MIRAGE 2025

BHARATI VIDYAPEETH DEEMED TO BE UNIVERSITY MEDICAL COLLEGE, PUNE
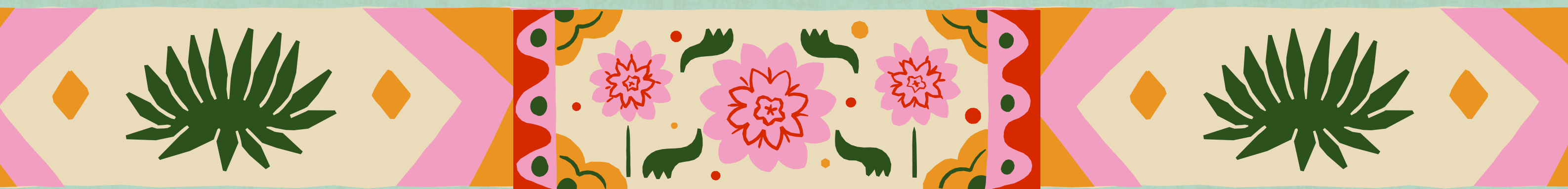
MIRAGE

WHERE CULTURE COMES ALIVE

Since 2012, Mirage has been more than just a cultural fest for Bharati Vidyapeeth Medical College—it's been a celebration of imagination, talent, and togetherness. Born from a desire to offer students a break from the rigors of medical academia, Mirage has grown into a pulsating hub of creativity, expression, and intercollegiate camaraderie, and athletic spirit.

What sets Mirage apart is not just the scale of the events, but the heart that drives it. Every year, our students pour in relentless effort, infusing the fest with new ideas, fresh energy, and an unwavering commitment to excellence. Backed by the wholehearted support of faculty and administration, Mirage has become a signature event that reflects the vibrant spirit of our college community.

Rooted in creativity, unity, and boundless enthusiasm, Mirage has emerged as a celebration of student spirit and artistic expression, and athletic excellence.

The fest proudly showcases a dynamic sports segment that includes a variety of intercollegiate tournaments, where talent, teamwork, and sportsmanship shine just as brightly as the stage lights.

Year after year, Mirage has pushed the boundaries of innovation and inclusivity. Each edition is a testament to our students' passion, planning, and performance. Mirage has something for everyone.

Whether it's high-octane dance battles that light up the stage, soul-stirring musical performances that move the crowd, fashion shows that dazzle with elegance, or intellectually stimulating debates and quizzes that challenge the sharpest minds—Mirage brings it all under one colorful banner. The festival also embraces modern culture with photography contests, gaming tournaments, meme battles, open mics, and more, ensuring there's a platform for every form of talent.

And beyond the stage and spotlight, Mirage's sporting events energize the campus with fierce yet friendly competition across football, basketball, volleyball, cricket, badminton, table tennis, and more. These athletic showcases foster unity, endurance, and the spirit of healthy rivalry, adding an exhilarating dimension to the fest. Mirage is where talent meets opportunity, and memories are etched in vibrant hues.

This year, Mirage returns with renewed energy and an expanded vision. With an eye toward growth and inclusivity, we are proud to continue our tradition of hosting it as an intercollegiate festival. This year's edition promises to be its most ambitious yet. With a stellar lineup of events, Mirage 2025 is set to redefine what a fest can be. With an even more dynamic schedule of events, exciting collaborations, sports, electrifying performances, and interactive workshops, we're pushing the envelope to ensure every moment is immersive and memorable.

As we gear up to host this unforgettable celebration of culture, talent, sports, and togetherness, we extend a heartfelt invitation to students, artists, athletes, and enthusiasts from all walks of campus life to join us. Come, be a part of this extraordinary journey. Let's create magic.

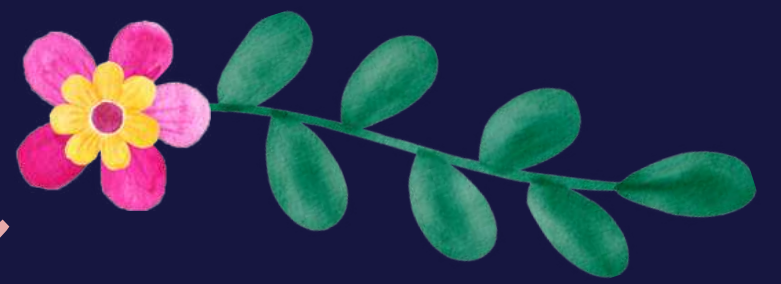**Let's create Mirage.**

6TH, 7TH, 8TH MAY

CULTURAL EVENTS

TAP ON THE BOXES
TO KNOW MORE!

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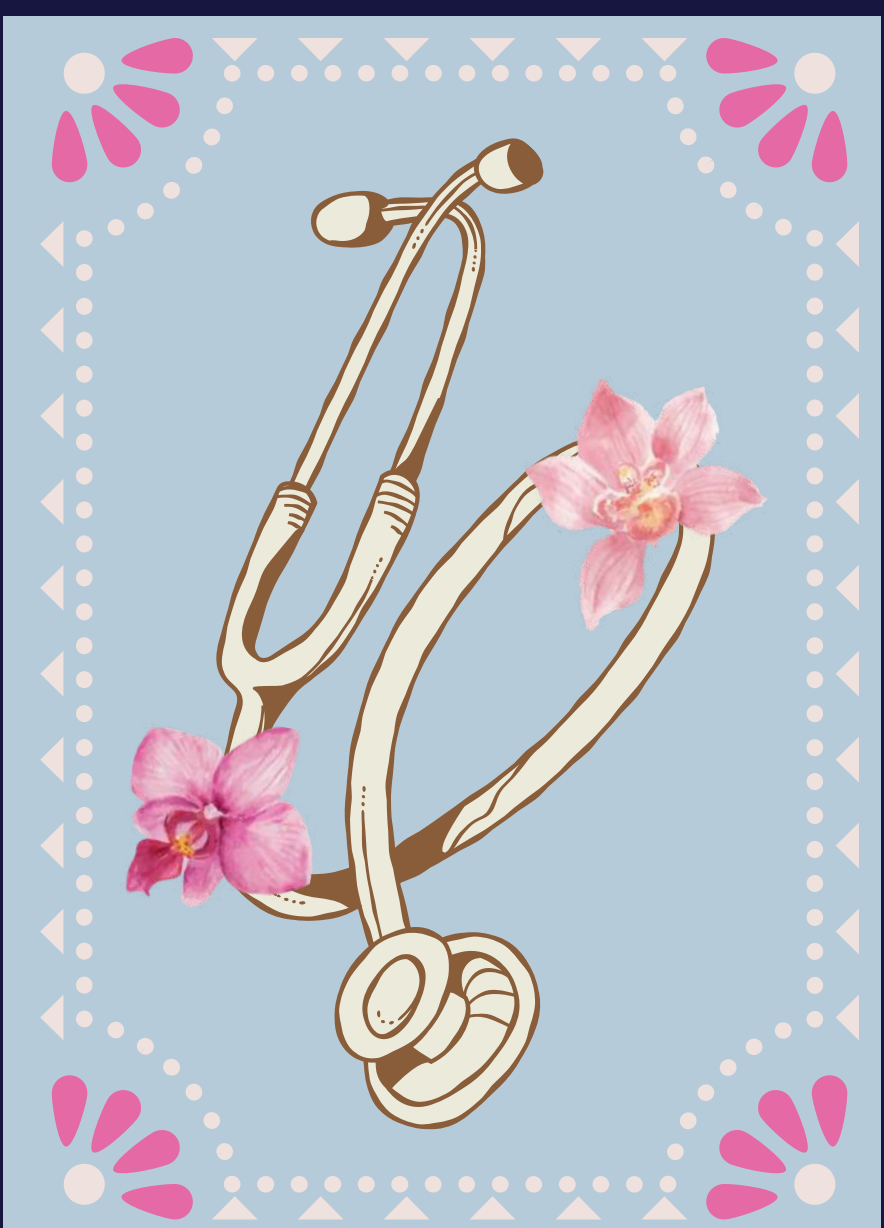CASH OR CRASH

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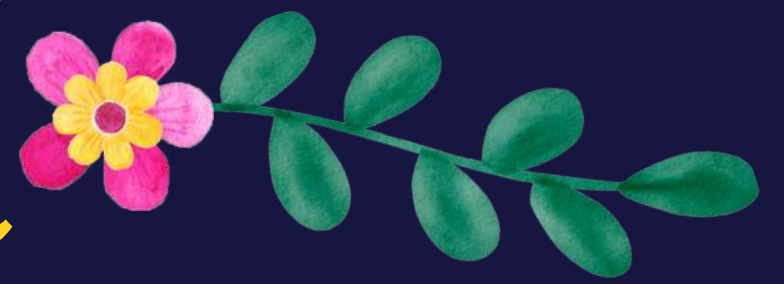
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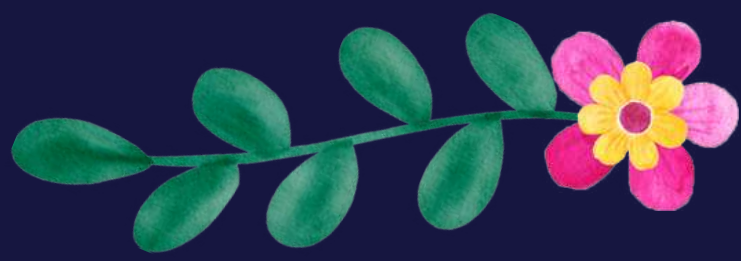
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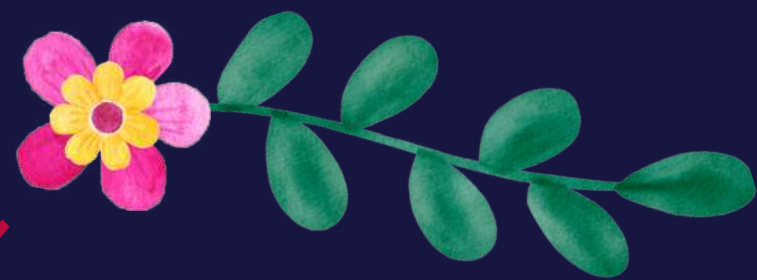
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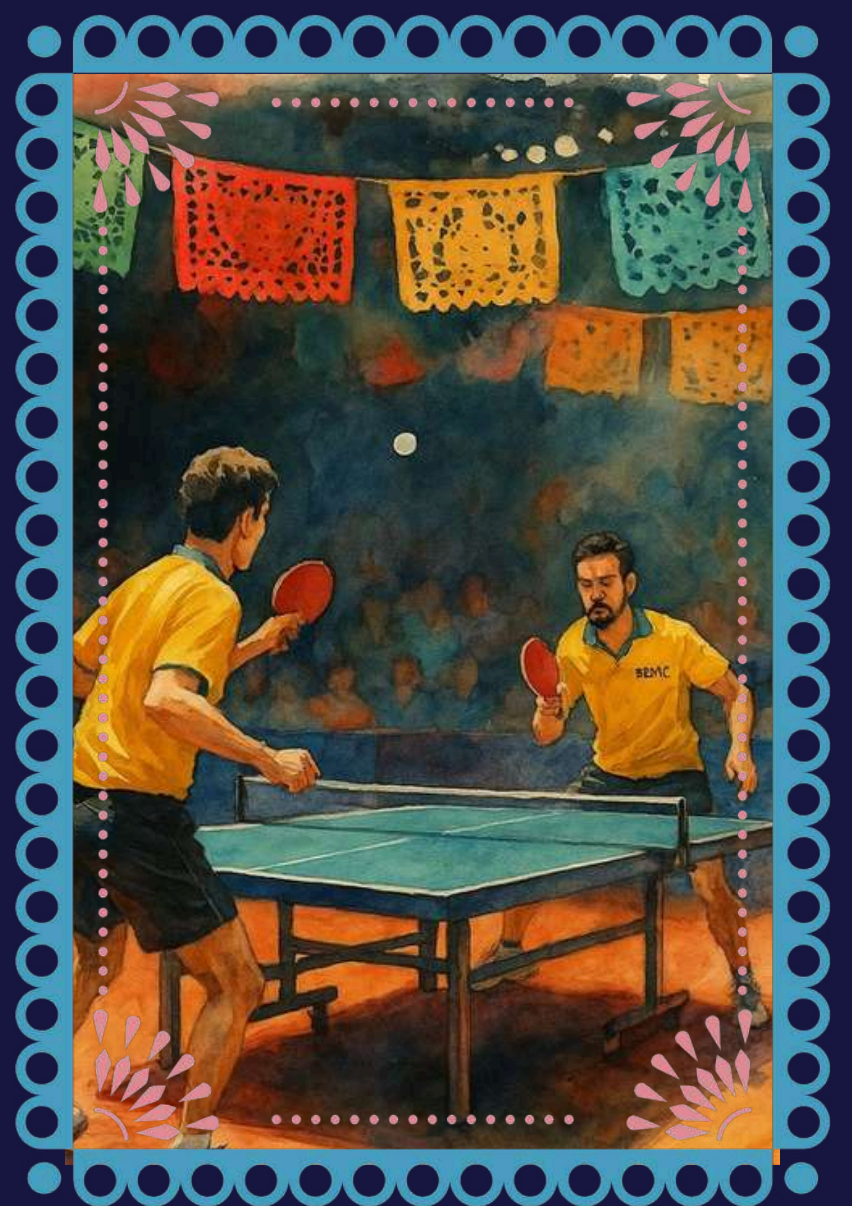
7TH MAY

