



St. Xavier's College Jaipur

Nevta-Mahapura Road, Near Nevta Dam, Tehsil Sanganer, Jaipur - 302029

Affiliated to University of Rajasthan | Approved under Section 2(f) and 12(B) of the UGC Act, 1956

Aacredited with A Grade by NAAC (First Cycle 2024)

A Christian Minority Jesuit Educational Institution | An ISO 14001:2015 Certified Institution



Students' Council



ZEST '25

Tonic Elysium

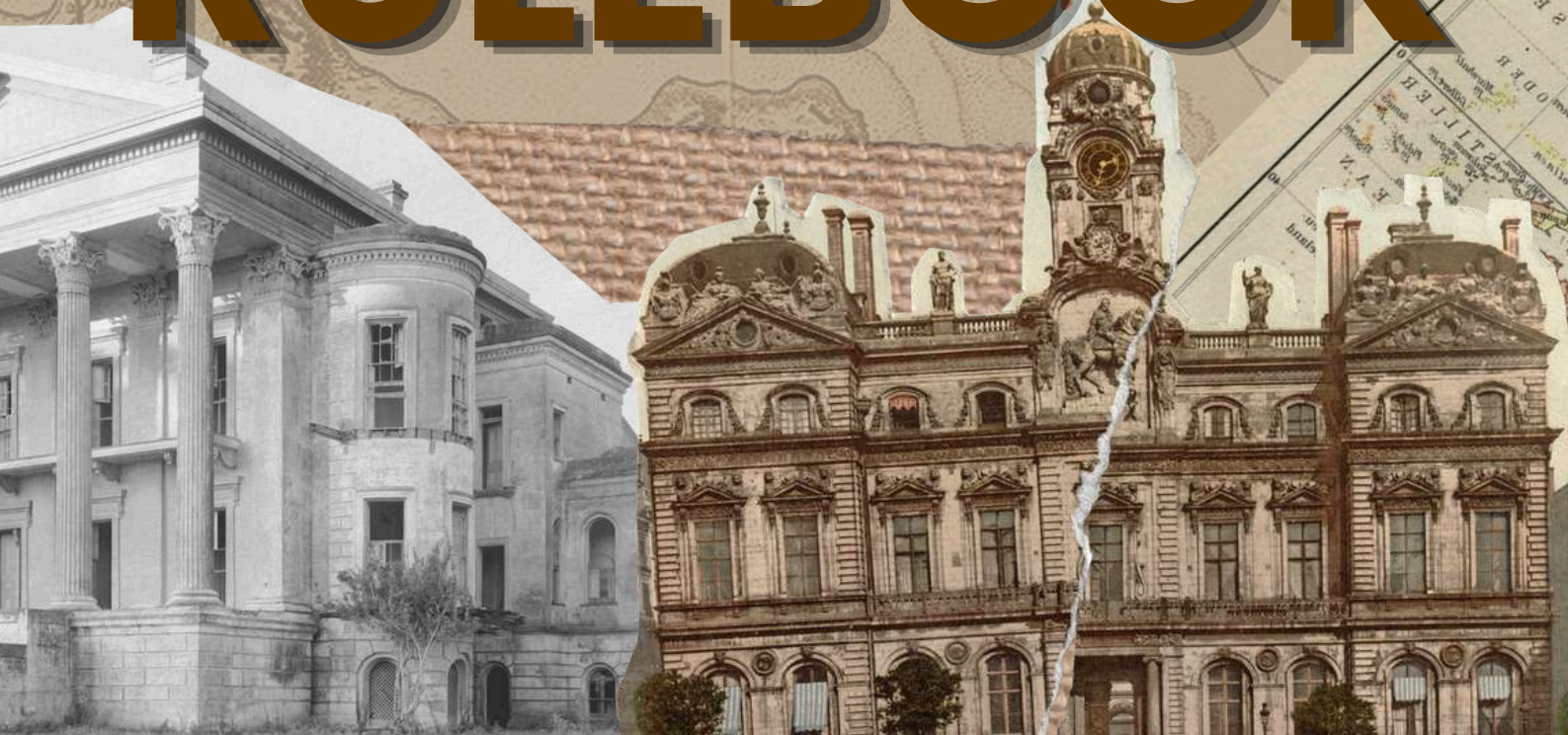
WHERE WANDERLUST SPARKS THE REALMS

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30+
EVENTS

3rd - 5th
MARCH 2025

RULEBOOK





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ZEST '25 : Tonic Elysium

WHERE WANDERLUST SPARKS THE REALMS

DANCE

CRESCENDO

(Group Dance)

