION SHOW)

**Description-** Everyone has his or her own style and this uniqueness is what gives style the charm. Even if the style is not the latest or the most flamboyant, the uniqueness will give it a great attraction. Gore Vidal emphasizes, “style is knowing who you are, what you want to say and not giving a damn”.

## **Rules and Regulation:**

- No. of Rounds in Total – 3
  - 1<sup>st</sup> Round- Ramp Walk
  - 2<sup>nd</sup> Round- Introduction (45 – 60Sec)
  - 3<sup>rd</sup> Round- Q&A (45 – 60Sec)
- Exceeding the time limit will lead to reduction in the score
- Participants will get eliminated at every Round.
- Both Hindi and English are allowed.
- The Winners will be titled as Mr & Mrs LAMHE and 1<sup>st</sup> runner ups.
- Dress Code – **INDIAN/WESTERN.**

## **Judgement Criteria:**

- Attire
- Confidence
- Communication/Question Handling
- Creativity
- Stage Presentation

## **Coordinators**

Aarushi +91 8094657997

Mousumi

Arvisha





# LAUGHING WINGS (STANDUP COMEDY)

**Description-** For all the young comedians out there, Taxila is providing a platform to tickle the audience with the best of your comic skills. Be the reason for all the giggles and laughs around and be the best of all.

## **Rules and Regulation:**

- It is an individual competition
- Participants must register themselves in due date
- Participants can choose their own topic.
- our material must be original, if found to be copied from another comic you will be disqualified from the event.
- Usage of abusive language is strictly prohibited.
- Participants will be judged based on content, fluency, spontaneity, presentation & sense of humour.
- No participant can point out any individual or religion in any way, and any dual meaning obscene content is strictly not allowed.
- Negative marking for exceeding time limit.
- Decision of the judges will be final and binding.

## **Coordinators**

**Shekhar** - +91 9097834273

**Pandurang** - +91 8928722201