DANCE NRITYAM

DUET REGISTRATION FEE ₹800

GROUP REGISTRATION FEE ₹3000
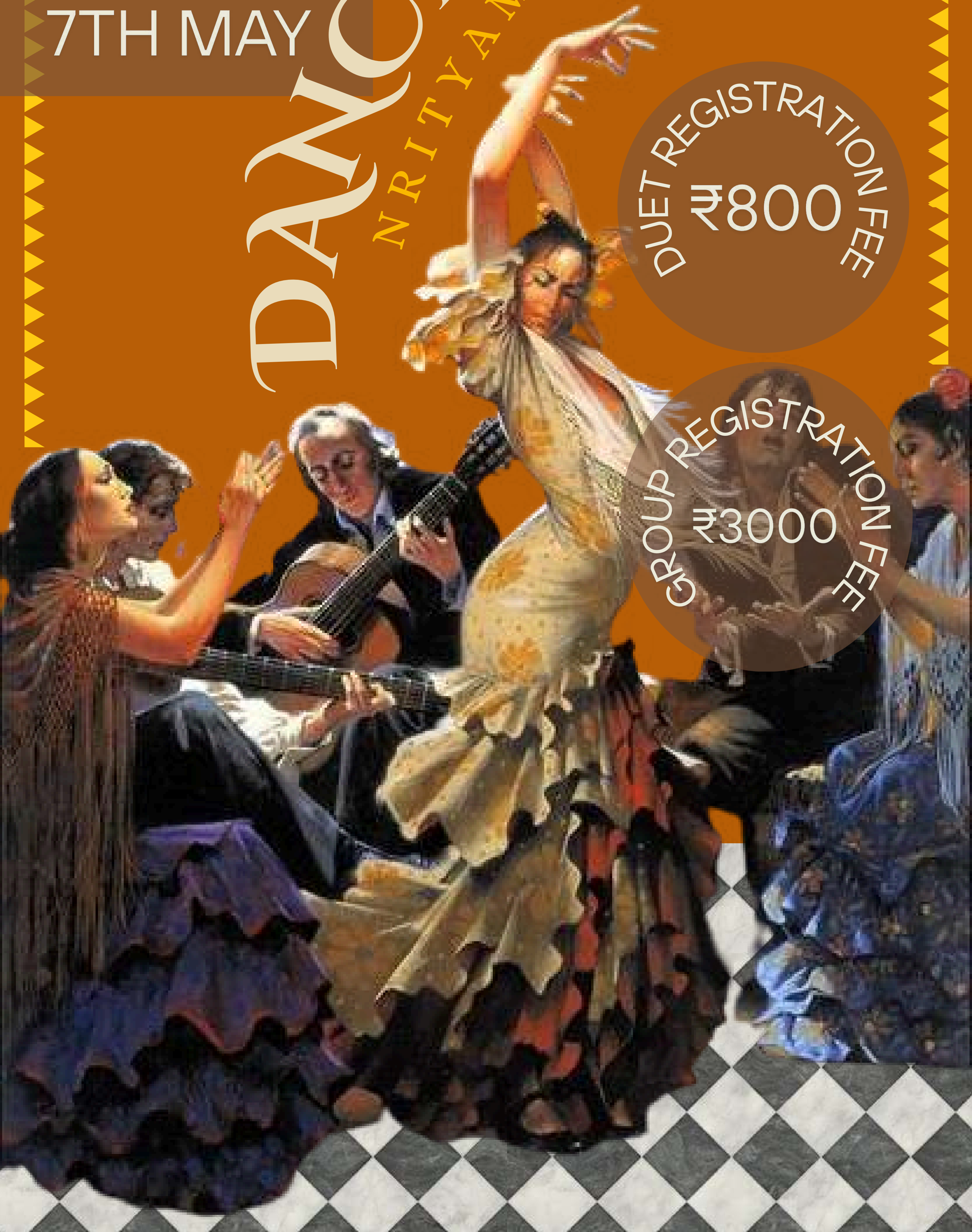
RULEBOOK

- Points will be deducted for exceeding the time limit.
- Props and costumes to be provided by the participants
- Organisers will not be responsible for any damage to props or costumes
- Fluids, flames, flowers, powders are not allowed on the stage
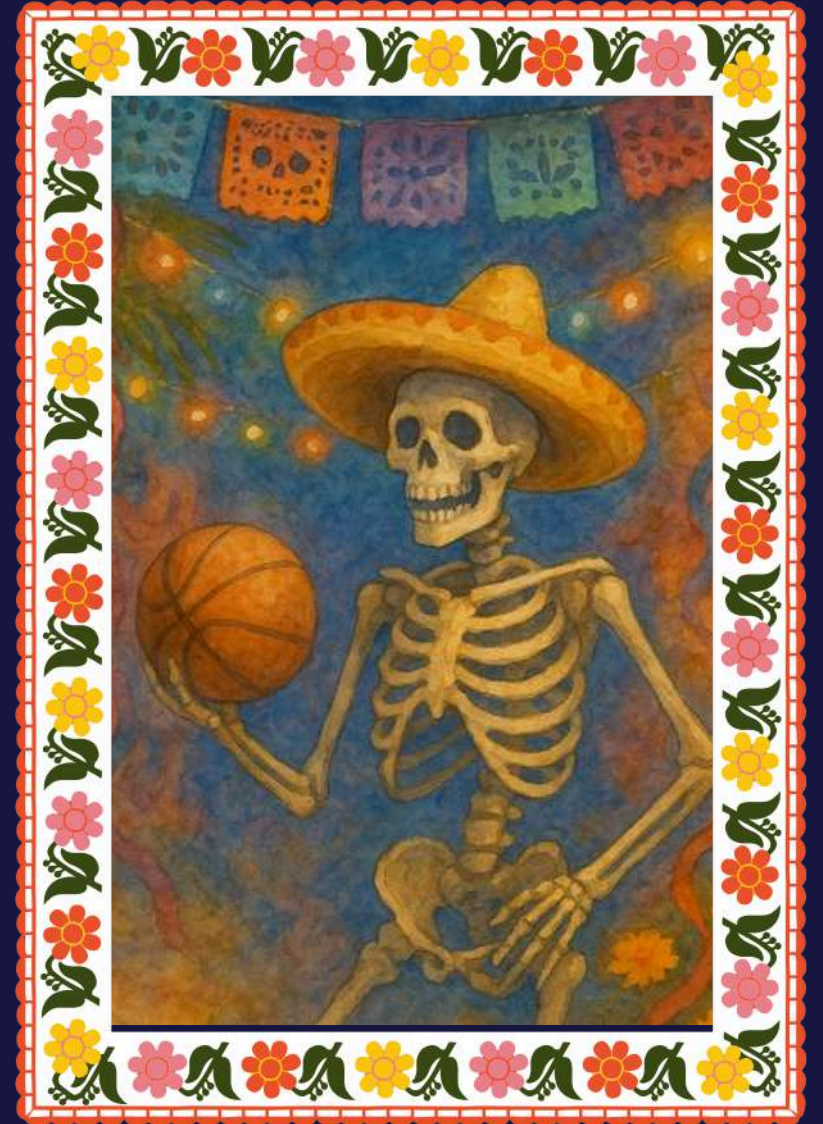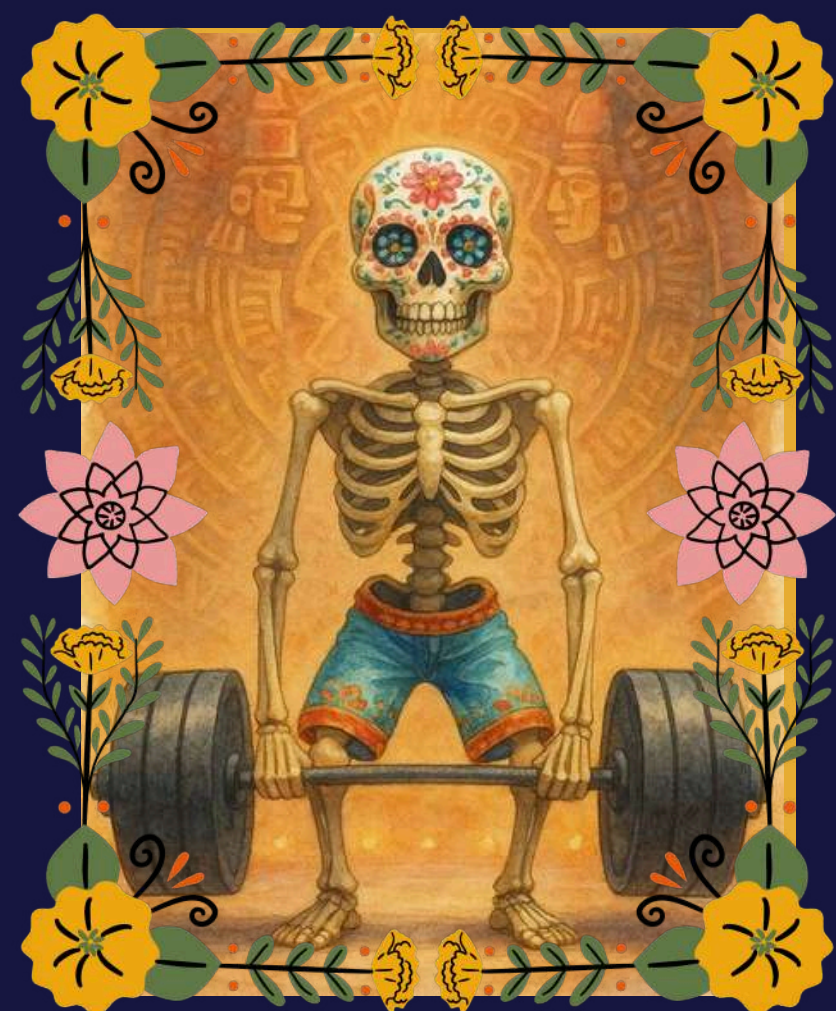- Participants must provide their music tracks five days prior to the event.
- Please ensure the use of appropriate songs, steps and costumes for the competition
- Any damage to college property will be subject to a fine

ENTRIES

1. DUET ENTRY
   - Entry fee- ₹800
   - Maximum time - 5 minutes
   - CASH PRIZE - 1st prize - ₹3000 , 2nd prize - ₹2000

2. GROUP ENTRY
   - Entry fee - ₹3000 per group
   - Maximum time - 10 minutes
   - Participants - Maximum 15 people on stage at the same time, Maximum 40 people in a group can participate
   - CASH PRIZE -1st prize - ₹10,000 , 2nd prize - ₹5,000

JUDGING CRITERIA

- Choreography
- Expression
- Synchronization
- Stage Presentation
- Musicality

CONTACT:

Adhishree - 9130226600
Varun - 9008637336

SKYFALL

8TH MAY

BATTLE OF BANDS

TARANG

6TH MAY

REGISTRATION FEE

₹2000

RULEBOOK

Eligibility and Registration:

This event is exclusively for college bands.
Only one band per college is permitted to register for the competition.