TWIN TANGO

(DUO DANCE)

FOOTLOOSE

(SOLO DANCE)

URBAN CLASH

(STREET BATTLE)

SPORTS

BOX FOOTBALL

GULLY CRICKET

VOLLEYBALL

BASKETBALL

BADMINTON

CHESS

PHOTOGRAPHY

REELSCAPE

(REEL MAKING)

FASHION

IN VOGUE

(Fashion Show)

MISCELLANEOUS

MR & MS ZEST

ZEST PREMIER LEAGUE

XAVIER'S SPLITSVILLE

(SEASON 3)

FINDERS KEEPERS

(TREASURE HUNT)

ZAIKA

(XAVIER'S MASTER CHEF)

LEAGUE OF FUN

ROADIES

THEATRE

"ALL THE WORLD'S A STAGE"

(STAGE PLAY)

ART

ARTISSIMO

(SKETCHING/PAINTING)

MUSIC

SYMPHONIES OF THE WORLD

(BATTLE OF BANDS)

PITCH PERFECT

(SOLO SINGING)

XAVIER'S HUSTLE

(RAP BATTLE)

WAR OF DJS

IT

LAN SQUADRON

(LAN GAMING)

TOKEN TOWN

(RETRO GAMES)

LITERARY

YUVA SADAN

(YOUTH PARLIAMENT)

NAZM

(POETRY)

WIZ'O WORDS

(DEBATE)

INKSPIRE

(CREATIVE WRITING)



THOMPSON'S



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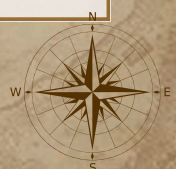


Tonic Elysium

WHERE WANDERLUST SPARKS THE REALMS

GENERAL RULES & GUIDELINES

- **Entry into the college premises will commence at 9:00 AM. Participants must arrive on time to ensure a smooth and organized check-in.**
- **The registration fee is non-refundable. Once the payment has been made, it cannot be reclaimed under any circumstances.**
- **Entry into the campus will not be allowed without a hard copy of the following:**
 - **Registration Slip**
 - **Current college/ school ID**
 - **Aadhar Card for verification**
- **The lanyards will only be provided upon presenting the valid payment slip as proof of registration.**
- **All participants and visitors must fall under the age group of 16-28 years, which will be verified through Aadhar Card.**
- **All event entries will be conducted exclusively through Gate No. 2 for smooth access and security.**
- **Entry of vehicles inside the campus is strictly prohibited.**
- **Items such as narcotic drugs, electronic cigarettes, sanitizer, and sharp objects are strictly prohibited. Smoking, drinking, or the consumption of intoxicants inside the college campus is strictly forbidden. Any such substance found will be confiscated at the entry checkpoints, and the person will not be permitted inside the campus.**
- **Registration can be done online before the fest and on the spot at the registration desk (offline).**
- **If registered online, participants are required to show the screenshot of the payment to get the lanyards at the registration desk.**



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Eonic Elysium

WHERE WANDERLUST SPARKS THE REALMS

GENERAL RULES & GUIDELINES

- If multiple events are scheduled at the same time, participants must prioritise which events to attend. The organisers cannot be held accountable for any conflicts.
- Transportation will only be provided to the participants who have opted for it in the registration form and have paid the combined sum of ₹120 for the three days. The details for the same will be communicated via official channels.
- Students taking part in events can register before or on the day of the fest at the registration desk, two hours before the commencement of the events, which do not have any preliminary elimination or prior submissions (applicable to students from colleges other than St. Xavier's College Jaipur).
- Participants should go through the specified guidelines of an event before registering for it and should adhere to them.
- All events will commence at scheduled times, and the participants who fail to report on time will be disqualified.
- Participants must report an hour before the event's commencement at the allotted venue.
- E-certificates of Participation will be given to all those participating in the events.
- The events will conclude at 6:00 PM, followed by Live Beats/ DJ Night/Artist from 6:30 PM onwards.
- The college gates will be closed by 9:00 PM. Staying on the college premises after 9:00 PM is strictly prohibited.