Team Composition:

- Maxim number of participants is 15 per team.
- However, a **maximum of 7 members** may be present on stage at any given time during the performance.

Time Limit:

- Each band will be allotted a total of **15 minutes, comprising 12 minutes for performance and 3 minutes for setup.**
- Exceeding the time limit will result in deduction of points.

Genre requirement:

- Every performance must incorporate **at least three different musical genres**.
- It is **mandatory to include one song each from the Rock and Bollywood genres.**
- The third genre may be chosen at the band's discretion.

Language Requirements:

Performances must include at least **one song in English and one song in Hindi.**

Instrumentation:

- **A drum set will be provided at the venue.**
- All other instruments must be arranged and brought by the performers themselves.
- There is no restriction on the number or type of instruments used.

Technical Requirements:

Bands must inform the organising team in advance regarding any technical needs such as cables, line-outs, or other equipment.

Stage and AV Assistance:
A maximum of two members from each band may assist the AV team in managing sound, visuals, or lighting for their performance.

Prohibited Practices:
The use of pre-recorded lead vocals or excessive auto-tuning is strictly prohibited.
Backing tracks & MIDI instruments are strictly prohibited.

All participants must carry their valid college ID card.

Obscenity, foul language & damage to on stage equipment will result in penalties.

Judging and Results:
- The performance will be judged based on creativity, musicality, coordination, and adherence to the rules.
- The decision of the judges will be final and binding. No objections or disputes will be entertained following the announcement of results.

Winners will get a cash prize of Rs 7000!

Registration fee: Rs 2000 per band.

CONTACT:

Vansh: 8077922974
Spoorthi: 9515133853

FASHION
NAZAKAT

7TH MAY

REGISTRATION FEE ₹2500

RULEBOOK

Each team should comprise of a maximum of 15 participants.

Costume and make up will be the responsibility of participants.

Kindly ensure that the decency of your costume is maintained,

Kindly provide us with the AV requirements (music and power point) at least 5 days in advance.

Kindly be on time to avoid disqualification

Criteria of Judgement-
- choreography
- walk& co-ordination
- costumes
- theme
- Adherence to time limit

TIME LIMIT - 10+2 mins (including stage setup)

Registration fee: Rs.2500 per team

CASH PRIZES
Rs 12000

CONTACT:

Abhaya - 9767153041
Palak - 8788565351

DEBATE

6TH MAY

REGISTRATION FEE
HOT
AIR
BALLOON
₹300

REGISTRATION FEE
CONV-
ENTIONAL
DEBATE
₹300

RULEBOOK

HOT AIR BALLOON

- The theme or role you'll be representing - whether it's a character, profession, idea, or anything else -- will be shared with you about a week before the event The setting: a hot air balloon is crashing. To save it, someone must be thrown out. Each participant must convince the judges why THEY deserve to stay.
- Speeches must be delivered in character, and you're free to bring in logic, drama, wit, or even satire -- whatever suits your role. Just make sure it's engaging and convincing enough to prove why you deserve to stay in the balloon
- Each person can speak for 3 minutes (2 minutes argument + 1-minute closing). A bell will ring at the 2-minute mark as a warning.
- This will be followed by a 1-minute rebuttal round
- After all the speeches and rebuttals, judges will vote speakers out one by one and the last one left in the balloon will be declared the winner

CONVENTIONAL DEBATE

There is a team of 2 individuals. One will be for the motion, one against. It is your choice who goes for the motion and who goes against the motion.

- Each person can speak for 3 minutes
- This will be followed by a rebuttal round for 2 minutes.
- Questions can be asked by the opposing teams.
- After a question has been answered there will be no follow-up questions by same individual.
- Points will be deducted for exceeding the time limit.
- The team securing the highest points will be declared as the winner and 2nd highest the runner up.

1. <u>Registration fee</u>

- Hot Air Ballon Debate-Rs.300
- Conventional Debate-Rs 300

2.<u>Cash Price</u>

- Hot Air Balloon Debate: Rs 2000
- Conventional Debate: 1st price-Rs 3000 , 2nd price-Rs 1500

4. Once paid the registration fee is non refundable and cancellation is not permitted<u>.</u>

<u>We only take Online Registrations.</u>

CONTACT:

Devashree Dhavale- 7045060572
Samriddhi- 9305375199

LITERATURE

6TH MAY

REGISTRATION FEE
WORD GAMES
₹70

REGISTRATION FEE
SLAM POETRY
₹150

REGISTRATION FEE
ONLINE STORY WRITING
₹100

RULEBOOK

<u>Mode of Conduction</u>: Offline

<u>Rules & Regulations</u>:
- The event shall be conducted live.
- There is no use of profanity, slang, or any other abusive or inconsiderate language or worth used in the duration of participation.
- There will be 2 rounds of each of the games. The games are Taboo, Charades, Wrong Answers Only

REGISTRATION FEE: ₹70

<u>ROUND 1 – TABOO</u>

- Players will be divided into teams
- An even number of players assemble in a circle, alternating their seating arrangement.
- Each team will consist of a "giver", tasked with guiding their teammates to guess designated keywords within a stipulated timeframe.
- Each keyword card provided to the giver contains not only the target word but also a list of "taboo" words, which must be avoided at all costs during the description process.
- If the giver inadvertently utters any of the "taboo" words while providing clues, A Designated "censor" from the opposing team promptly signals with a buzzer.
- Points are awarded to the playing team for each accurate guess while penalty points are incurred for any inadvertent utterance of "taboo" words. At the conclusion of the designated time frame, gameplay transitions to the adjacent player of the opposing team.

ROUND 2 - CHARADES

- Players are organized into teams.
- During each team's turn, one designated member assumes the role of the "actor".
- The actor selects a word or phrase from a prepared list, keeping it and proceeds to convey the word or phrase through gestures, body movements, and facial expressions, refraining from verbal communication.
- Time duration: 1-2 mins
- The "actor" is not allowed to talk during turns.

ROUND 3 - WRONG ANSWERS ONLY

- Player 1 initiates the game by posing a question to the subsequent player in the group.
- The next player in line must respond with an answer that is entirely unrelated or irrelevant to the question asked. Any direct correlation between the answer and the question signifies a loss for the respondent.

EVENT 2. SLAM POETRY

GUIDELINES:

- Any language preferred by the participant between English, Hindi and Marathi is acceptable.
- If the participant wishes to have a background score for the performance, they have to provide the BGM beforehand to the heads or can opt to bring their own instruments for the performance.

RULES:

- The poetry must be original.
- Maximum time limit: 5 mins.

REGISTRATION FEE: ₹150

EVENT 3. ONLINE STORY WRITING COMPETITION

- The story should adhere to the prompt (prompts would be updated on the Instagram page)
- Word limit – 1500 words
- Story should be original.

REGISTRATION FEE: ₹100

Stories should be sent to the email given below:
onlinestorycraftbvdumc@gmail.com

CONTACT:

Tarasha: 7290910359
Aishani: 8081904257

ARTS
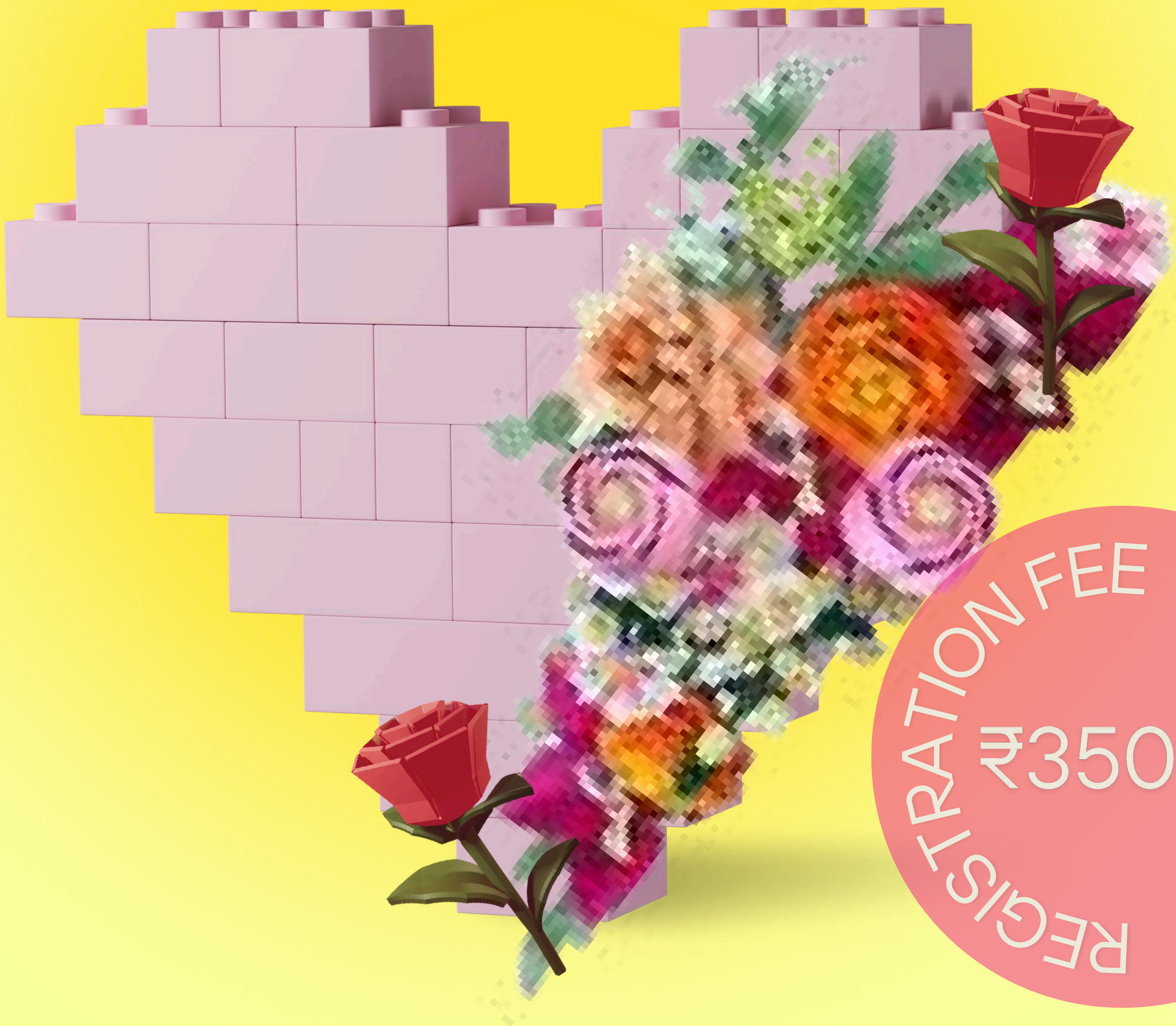
REGISTRATION FEE

₹350

RULEBOOK

<u>Objective</u>:
To create beautiful and unique flower arrangements using Lego bricks.

Registration :- 350/- per Lego kit .

<u>Materials</u>:
A Lego flower making kit will be provided along with instructions.
Exact number of Lego bricks will be provided in the kit.

<u>Tips</u>:
Have fun and let your creativity bloom!

CONTACT:

Palak- 8788565351
Tarasha -7290910359

GRAND THEATRE

6TH MAY

SHORT FILM

REGISTRATION FEE ₹250

RULEBOOK

Mode of conduction
online

Time limit
15 minutes

Theme- Open theme (any genre or subject)

Format - MP4 or MP5.

Language- any (captions required if not in English, Hindi or Marathi)

Participants must register on or before 1st May

Registration fee -Rs.250/-

Participants must submit their short film on or before 4th May
Each team must submit only 1 entry

Content Guidelines:
- Must be original.
- Plagiarized or Al-generated films without clear disclosure will be disqualified.
- Film content should not include hate speech, violence, nudity, or anything offensive Or illegal.

Judgement criteria:

- Originality
- Storytelling & Creativity
- Direction & Cinematography
- Editing & Technical Quality
- Acting & Performance
- Overall impact

Include:

- Film Title
- Team/Director's Name
- Contact Information
- Short Synopsis (max 150 words)
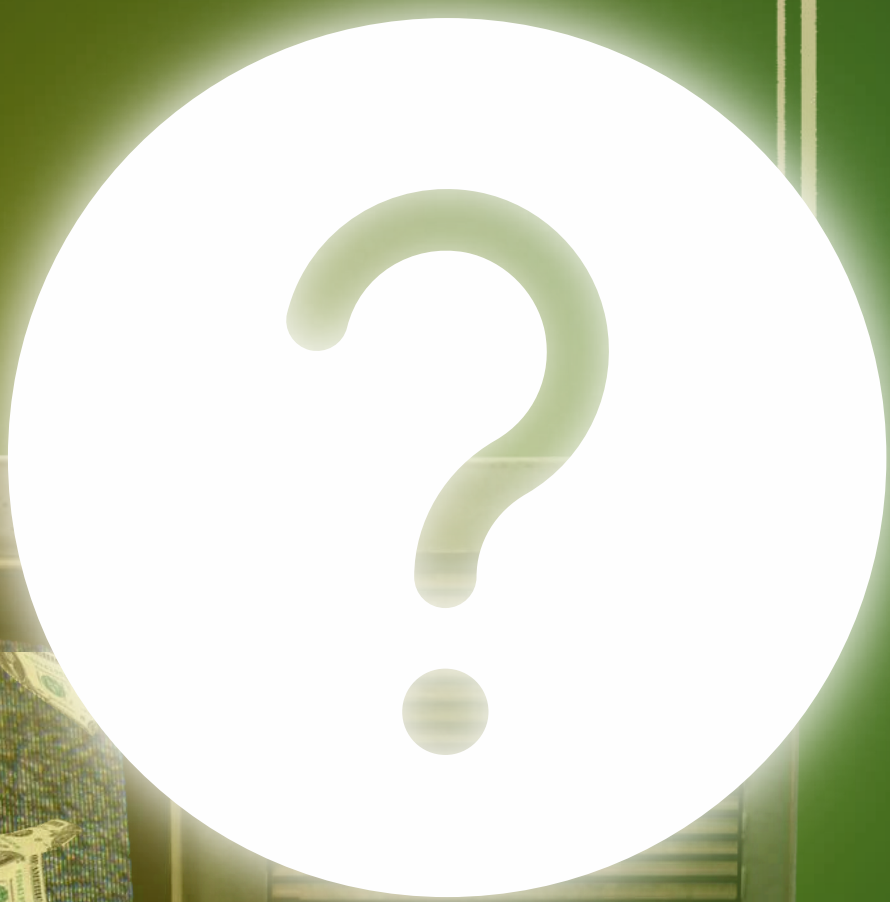- Poster (optional)

Cash prize for winners
No cancellations will be accepted

Submit your shorts films at - mirage.submissions@gmail.com

CONTACT:

Arushi Rai: 9004054870
Dia Aggrawal: 8788952009

CASH OR CRASH

?

8TH MAY

REGISTRATION FEE

₹80

RULEBOOK

OBJECTIVE:

Players must guess the price of various items as closely as possible to win points and ultimately become the Price Master!

GAME STRUCTURE:

Round 1: Price Warm-Up
Items to Guess: 5
Type: Everyday or common items (e.g., toothpaste, snacks, pen)

Scoring:

- Exact price: 5 points
- Within 20% of actual price: 3 points
- Within 20.1-30%: 1 point
- Anything beyond: 0 points

Buzzer Round 1: Smell Sense
Task Type: Sensory challenge
Examples: Guess the smell (e.g., coffee, lemon, Vicks, rose water)
Blindfolded, player smells and buzzes in to answer.

- Points: +2 points for correct answer.
- -2 for wrong answer.

Round 2: Price Pro Zone
Items to Guess: 3
Type: Slightly uncommon or higher-value items (e.g., blender, perfume, wireless mouse).

Scoring:

- Exact price: 10 points
- Within 5%: 7 points
- Within 5.1-10%: 3 points
- Beyond that: 0 points

<u>Buzzer Round 2: Touch & Tell</u>
Task Type: Tactile challenge

Examples: Blindfolded, guess the object by touch (e.g., sponge, stapler, toothbrush).

- Points: +3 for correct answer
- -3 for wrong answer

<u>Round 3: The Final Price</u>
Items to Guess: 1
Type: Big-ticket item (e.g., smartphone, designer handbag, smartwatch).

Scoring:
- Closest guess wins 20 points
- Bonus 5 points if exact

<u>Winner:</u>
The player with the highest score becomes the Price Master.
Will be awarded food coupons.

*Buzzer rounds optional for players, hugh risk high reward, people can risk it to earn more ponits or lose some.

REGISTRATION FEE : ₹80

CONTACT:

Shreya Shandilya : 6262141410
Dia Agarwal : 87889 52009

RULEBOOK

- There will be 4 participants per team.

- At a time, 5 teams will play.

- Multiple rounds will be played.

- One question will be asked in each round with the exception of rapid fire round. Questions are passable.

- Winner will be based on the highest score. No elimination round.

- Registrations will be taken only in teams.

- Registrations are final and cannot be canceled.

- For on-spot registrations, only cash payments will be accepted.

- A special Teachers vs Students round will also be featured in the event.

- The winner takes home an exciting cash prize!

Registration price: Rs. 320 per team.

CONTACT:

Iravati: 8010859486
Adhishree: 913022660

MINUTE TO WIN IT

Beat the clock

7TH MAY

REGISTRATION FEE ₹180

RULEBOOK

- Games will be played in teams of three. There will be a total of four teams.
- Timer will be set for exactly 60 seconds. No extra time will be given in any circumstance.
- All teams will be given 20 seconds before the game to strategize.
- Any ties will be cleared by an additional 30 seconds which will be given to break the tie round.
- Final Decision will be taken by the Coordinator.
- There will be 5 rounds, 1 point plus for each round won. 1 additional point will be given for the fastest team. The last round will be worth 2 points instead of 1.

REGISTRATION : 180/-
Online registration will be available 24 hours before the event.

1st place prize: coupons to any food stall of your choice.

CONTACT:

Aneesh : 9868048428
Aishani : 8081904257

SQUID GAMES

8TH MAY

REGISTRATION FEE ₹350

RULEBOOK

- This game will be played in a team comprising of 4 members.
- All four members will have their legs tied together
- teamwork is your lifeline.
- The race will feature 4 surprise checkpoint games along the path. All four members must participate and successfully complete each checkpoint challenge together to move forward.
- If the team fails at any checkpoint, the entire team must restart that specific game before continuing.
- The first team to cross the finish line will face a final surprise twist to determine the ultimate winner.

CASH PRIZE FOR WINNERS

TIME LIMIT
- The entire game must be completed within 15 minutes.
- If no team finishes within the time limit, the team that has advanced the farthest at the end of 15 minutes will be declared the winner.

REGISTRATION DETAILS
- Registration fee: Rs. 350 per team.
- Only cash accepted for on-spot registrations.
- Once paid, the registration fee is non-refundable and cancellation is not permitted.
- We take online as well as on-spot registration

CONTACT:

Sara Sankhe - 8104686775
Hamsa Khan - 8899706503

8TH MAY

LITTMANN MYSTERY

RAFFLE

0401613 6831

REGISTRATION FEE ₹100

RULEBOOK

The raffle will conclude on 8th May and entries will be accepted till 7th may

- To enter the raflle, participants must complete an entry form and pay a registration fee.
- Each participant is limited to Five entries.
- Entries recieved after the end date shall not be considered.
- The winner will be selected at random from all eligibile entries at the end of Mirage.
- The prize is one Littmann Stethoscope and there will also be another MYSTERY BOX which will be disclosed later on.
- The winner will be notified via the contact information provided in the entry form. Winner should be present or is expected to reach the Venue within 10 minutes of announcement.
- There will be two winners,one for the littmann and another one for the mystery box.

REGISTRATION FEE: ₹100
- Both offline and online registrations are accepted.

CONTACT

Vansh: 807792974
Tarasha: 7290910359

7TH MAY

GUAC AND ROLL

REGISTRATION FEE ₹100

RULEBOOK

Each team consists of two participants who will collaboratively prepare a burrito while being physically connected.

- Both participants enter with their adjacent hands tied together.

- One person will be wearing noise cancelling headphones hence making them deaf and the other will wear a blindfold making them blind.

- They must use only their free hands to prepare the burrito using the provided ingredients and utensils. No external items are allowed.

- They will have **4 minutes** to complete the challenge.

Registration fee: ₹100/-

Prize: food coupons

CONTACT

Adhishree: 9130226600
Iravati: 8010859486

RULEBOOK

- This game will be played in a team comprising of 2 members (Feeder + Eater).

- Time limit to eat the maximum gol gappas will be 120 seconds.

- Each team will be assigned a cultural committee member who will count the number of gol gappas that have been fed.

- Winning team (the one who eats maximum gol gappas) will be awarded with cash prize.

TWIST - THE FEEDER HAS TO MAKE THE GOL GAPPAS BLINDFOLDED.

REGISTRATION FEE : ₹150

Contact :

Vansh Agarwal - 807922974
Abhaya Satav - 9767153041

THE
FACULTY FACTOR

8TH MAY

REGISTRATION FEE

SOLO - RS 50
DUET - RS 100
GROUP - RS 200

RULEBOOK

OVERVIEW:

The Faculty Factor is a platform to showcase the diverse talents of the faculty members of our medical college.
Participants can perform in various categories, including singing, dancing, instrumental music, stand-up comedy, magic, mimicry, spoken word, and unique acts, etc.

ELIGIBILITY:

- Open to all the faculty members of all medical colleges.
- Participants can compete solo, in duets, or as a group (maximum 6 members per group)

REGISTRATION:

Participants must register online or via the designated registration desk.
Entry fee:
- Solo - Rs 50
- Duet - Rs 100
- Group - Rs 200

Participants must provide a brief description of their act during registration.

PERFORMANCE GUIDELINES :

- Time Limit: 4 minutes per act.
- Any offensive or inappropriate content will lead to disqualification.
- Participants must bring their own props, instruments, or special equipment.
- Pre-recorded background music must be submitted in advance in MP3 format.
- Organisers reserve the right to make last minute changes in schedule if necessary.

JUDGING CRITERIA:

Participants will be judged on the following parameters:
- Creativity & Uniqueness (10 points)
- Stage Presence & Confidence (10 points)
- Execution & Skill Level (10 points)
- Audience Engagement (10 points)
- Overall Impact (10 points)

You will have the opportunity to judge yourself and score your performance. If this score matches with the actual score given by the judges, special prizes will be awarded.