THOMPSON'S



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GENERAL RULES & GUIDELINES

- **Registration does not guarantee participation. The final decision on entry and participation will be taken by the College management.**
- **Any damage to college property shall invite disciplinary action.**
- **Rules are subject to change at the discretion of the organisers.**

Everyone is requested to adhere to the aforementioned rules & regulations. The organisation shall not be responsible for any kind of inconvenience.





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Zonic Elysium

WHERE WANDERLUST SPARKS THE REALMS

GENERAL GUIDELINES FOR PARTICIPATION

- The participants are requested to check the last dates for registration and submission for the elimination rounds.
- The participants have to arrange their laptops, cameras, and other equipment required for various events.
- Participants with online registration must present a soft copy of the registration confirmation mail, along with their school/college identity card and Aadhar Card.
- Any misbehavior by the participants or visitors will lead to immediate expulsion from the event.
- Any offence towards national/religious/communal/gender, etc., sentiments will lead to immediate disqualification.
- The organising team will not be held responsible for any issues arising from technical/connectivity glitches.
- The judge(s) decisions shall be final and binding to all.
- In case of discrepancy, the decision of the organisers shall be binding.
- The use of abusive language, disrespectful behavior, obscenity, and inappropriate costumes during the competitions will lead to disqualification.
- Team Zest has the full and sole discretionary powers to expel participants on the grounds of indiscipline, misbehavior, or any other misconduct.
- Participants and Winners of the online events will be provided with E-Certificates.





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Zonic Elysium

WHERE WANDERLUST SPARKS THE REALMS

GENERAL GUIDELINES FOR PARTICIPATION

- All rights are reserved by St. Xavier's College Jaipur and Team Zest.

For the events that include any kind of prior submissions, kindly refer to the document with submission details on the Zest '25 website, which will be uploaded by 20th February 2025.



www.zestxaviers.in

7742337765, 8209175143, 9368440188

info@zestxaviers.in

www.sxcjpr.edu.in



Tonic Elysium

WHERE WANDERLUST SPARKS THE REALMS

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DANCE

01

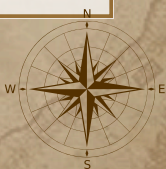
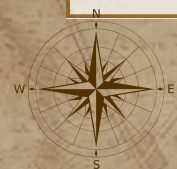


CRESCENDO (GROUP DANCE)

This is a dynamic and energetic event where teams' showcase their collective talent, creativity, and coordination through choreographed dance performances. The competition is designed to celebrate teamwork, diversity of styles, and artistic expression, encouraging participants to demonstrate both technical skill and originality. Zest '25 sets the stage for talented groups to showcase their hard work and proficiency in the art of dance. Gear up to prepare for a spectacular showdown of skill and talent.

Rules and Regulations:

- Each team must comprise 7 to 20 members.
- A maximum of 15 members from each team will be allowed on screen.
- All dance forms are permitted.
- This event consists of 2 rounds.





DANCE

02

- Only 2 volunteers are allowed per team, excluding the team instructor/ non performing choreographer (if any).
- Exceeding the number of participants and volunteers will lead to disqualification.
- Dance performance should not include any indecent gestures.
- The performance should be within time limit.
- The decision of the judge(s) will be conclusive and binding.
- The use of flammable items is strictly prohibited.
- All teams need to report to the venue on time, failing to do so will result in disqualification.