CASH PRIZE FOR WINNERS

CONTACT INFORMATION:

Abhaya Satav: 9767153041
Vinisha Chawla: 90045 03333

LEND LIE LEVELUP

7TH MAY

REGISTRATION FEE

₹300

RULEBOOK

Start with a small item and trade your way up to the most valuable or impressive item you can get-
using only begging, borrowing or upgrading!

• Each team should have 5 members, and each team starts with the same item (example: paperclip, pen, button). No using items of your own.

3 MAGIC MOVES:
1. BEG: politely request someone to give something better in exchange for your current item.
2. BORROW: temporarily take something with permission, but it must be returned by the end of the game.
3. UPGRADE: trade your current item for something cooler, more useful, bigger, or more valuable.

TIME LIMIT: 30 minutes

• No money or digital transactions allowed.
• You can only trade one item at a time and must document each trade with a photo or a short video.
• To spice it up, a surprise element or tasks will be introduced during the event.
• Judging criteria: value of the final item and number of successful upgrades.
• Any form of cheating or buying items with money, failure to return borrowed items and not completing the activity within time will result in disqualification.
• The game master's/ organiser's decision will be final

Registration fee: ₹300/- per team
For on spot registration only cash will be accepted

CONTACT INFORMATION:

Varun:9008637336
Tarasha:7290910359

VIVA LA BINGO

8TH MAY

REGISTRATION FEE ₹50

RULEBOOK

• Each player must buy atleast 1 ticket to play the game.

• Registration fee : 50 rupees

• Tambola is played with numbers (1 to 90) being called out in random order.

• As the game progresses, the board is marked with each number that is drawn

• The player needs to cross all the numbers that are visible on the tambola ticket when they are called.

• The player who is first to mark all the numbers in a winning pattern is declared as the winner of that particular pattern after the dealer checks his /her ticket and verifies it with the numbers drawn.

• If several players make a claim for combination, there will be a face off. Whoever wins will claim that prize.

• The game ends when all 90 numbers are drawn or when a winner is declared for all the patterns of the game, whichever comes first.

• There will be cash prize for all the winners.

WINNING PATTERNS:
- Early 5
- Top line
- Mid line
- Bottom line
- Full house
- we will introduce surprise elements in between

Pre-registration as well as on spot entry available.
Once paid the registration fee is not refundable.
Cancellation is not permitted.
For on spot entry, only cash will be accepted.

CONTACT:

Samriddhi – 9305375199
Devashree Dhavale - 7045060572

ESCAPE ROOM

8TH MAY

CRIME SCENE - DO NOT CROSS   CRIME SCENE - DO NOT CROSS   CRIME SCENE - DO NOT CROSS   CRIME SCENE - DO NOT CRO

CRIME SCENE - DO NOT CROSS   CRIME SCENE - DO NOT CROSS

REGISTRATION FEE ₹300

RULEBOOK

Overview:

You've entered a refugee hospital in the midst of a war. But something is wrong-one of the nurses has gone missing. As you navigate the chaos, your mission unfolds: find the nurse, decode her dying message before it's too late
But beware-nothing is as it seems. Illusions, riddles, and decoys lie in your path
Think fast, work together, and trust your instincts.

Team Size:
4-5 participants per team

Time Limit:
15 + 10 minutes to escape

Online and offline registration: Rs.300 per team

Rules:
- No force or damage to props, set-ups, or puzzles. All clues are solvable with logic and observation.
- Respect the environment. Do not open or tamper with anything unless you're sure it's part of the game.
- Listen carefully to all audio cues and announcements
- Collect all puzzle pieces hidden throughout the experience. You will need these at the end.

Winning Criteria:
- Escape within the time limit.
- Correctly identify and solve all the clues
- Collect all puzzle pieces
- Solve all puzzles without hints (bonus points!).

Remember:
This isn't just a game. It's a mission. Lives are at stake.
Trust your team, think clearly under pressure, and most of all-don't panic.

CASH PRIZE FOR WINNERS

CONTACT:

Abhaya - 9767153041
Palak - 8788565351

DUMB CHARADES

movie

8TH MAY

REGISTRATION FEE

₹120

RULEBOOK

Rounds: 4 Sensory-Based Challenges

Objective: Test your coordination, communication & chaos-handling skills using all your senses!

General Rules:
- Each team consists of 2 players: one Performer and one Guesser.
- The roles may switch depending on the round
- Scoring is based on the number of correct guesses within the time limit
- Team with the highest score wins.

Round 1: Classic Dumb Charades

Time Limit: 90 seconds per team
Setup: One player acts, the other guesses
Rules:
- No speaking, mouthing words, or pointing to objects
- You can only use gestures and body language.
- You must guess the maximum number of phrases within 90 seconds.
- Points:+1 for every correct guess

Round 2: Lip Sync Madness

Time Limit: 90 seconds per team
Setup:
The Speaker is given a phrase.
The Guesser wears noise-canceling headphones with loud music.
The Speaker mouths the phrase (NO SOUND), and the Guesser must read their lips.
Rules:
- Only mouth the words, no sound or gestures.
- Each phrase must be guessed correctly to earn a point
- Points:+1 for every correct phrase

Round 3:Heads Up!

Time Limit: 60 seconds per team
Setup:
One player holds the word/phrase on their forehead (using a phone or card) without seeing it.
Their partner gives clues to help them guess.

Rules:
No using the word itself or any direct translations.
Clues can be verbal or acted out (no spelling).
Swap cards as soon as the correct guess is made.
Points: +1 for each correct guess

Round 4: Back Draw Challenge

Time Limit: 60 seconds per team
Setup:
One teammate draws a shape or word on the other's back.
The person being drawn on must recreate that drawing on paper.
Rules:
- No speaking or gesturing allowed.
- Drawing must be close enough to be recognizable
- Points: +1 if the drawing is identifiable and matches the original

Tie-Breaker (if needed):

'Sensory Rapid Fire"
30-second lightning round of taboo like game with given phrases.
Most guesses wins!

Note:
4 teams of 2 will be competing at one time.
After each round teams will get the following points according to their respective rankings.

First team will get +4 points.
Second team will get +2 points
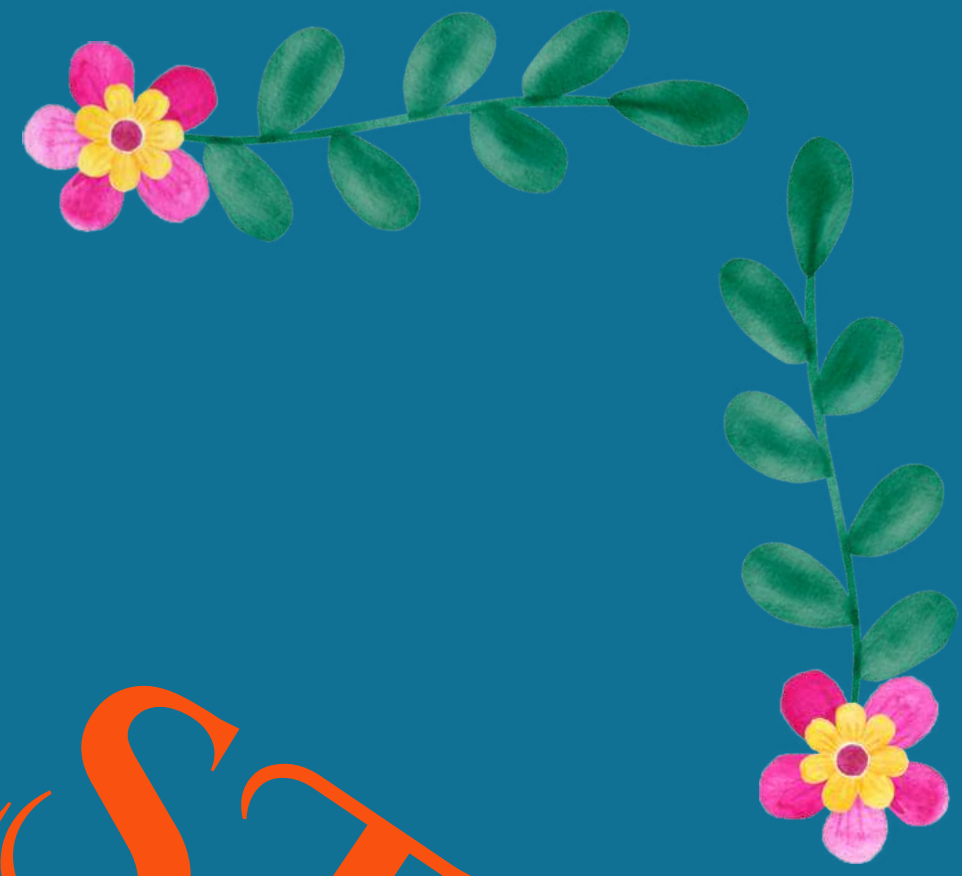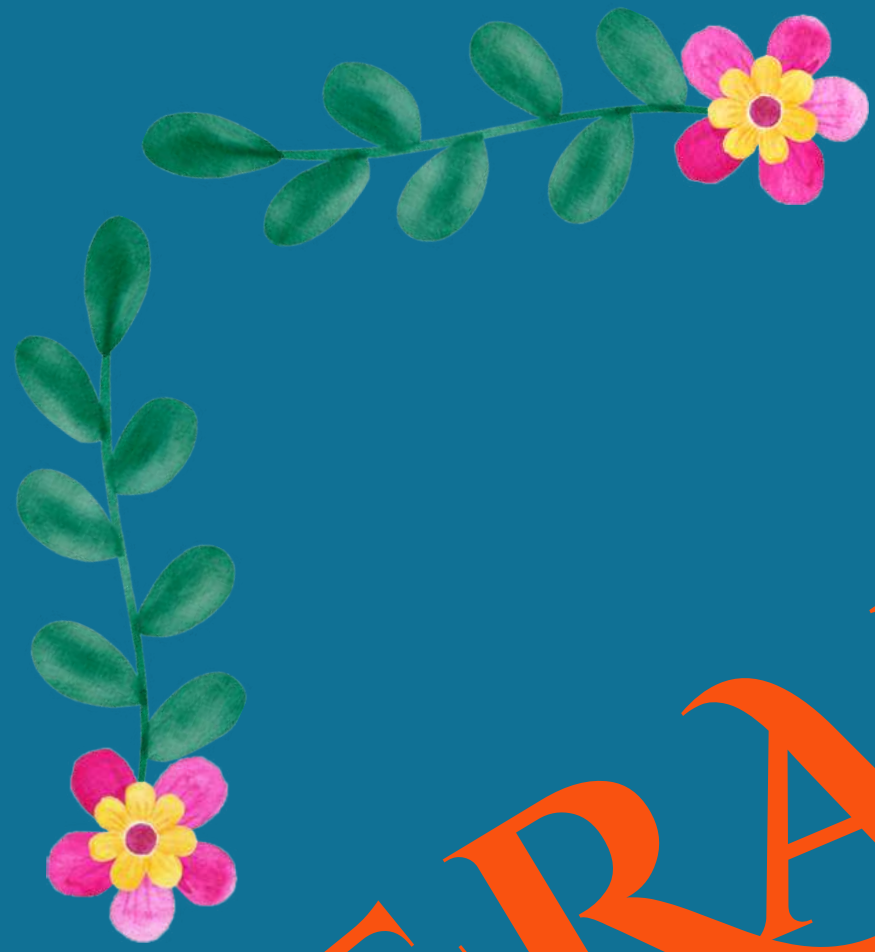Third team will get +1 point
Last team will get -1 point.

Registration: 120 rupees
Prize:Food Coupons

CONTACT:

Vinisha: 9004503333
Palak: 878-85653512

FRAME FIESTA

RULEBOOK

OBJECTIVE:
Participants must capture the most creative, meaningful, or aesthetic photograph during Mirage.

SUBMIT ENTERIES AT:
https://docs.google.com/forms/d/1Fpy-eBu41XTClzhpdKLv4TKkK4MUzCp12rW1i5hd9hO/edit

EDITING:
Basic editing like cropping, brightness, or contrast adjustment is allowed. Heavy editing, filters, or AI images are not allowed

WINNER WILL BE AWARDED CASH PRIZE

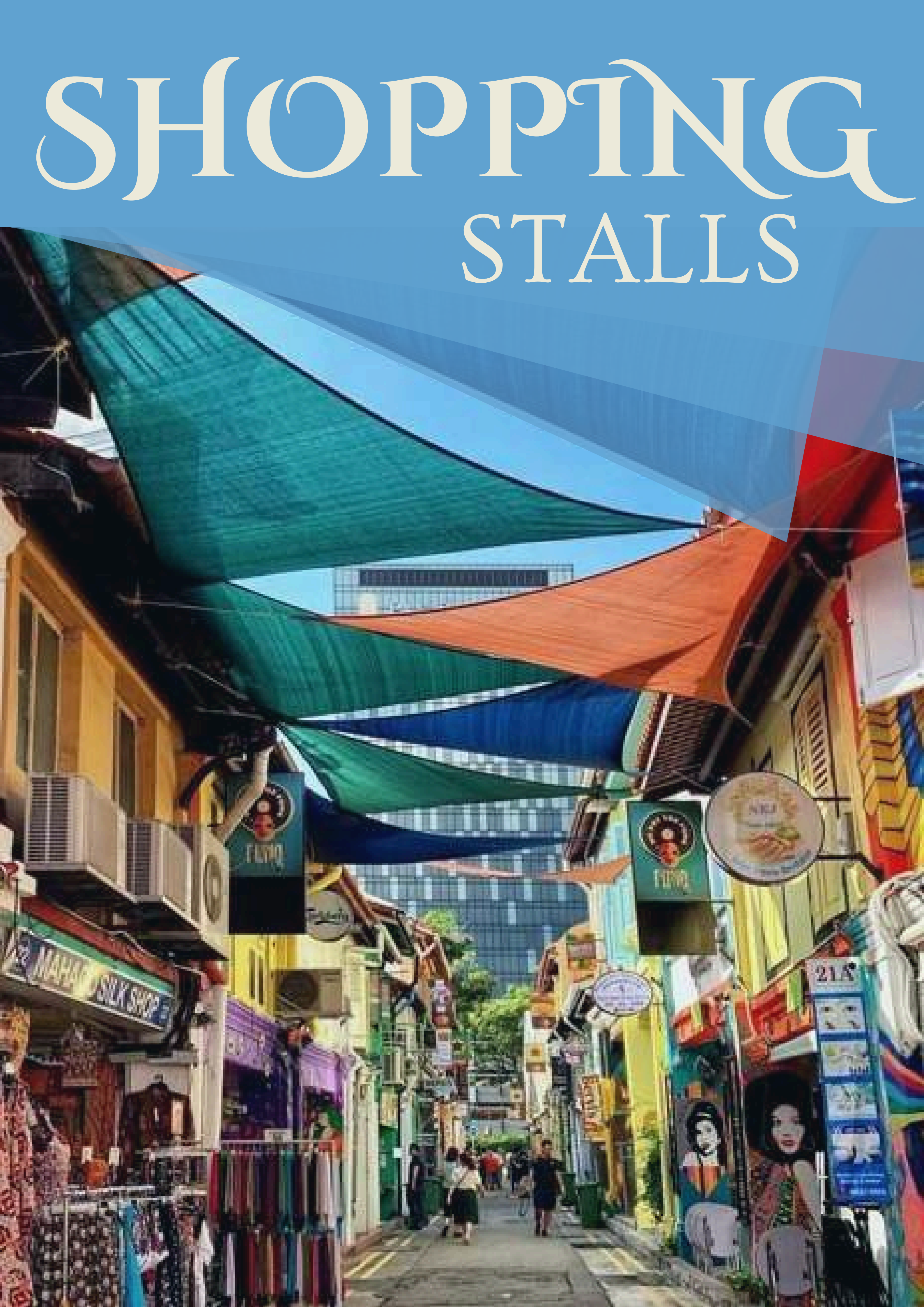**CONTACT:**

Varun Bhandari- +919008637336

CONFESSIONS BOOTH

OPEN MIC

FOOD STALLS

SHOPPING
STALLS

CARNIVAL GAMES

MIRAGE MULTIVERSE

E-GAMES

MERCH

MECHANICAL BULL
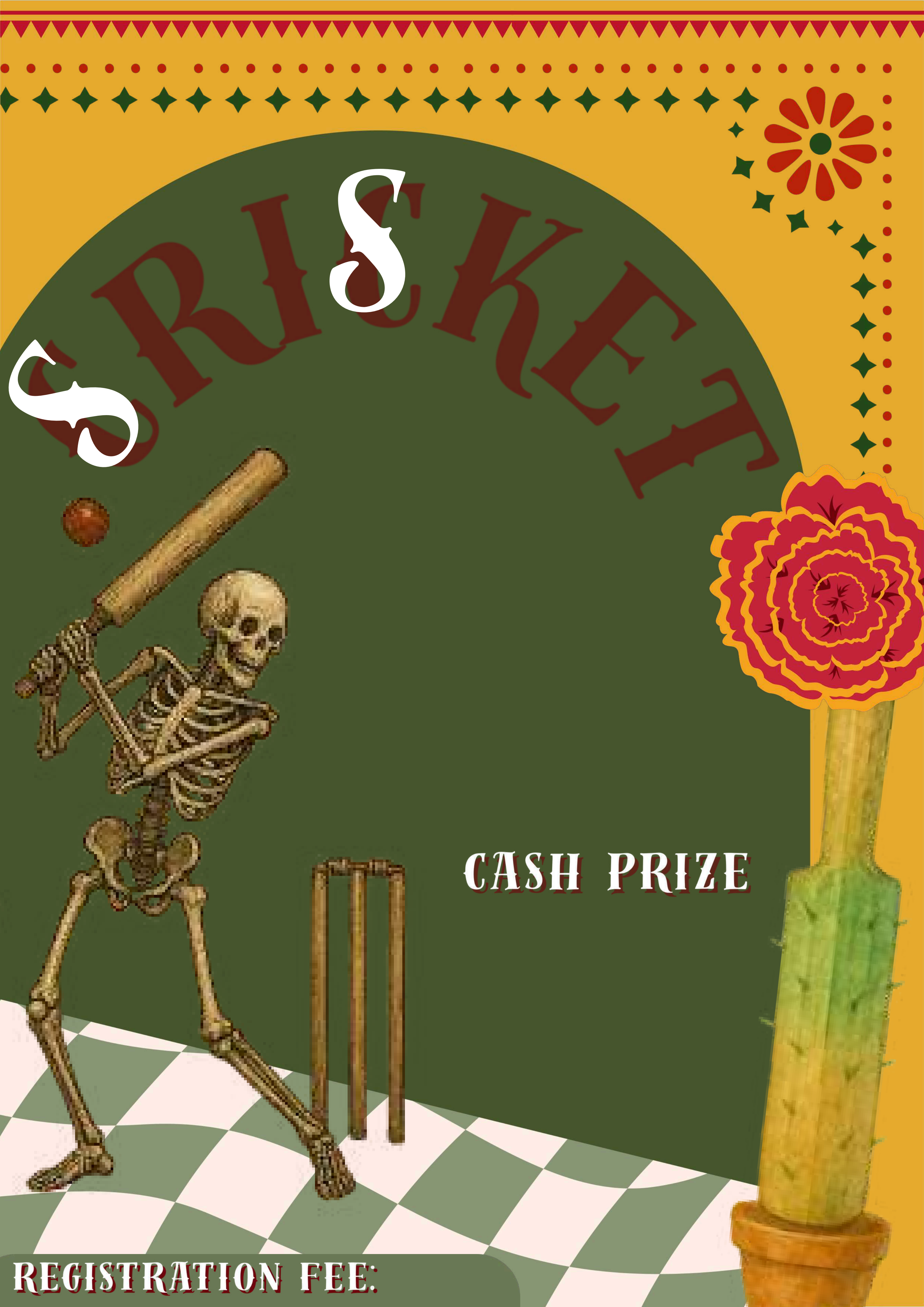
ROSE STALL

S RISKET

CASH PRIZE

REGISTRATION FEE:

RULES

- A team can consist a maximum of 13 players (11 + 2 Substitutes)

- Each team has to play a match with 11 on each side.

- The player whom the substitute is substituting has to field for atleast 1 over to be able to bat.

- Identity cards are compulsory for all the players in the team.

- Teams must be present 30 minutes prior to the scheduled time.If they fail to do so,further decision will be taken by the organizing committee.

- Umpires decision will be final.No arguments will be entertained.

- The tournament will be played as Knockout/League format.

- Matches will be of 7 (2-2-1-1-1) overs per inning.

RULES

- Each inning has to be completed within 40 minutes, if any team fails to complete the innings on time then the team will be penalized.

- After a wicket,next batsmen must be on crease within 90 seconds.

- Standard rules of cricket are applicable.

- If any malpractice is noted by the organizer then that team will be disqualified.No refund will be provided and further rights are reserved with the organizers.

- Next match of the disqualified team will not be conducted and other team is given a walk over.

- In case of rain, decision will be taken by the organizing committee.

CONTACT
Pranay Vaidya - 9420441857
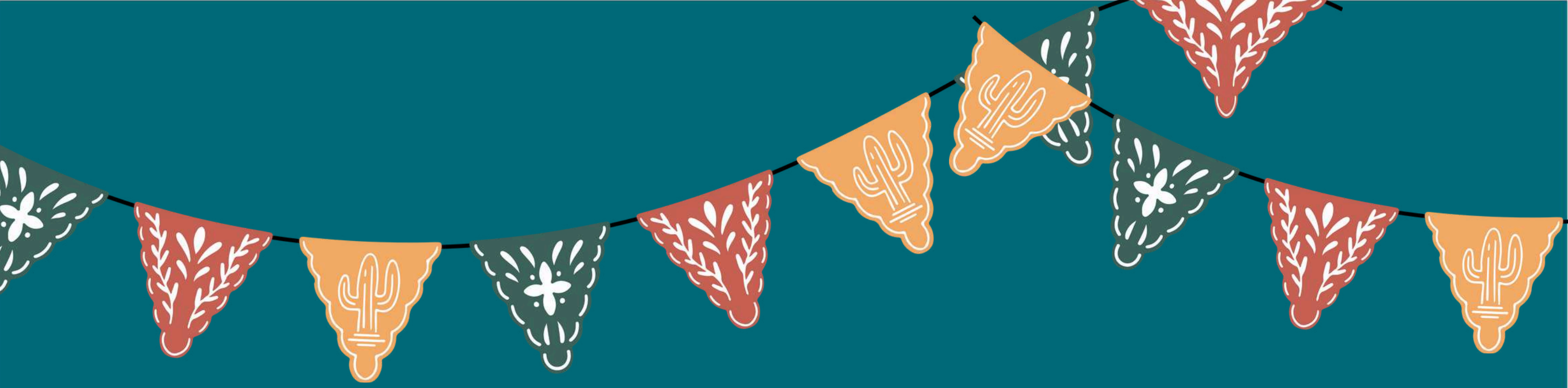
BASKETBALL

CASH PRIZE

REGISTRATION FEE:

RULES

- Each team should have maximum 12 players (5 playing and 7 on the bench) and minimum of 8 players (5 playing and 3 on the bench).

- There will be 4 quarters each of 8 minutes (Group stage) and 10 minutes (knockouts) .The clock will be stopped on fouls,timeouts and injuries.

- There will be 2 minutes break between every quarter and 5 minutes break between the halves

- Game and overtime will start with the jump ball.

- Each quarter will start with alternating possession from the centre court.

- Total 7 timeouts are allowed.3 timeouts will be allowed in the 1st half and 4 timeouts will be allowed in the 2nd half each of 1 minute.