ROUND 1: Online Round

- Teams must send a 2-3 minute dance video by 25th February 2025. The performance in the video must be a snippet of the one prepared for the final performance.
- Refer to the Zest '25 website for submission details. The video size should not exceed 20 MB.
- The mail must include the contact details of the team coordinator.
- Sending an edited video of the dance performance will lead to negative markings.

ROUND 2: Showcase Round

- Song and costume choices should be tasteful and appropriate; failure to comply will lead to on-the-spot elimination.
- The selected teams from the First Round will have to email their tracks by 28th February 2025.





DANCE

03

- Teams should also carry their music tracks on a pen drive as well as upload their tracks on Google Drive as backup links.
- The use of AUX is strictly prohibited.
- Voiceover and fusion music are allowed.
- All the participants in the video must be present during the actual performance.
- All the selected teams from Round 1 have to perform an extended version of the performance displayed through the elimination round video.
- The time limit for the performance is 8 to 10 minutes.
- No team will be allowed to change their tracks or team members.
- The selected teams will be allotted a green room for this round.

Judgment Criteria:

1. Choreography
2. Costume
3. Expression
4. Musicality and Interpretation
5. Audience Engagement

MANAGERS

Kumari Saya- 7986646454

Manya Premani- 9828421118



DANCE

04

TWIN TANGO

(DUO DANCE)

A spectacular blend of precision and partnership takes centre stage as dynamic dance duos bring their unique chemistry to life. From coordinated spins to inventive choreography, every pair delivers a performance brimming with passion and energy. With twirls that challenge the limits of gravity and movements that surprise at every turn, duo dance becomes a celebration of unity and vibrant rhythm.

Zest '25 invites these talented pairs to illuminate the stage with dazzling performances, where every step exudes flair and finesse.

Rules and Regulations:

- Each team will consist of only two participants.
- The competition will be held in two rounds: the first round will be online, and the second round will be offline.
- Song and costume choices should be tasteful and appropriate; failure to comply will lead to on-the-spot elimination.
- Participants are required to bring their performance tracks on pen drives.
- Participants must arrive 15 minutes before their scheduled performance time.
- The judge(s) decision shall be final and binding.

ROUND 1: Online Round

- Participants must submit their dance video via email by 25th February 2025. The time limit is 1-2 minutes.



DANCE

05

- For submission guidelines and details, please refer to the Zest '25 website.
- The top performers will be selected to advance to the next round.

ROUND 2: Offline Round

- The performance duration should be between 2 to 4 minutes.
- Participants are required to send their song selections by 28th February 2025.
- Exceeding the time limit will result in penalties during evaluation.
- The judge(s) reserve the right to stop the performance at any point.

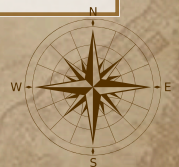
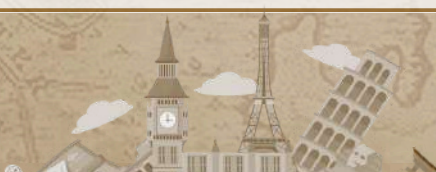
Judgment Criteria:

1. Choreography
2. Coordination
3. Creativity
4. Facial Expressions and Body Language
5. Costumes
6. Stage Presence

MANAGERS

Rimjhim Agarwal- 9309066886

Shreeja Seth- 9828014358





DANCE

06

FOOTLOOSE

(SOLO DANCE)

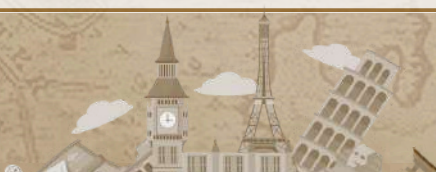
The stage transforms into a playground of creativity, where dancers bring their own stories to life through their every move. With a seamless blend of grace and raw energy, the solo dance competition celebrates individuality, passion, and the beauty of self-expression. From delicate twirls to powerful, high-energy leaps, every step adds to the performer's unique artistry. Get ready to experience a stunning journey of rhythm and emotion at Zest '25, where dance takes centre stage as a masterpiece of its own.