RULES

- These timeouts won't be carried to next half.

- In overtime each team will be allowed 2 timeouts irrespective of timeouts left in regulation time.

- All players names and respective jersey number are to be informed prior to start of the game.Substitute jersey number should be informed at the table.

- A coin flip will be done to determine the side of the teams.

- After a successful basket ,the non scoring team resumes play from under the basket to spot behind the arc.

- Possession after any dead ball (excluding a successful basket) possession starts with an exchange of the ball.

RULES

- The 24-Second Violation: A team must attempt a shot within 24 seconds of taking possession. Failing to do so results in a turnover to the opposing team.

- The Three-Second Rule: Offensive players are not allowed to remain in the key (paint) for more than three seconds at a time unless actively involved in a play.

- At the end of 4th quarter if both the teams have equal score then the match will continue to overtime.

- The overtime will be of 5 minutes. At the end of overtime if the team score are equals then the team fouls will be taken in consideration.

POSSESSION AFTER A JUMP BALL

- In a jump ball situation ,the defensive team gets possession.
- The game will start with a CHECK BALL.

RULES

SUBSTITUTION

- Substitute jersey number should be informed at the table.

- Substitutions are allowed when the ball is dead and before the check ball. The substitute can enter after his teammate leaves the court. Substitution occurs behind the end line opposite the basket and don't require referee or the table officials action.

FOULS & FREE-THROWS

- Team foul 1- 6 inside the arc : 1 free throw
- Behind the arc : 2 free
- Team fouls 7- 9: 2 free throws
- Team fouls 10 or more : 2 free throws +Possession.

- After an Offensive Rebound the offensive team can continue to score without returning the ball behind the arc.

RULES

- After a Defensive Rebound,Steal or Block,the defensive team must return the ball behind the arc by passing or dribbling.

- After 5 personal fouls players will be fouled out. After 5 team fouls any personal foul will lead to opposition getting 1 free throw.It will reset in every quarter.

- Any use of foul or abusive language will lead to technical foul. Even booing or any disturbing sound by the players playing on the court will lead to technical foul.

GENERAL RULES

- Matches will be conducted in knockout/ group stage (Depending upon the number of registration).

RULES

- Remaining all basic rules of basketball apply.

- Referries call will be the final decision .

- Referries call will be the final decision.

- Every team has to report to the venue 30 mins prior to their match.

- Fixtures will not be changed once announced by the organisers. In case of any dispute organisers decision will be final.

CONTACT

Gayatri Natekar-9764010918
Abhishek Cheke- 8888071274
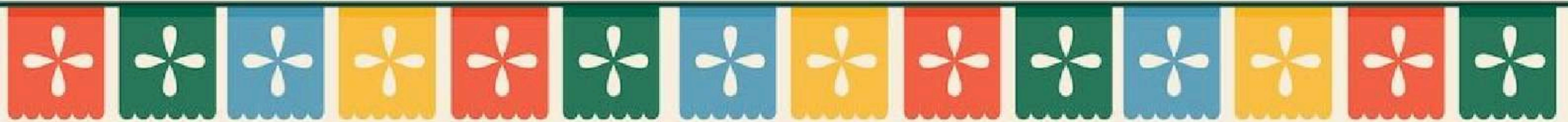
VOLLEY4BALL

CASH PRIZE

VIVA MEXICO

REGISTRATION FEE:

RULES

BASIC RULES

- All players to carry college ID & wear appropriate clothing for matches.
- Any delay of more than 30 minutes to reporting will be taken as by for the other team.

MATCH STRUCTURE

- Teams will be divided into groups, with each group playing knockout rounds or league system, depending upon the teams.

MATCH FORMAT

- Number of Sets: Matches will be played over 3 sets:
- Set 1 & 2: Played to 25 points.
- Set 3 (Tiebreaker): Played to 15 points (only if the match is tied after 2 sets).

WINNING CONDITIONS

- A team must win two out of three sets to win the match.
- In case of a tie after two sets, the third set (tiebreaker) will determine the winner.

RULES

SET RULES

- **Set 1 & 2: The first team to reach 25 points wins the set. If the score is tied at 24-24, a team must win by a two-point margin.**
- **Set 3: The tiebreaker set is played to 15 points, with a two-point margin required to win (e.g., 15-13, 16-14).**

- **Rotations are required during the match. Players switch as per the standard volleyball positioning on the court. Libero may or may not be fixed.**

TEAM COMPOSITION

- **Players per Team: Each team consists of 6 players on the court at one time.**

- **Substitutions: Teams may substitute players in and out during a set, but only during breaks (i.e., timeouts or between sets). There is no limit to the number of substitutions per set.**

SCORING SYSTEM

- **Points: Each point is scored either by an attack, block, or error by the opposing team.**

RULES

- Winning a Set: A set is won when a team reaches the required number of points (25 for the first two sets, 15 for the third).
- Winning the Match: The first team to win 2 out of the 3 sets wins the match.

TIMEOUTS & BREAKS

- Timeouts: Each team is allowed 2 timeouts per set, each timeout lasting 1 minute.
- Between Sets: A 2-minute break is given between sets.

POINTS TABLE AND RANKINGS

Points System:

- 1. 3 points for a win (2 sets to 1 or 2-0).
- 2. 1 point for a loss (if they win 1 set but lose 2-1).
- 3. 0 points for a loss (if they lose 2-0).

Ranking Criteria: Teams will be ranked based on:

- Points accumulated (higher is better).
- Sets won (tiebreaker if point are tied).
- Head-to-head result (if applicable).

RULES

CONDUCT AND SPORTSMANSHIP

- **Fair Play:** All players and officials must conduct themselves in a sportsmanlike manner at all times. **Fouls & Violations:**

1. **Serving Faults:** A team must serve within the allotted 8 seconds after the referee's whistle. Failure to do so will result in a point for the opponent.
2. **Net Violation:** Any player who touches the net during the play (with their body or hand) will be penalized with a point for the opponent.
3. **Overlapping Positions:** Players must ensure they are in the correct positional order during service. Violating this will result in a point for the opponent.

TIE BREAKING PROCEDURE FOR LEAGUE STANDINGS

In case of a tie in the standings after the round-robin phase:

1. Head-to-head match result.
2. Total sets won.
3. Point differential (points won minus points lost).

CONTACT

Prasoon Chauhan -7558390222
Prince Verma- 8287364048

FOOTBALL

CASH PRIZE

REGISTRATION FEE:

RULES

- This will be a league/knockout based tournament.

- A team can consist of a maximum of 16 players (11 + 5).

- Maximum of 2 teams per college can register for the event. There will be no switching of players between teams once the first registration is complete.

- Each player is required to submit their PHYSICAL College ID as well as a Government ID for the verification process without which, participation shall not be allowed.

- Participants are required to wear shins and proper shoes for the event.

- All rules of FIFA will be followed (unless mentioned specifically) and referees decision will be final.

RULES

- Each game will be of 20 minutes per half (20+5+20). Game time will be increased for semifinals and the final.

- Reporting time will be 30 minutes prior to alloted kickoff time.

- No interns or PGs will be allowed to participate, if such a case occurs the team will face disqualification.

- FIXTURES WILL NOT BE CHANGED ONCE ANNOUNCED BY THE ORGANIZERS.IN CASE OF ANY DISPUTE, ORGANISERS DECISION WILL BE FINAL

Aditya Patil -9657561227
Avani Atre- 7720039489

FUTSAL

CASH PRIZE

REGISTRATION FEE:

RULES

- College id and GOVT id- compulsory (physical id).
- Category - Men's and Women's.
- Matches will be conducted in group/knockout (depending upon no. of registration)

GENERAL RULES

- Team should consist of maximum 8 players (5+3).
- Rolling substitutions will be allowed Game will last for 20 mins (10 min halves)
- Goals can be scored only from the attacking half.
- Play will always restart with a kick in. There will be no throw ins.
- In the events of a draw ,a penalty shoot out will take place (SPOT KICK against the goalkeeper)
- A goal can not be scored directly from kick off
- The decision of referees will be final.

CONTACT

Sakshi Kale - 9370110793
Shaurya Singhal - 9971776667

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EA

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SINGLES & DOUBLES

- Participants will face each other in a knockout format.
- Participants must carry their college id.Doubles partners should be from the same college.
- Reporting 15 minutes prior is required. A delay of 15 mins after match time will result in walkover.
- Tentative draws will be made beforehand.
- 3 minutes will be allotted for scrimmage.
- Each match till quarter finals will be 3 sets of 11 while 5 sets of 11 for semifinal as well as final.
- Standard WTT scoring to be followed.
- In case of any discrepancy umpires decision will be final.

CONTACT

Shlok Dobhada - 9075023060

BADMINTON

CASH PRIZE

E

A O E

REGISTRATION FEE:

E
A O E
EA

RULES

- This will be a league/ knockout based tournament.

- Maximum of five players each can register from a college for the MEN'S and WOMEN'S singles category

- A maximum of 2 teams in each category can register for MEN'S, WOMEN'S and MIXED DOUBLES from each medical college.

- In a TEAM EVENT, 2 teams can register from each college.

- Minimum number of players required are- 2 boys, 1girl and 1 player can not play more than two matches.

- Format of team event-
1. Men's singles
2. Mixed doubles
3. Men's doubles

RULES

- Participants must get their own non-marked shoes (any other type of shoe will lead to disqualification).

- Participants must carry their own racquets.

- Shuttle: MAVIS 350 (will be provided at the venue).

- International rules will be applicable.

- Participants must carry their college ID with them compulsorily.

- Reporting time will be 30minutes prior to allotted match time.

- The decision of the event heads will be final in case of any discrepancies.

CONTACT
Tisha Jain- 9024725880

D

- College ids are compulsory for particiption.
- Categories will be divided based on weight of the participants.
- The weight categories will be decided based on number of participants.
- For mens there will be 4 categories and for women there will be 2 categories.
- Each participant should mention their weight categories and weight that they'll lift at the time of registration and changes will not be allowed once the competition starts.
- Participants should report 30 minutes before the event.
- The lifting categories are the three basic compound lifts i.e. bench press, back squat, and Deadlift.

D

- Top 3 lifts from each category will be awarded a certificate and a medal.
- Correct form is to be followed; otherwise, the lift will not be considered.
- Lifting gears are allowed.i.e joint supports ,belt , straps, powerlifting suit.
- Participants may use chalk on the thighs or on the hand.
- Deadlift should be performed conventionally or the lift won't be considered.
- Each participant will be given 3 attempts and the maximum weight lifted in all 3 attempts will be considered.
- Venue of the gym will be conveyed.
- Refreshments will be provided at the venue.

R   AR

Darshan Belanekar - 93216 30052
Ridhi Soin - 83770 54151
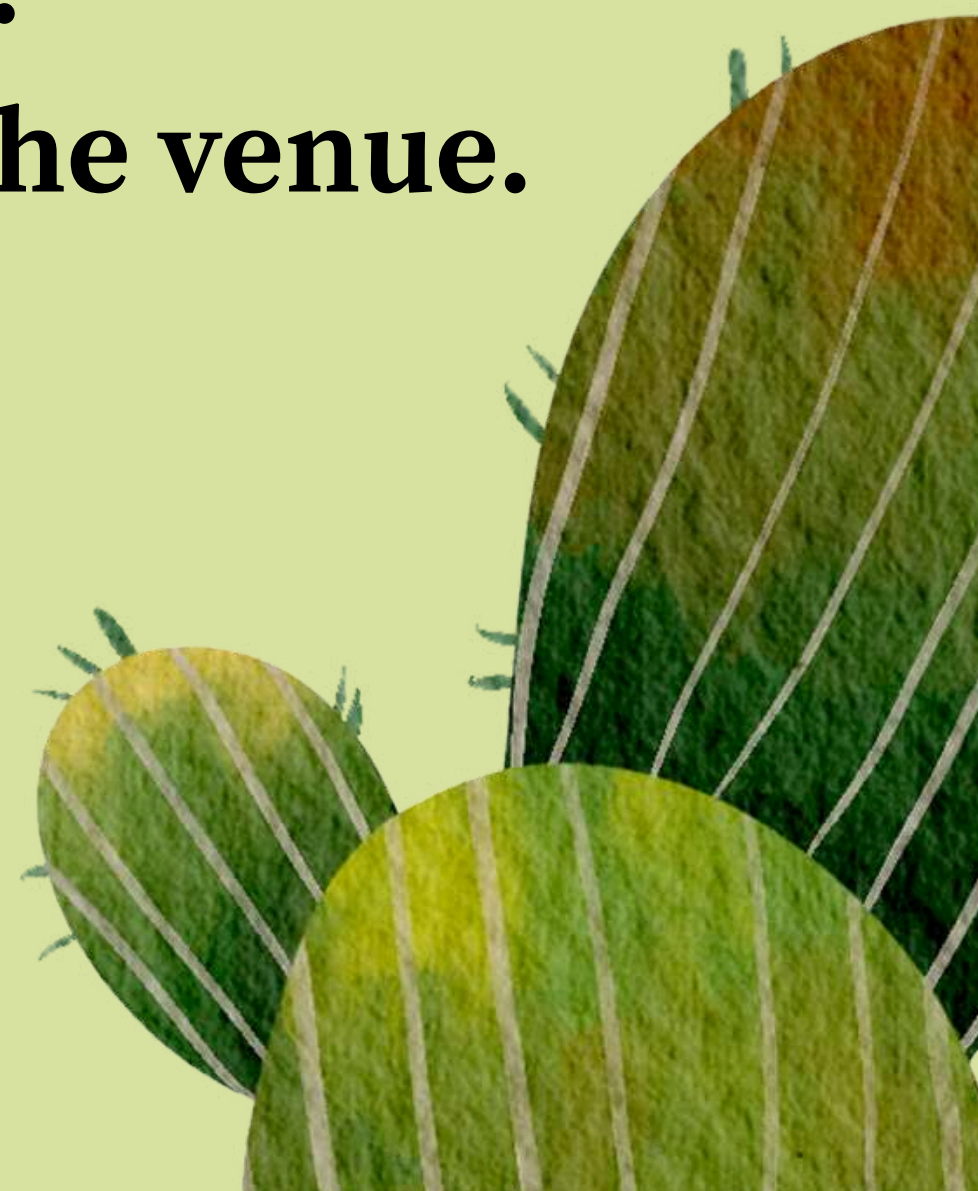
VALORANT

CASH PRIZE

REGISTRATION FEE:

RULES

- The event will be 5 vs 5 competition
- The usage of cheats, hacks or any other third party application that can give you an unfair advantage over your opponents will result in immediate disqualification. Teams or players may also be banned from further matches.
- Player names and UID need to be sent prior to the person in charge.
- Teams that attempts to use players which are not registered in their team will be disqualified.
- The tournament will be group stage/ knockouts (depending upon the number of registrations)
- The map will be decided on 'coin flip'.
- The fixtures will not be changed once announced by the organisers. In case of any dispute, organiser's decision will be final.

CONTACT

Rutwik Bendre - 7972580944

BGMI

CASH PRIZE

RULES

- It is 4 player per team tournament. A four men starter roaster and up to 1 substitute.

- Emulators are not allowed in any game organised. A player will be disqualified if found using any emulator.

- Any game modifying tools are not allowed.

- Players can play on android / iOS, phones / tablets only.

- Any use of unfair means such as aimbot, trigger bot, ESP will be disqualified.

- If a team/ player fails to join the room on time, their squad/they will be given 0 points for it.

RULES

- For the tiebreaker of the points, total team kills will be considered for breaking the tie. If no clear winner is there then the number of chicken dinners will be considered.

- Participants are requested to remain ready at least 15 minutes prior to the start of any match. Late entries will not be allowed.

- No requests to start or delay the match will be entertained

- Room ID and password will be provided 15 minutes prior to commencement of the match on the Whats App group.

RULES

POINTS DISTRIBUTION:

- 1st - 12 points
- 2nd - 9 points
- 3rd - 8 points
- 4th - 7 points
- 5th - 6 points
- 6th - 5 points
- 7th - 4 points
- 8th - 12th - 3 points
- 13th - 25th - 1 point
- FINISH - 1.5 Point

MAP SCHEDULE:

- Match 1 -- Erangel
- Match 2 -- Miramar
- Match 3 -- Sanhok
- Match 4 -- Vikendi
- Match 5 -- Miramar
- Match 6 -- Erangel
- Match 7 -- Erangel
- Match 8 -- Miramar
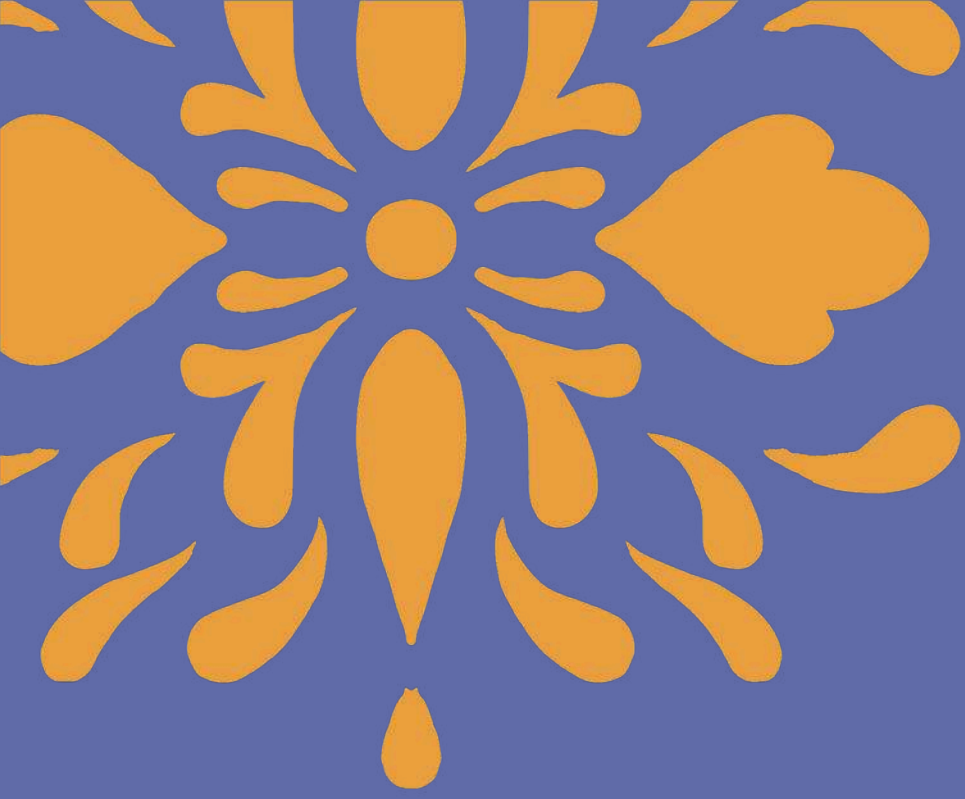- Match 9 -- Sanhok
- Match 10 -- Vikendi

CONTACT
Parth Chouhan - 8368065957

FIFA

CASH PRIZE

RULES

- This will only be a solo tournament.
- The tournament will be conducted in a knockout format
- Two entries per college will be allowed.
- Custom tactics would be allowed as per convenience
- Settings: Standard settings.
- Game speed: Normal.
- Match duration : 5 minutes per half.
- If a match ends in a tie, penalties will decide the match result .
- If a player does not show up for their match, they will be knocked out.
- FIXTURES WILL NOT BE CHANGED ONCE ANNOUNCED BY THE ORGANISERS. IN CASE OF DISPUTE, ORGANISERS DECISION WILL BE FINAL

CONTACT
Advait Pote - 89995 05970
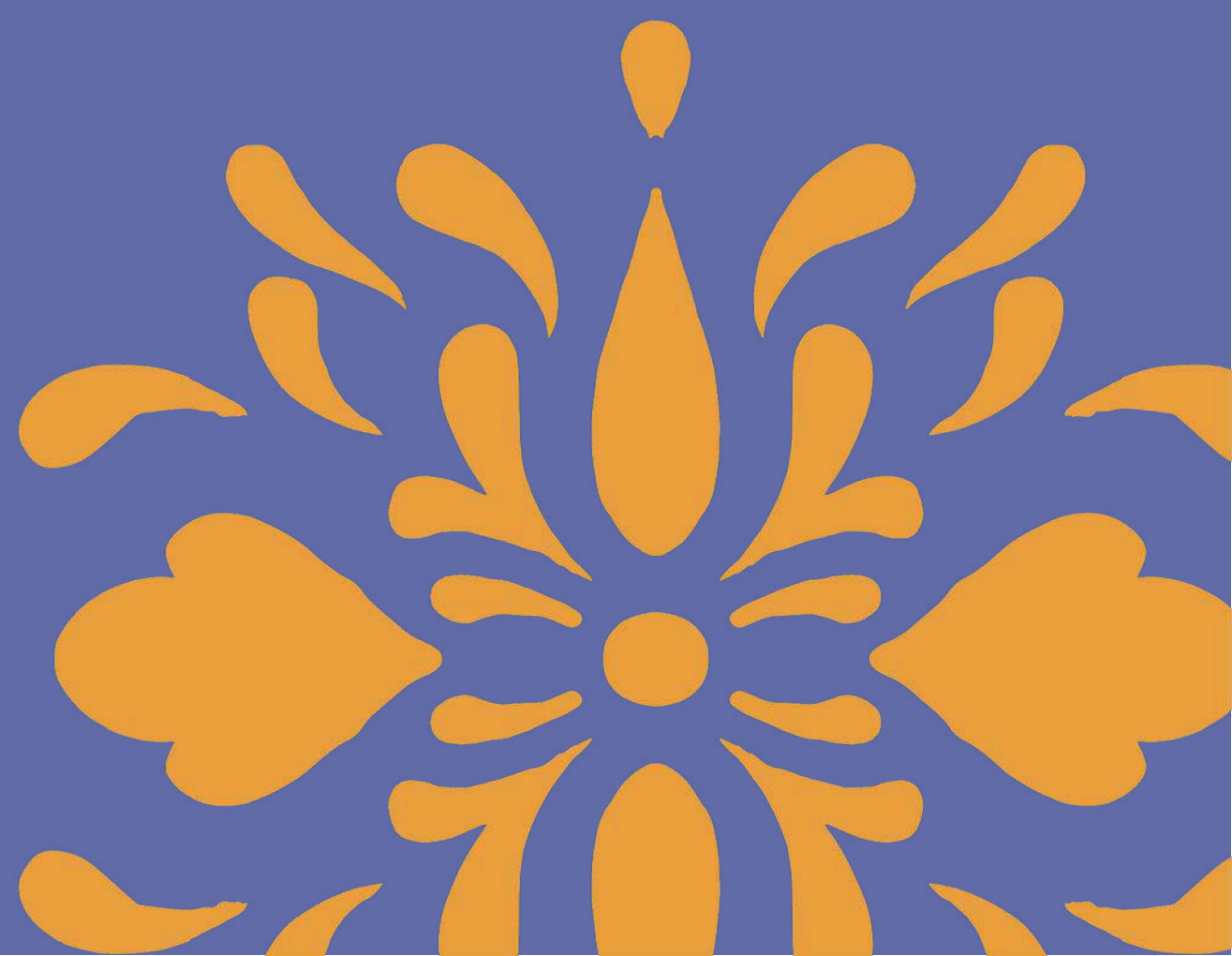
ACCOMADATION
AVAILABLE !!

CONTACT US

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