Rules and Regulations:

- Only one entry per student is allowed.
- The competition will be conducted in two rounds.
- Participants can perform any dance form of their choice.
- Song fusion and voice-over integration are allowed.
- Song and costume choices should be tasteful and appropriate; failure to comply will lead to on-the-spot elimination.

ROUND 1: Online Round

- Participants must submit their dance video via email by 25th February 2025. The time limit is 1-3 minutes.
- Refer to the Zest '25 website for submission details.
- Exceeding the time limit will result in negative marking.
- The video file should not exceed 20 MB in size.





DANCE

07

Round 2: Offline Round

- All qualified participants should be present on the day of the event.
- All participants should reach the venue 15 minutes before the event.
- Participants will be given 2 to 4 minutes to perform.
- Participants need to submit their tracks before 28th February 2025 and should carry the tracks with them in a pen drive on the day of the event as well.
- The decision of the judge(s) shall be final and binding.

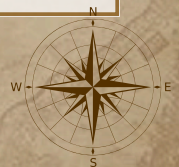
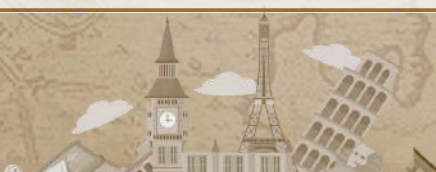
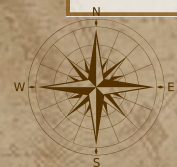
Judgment Criteria:

1. Choreography
2. Expressions
3. Costume

MANAGERS

Rimjhim Agarwal- 9309066886

Pranati Shaktawat- 9116122474





DANCE

08

URBAN CLASH (STREET BATTLE)

With the pulse of music igniting the atmosphere, Street Battle is a high-energy tribute to urban culture, fueled by a fierce love for dance. Every corner becomes a stage where talent meets raw energy, and spontaneity takes center stage. Zest '25 invites you to step into the spotlight, showcase your moves, and let your creativity shine as you rise above the crowd!

Rules and Regulations:

- The competition follows a battle-style dance format.
- Participation is strictly solo.
- The participant has to perform on the cue of the music played by the organising team.
- Each performance will be limited to 1 minute.
- Props are not allowed.
- No physical interaction between performers is permitted during the battle.
- Dancers are free to choose any dance style for their performance, such as beats, funk, hip-hop, etc.
- Judge(s) will select one dancer from each battle to progress to the next round, ultimately determining the winner.

Judgment Criteria:

1. Creativity and originality
2. Spontaneity and flow
3. Expression
4. Connection to music

MANAGERS

Kumari Saya- 7986646454

Madhav Khandelwal- 7737052296





FASHION

09

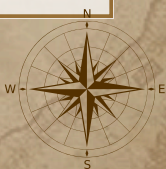
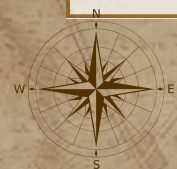


IN VOGUE (FASHION SHOW)

In Vogue is an exhilarating event where teams showcase their creativity, fashion sense, and design skills through unique clothing collections. It celebrates and encourages participants to use their imagination to make and display the most unique fashion statement pieces with panache. Get your best outfits and confident selves ready to take the stage and put on a display of artistic flair and creative freedom at Zest '25.

Rules and Regulations:

- Each team should comprise 10 to 15 members, with 2-3 volunteers and 2 helpers (including volunteers for lights and sound).
- To qualify as a participant, teams must mail a 2-3 minutes video of their past performance or a part of their sequence latest by 25th February 2025.
- Refer to the Zest '25 website for submission details.





FASHION

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- The teams have to email their tracks to the organising committee by **28th February 2025**.
- Teams should carry their music tracks in a pen drive for the event.
- They also need to create a backup of their tracks on their Google Drive.
- The use of AUX is strictly prohibited.
- All teams should adhere to the time limit, failing to do so will lead to negative marking.
- The college will not provide any material/props to the participants.
- Green rooms will be provided to the teams.
- Teams will be given 2-3 minutes for quick stage familiarization.
- Use of cigarettes, fire, candles, and alcohol is strictly prohibited.
- Only originally designed costumes are allowed.
- Obscenity is strictly prohibited.
- The decision of the judge(s) shall be final and binding.
- The time limit for the performance is 8 to 10 minutes.

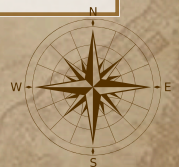
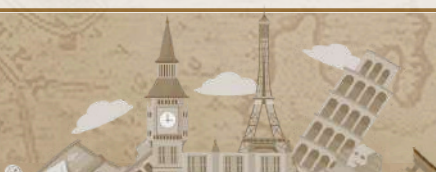
Judgment Criteria

1. Fashion Walk
2. Body Language
3. Costumes
4. Creativity

MANAGERS

Shreya Sharma- 9799905332

Ronak Soni- 9983317221





IT

11



LAN Squadron (LAN GAMING)



Dive into the adrenaline-fueled world of gaming, where teamwork meets rivalry and every move counts!

Imagine a room buzzing with energy as gamers lock their eyes on screens, headsets pulsing with shouts of strategy and excitement, and keyboards clicking like the rhythm of a battle anthem.

For every gaming enthusiast out there, Zest '25 brings you the ultimate LAN gaming showdown! Feel the rush, embrace the competition, and let your skills shine in an arena where champions are made and legends are born.

NOTE: This Event will be held completely online, and no systems will be provided by the host college.

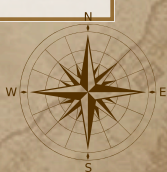
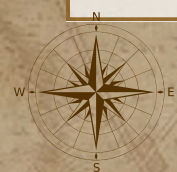
GAME 1:- Valorant (PC)

Rules And Regulations:

1. Game Rules:

1.1 Game Account

- Each player must have a single, valid Valorant nickname in the format Riot ID #Tagline (e.g., Phoenix01 #NA). Any deviation from this format will not be accepted.
- Sharing or using another player's game account is strictly prohibited. Your account is meant solely for your personal use.





IT

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- **Players must provide their Riot ID details to the event organiser beforehand. Only the Riot IDs registered with the organiser will be permitted to participate in the tournament.**

11.2 Teams

- **Every team must have a maximum of 5 players.**
- **Teams are permitted to include 5 primary players and 1 substitute. Player substitutions are only allowed before the commencement of the tournament.**
- **Once the tournament begins, no changes to the roster will be permitted.**
- **The substitute player must not be a member of any other team participating in or having participated in the same tournament.**
- **Matches will follow a 5v5 format, and each player is permitted to represent only one (1) team throughout the tournament.**

2. Match Rules:

2.1 Pre-Match Guidelines:

- **Matches will begin as per the scheduled time unless otherwise communicated.**
- **Delays for certain rounds may occur; further updates and details will be communicated via official communication channels.**
- **Each team must designate a captain during the registration process.**
- **Use of any bugs, glitches, or cheats is strictly prohibited; if found, the team will be disqualified.**
- **Team captains will be responsible for selecting maps and sides according to the process outlined below.**



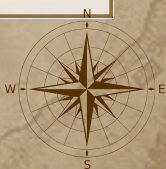
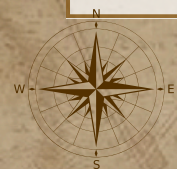


IT

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2.2 Map Selection Process:

- **Best of 1 Format:**
- A coin toss will determine which team bans the first map.
- The team winning the toss will ban one map from the map pool, followed by the other team banning one map.
- This process continues until only one map remains.
- A second coin toss will then decide which team chooses to start as Attackers or Defenders.
- **Best of 3 Format:**
- The team listed on the top selects the first map from the map pool.
- The team listed on the bottom chooses which side (Attackers/Defenders) they will start on for the first map.
- The team on the bottom then selects the second map from the map pool.
- The team on the top decides which side they will start on for the second map.
- The bottom team selects the third map from the map pool.
- The top team chooses the starting side for the third map.
- Each map can only be selected once. Maps that are banned cannot be picked up again.
- Teams are advised to take a screenshot once the map selection process is finalized for record-keeping.
- After map selection, both team captains must confirm their readiness in the lobby chat by typing “ready.”
- Matches must commence no later than 15 minutes after the start time of the tournament round.





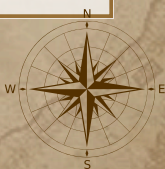
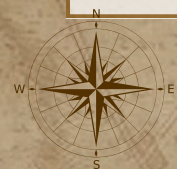
IT

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- Before starting the match, team captains must take a screenshot of the lobby to ensure proper documentation.
- **2.3 During the Match**
- If a team fails to select all agents during the character selection phase, causing the game to return to the lobby, the match must be restarted.
- If the game begins without both teams confirming “ready” in the chat, the team that did not confirm is entitled to request a restart before the countdown for round 1 reaches 0.
- If a player is not connected to the game before the countdown for round 1 ends, their team can request a restart, and the match must be remade.
- If the match begins on the wrong map, the game must be restarted with the correct map.

To Initiate a Match

- All players must exit the ongoing match and promptly begin setting up the new game.
- Both team captains are required to confirm their team’s readiness by writing “ready” in the lobby chat.
- If a team fails to confirm their readiness within 5 minutes of the remake being initiated, that team will be disqualified.
- The game is permitted to be remade only once. Following the remake, the match must proceed as it starts, regardless of any additional problems that may arise (these can still be logged in #tournament-support).

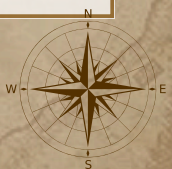
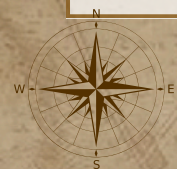




IT

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- If a player disconnects mid-game, the match must continue without another remake. However, if a Tournament Observer is present and cheats are enabled, the game can be paused during the preparation phase, utilizing the team's one-minute pause allowance.
- Should server issues impact both teams, or if the game crashes entirely, report the incident immediately via #tournament-support.
- Each team is entitled to one pause per match, lasting up to a minute during the preparation phase of any round. Teams are required to inform their opponents before initiating a pause. Any pauses exceeding the limit or occurring multiple times must be reported to the tournament administrators for further review.





IT

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GAME 2:- BATTLEGROUNDS MOBILE INDIA EVENT

RULES AND REGULATIONS:

- **Unauthorized sharing of gaming room credentials with unregistered players will lead to disqualification.**
- **All participants must enter the gaming room before the game begins. Late arrivals will be automatically disqualified.**
- **Only the latest versions of the game from the Play Store or App Store are permitted.**
- **Any form of hacking is strictly prohibited. Violations will result in disqualification from the event.**
- **In the event of a match suspension, teams must submit the screen recording of their match. Failure to do so will result in disqualification.**
- **Organisers have the right to restart matches in case of server setting issues or any unforeseen disruptions.**
- **Participants are required to arrive 30 minutes early for player ID verification. Random team assignments will be made during this process.**
- **Solo participants will be paired with random teams.**
- **Players must ensure a stable internet connection. The organisers will not be held responsible for any network-related issues.**
- **Teams must stick to their initial roster. Any changes or substitutions require admin approval and are only allowed in case of disconnections.**





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ROUND 1

- **Mode of Play: Gun Game, played exclusively in Squads.**
- **Administrators are authorized to spectate and record gameplay to verify fair play.**

• ROUND 2

- **Players who qualify for the finals will be notified by the admin team.**
- **The match will be played in Team Deathmatch mode on the Warehouse map, with teams in Squads.**
- **M416, AKM, M762 (BERYL), and SCAR-L are the permitted firearms. Throwables are not allowed.**
- **The event administrators reserve the right to spectate and record gameplay to ensure fair play throughout the match.**

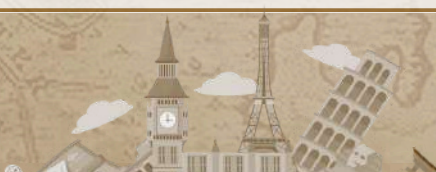
Important Notes:

- **The number of matches in each round will be decided by the admin team on the day of the event.**
- **The game mode may be adjusted based on the total number of participants.**

MANAGERS

Naman Saboo- 9468865105

Alvin Varghese- 6367762366





IT

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TOKEN TOWN (RETRO GAMES)

Retro Games is a trip to the past with some of our most beloved childhood games. Zest '25 brings you an opportunity to engage in a friendly, nostalgic competition where players compete by playing classic video games from past decades. The event celebrates the history of gaming, offering a fun and competitive environment where players can showcase their skills in vintage arcade and console games.

Rules and Regulations:

- This event is open to individual participants.
- The mode of the game is offline.
- The result of the scoreboard will be final.
- Participants shall not be allowed to use mobile or other electronic instruments.
- If there is a tie between two players, a tie-breaker round will decide the winner.
- Systems will be provided at the venue, and cheating will lead to disqualification.
- Every round is an elimination round. Selected few will move to the next round.

Round 1: Road Rash

- The first 20 players with minimum time will go to the next round.





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Round 2: Mario

- The first 12 players who complete all 3 levels of the game will go to the next round.

Round 3: Tekken 3

- In this round, participants will compete in a (1vs1) match. The winners will move to the next round.

Round 4: Need For Speed (NFS)

- The two participants who clear three laps in the least time will qualify for the final round.

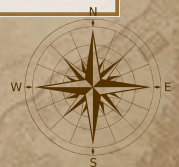
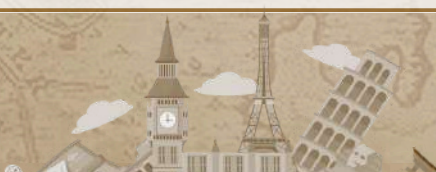
Round 5: Pocket Tanks

- In this final round, both the finalists will compete with each other, whoever knocks their other opponent will grab 1st position as the winner.

MANAGERS

Koustubh Maheswari- 9119265950

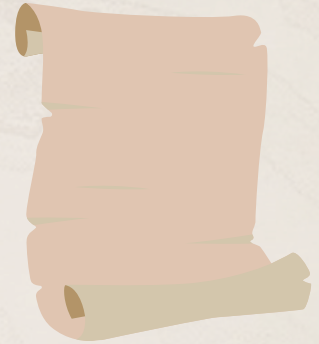
Madhav Khandelwal- 7737052296





LITERARY

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YUVA SANSAD (YOUTH PARLIAMENT)

Shape the Future, Speak Your Mind!

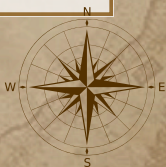
Ready to take your ideas to the next level? The Youth Parliament is your chance to step into the shoes of a Member of Parliament and debate the issues that matter most to you! Whether you're passionate about politics and social justice or just love a good debate, this is your platform to make your voice heard.

Zest '25 brings to you a platform to collaborate with like-minded young people, craft bills, and dive into the exciting world of politics—all the while building key skills like public speaking, leadership, and critical thinking. It's not just about talking; it's about making an impact and having fun along the way.

Come join us, make a difference, and experience the thrill of shaping the future!

Rules and Regulations:

- This event is open to individual participants only.
- A maximum of 5 participants are allowed from each participating institute.
- Any nuisance, personal attacks, or disruption will result in immediate disqualification.





LITERARY

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- All participants must adhere to the rules and regulations.
- The decision of the judge(s) shall be final and binding.
- The use of unparliamentary words and the internet during the event is prohibited.
- The participants can speak in Hindi and/or English.
- Each participant will be allotted a maximum time of 5 minutes.
- The questions to be asked during the Question Hour are to be submitted well in advance to ensure the speaker's approval.
- Participants can propose motions or resolutions, which will require a certain number of supporters.
- Proposed motions should be relevant to the agenda and should be submitted well in advance.
- Designated roles, such as speaker, secretary, and whip, may be assigned with specific duties outlined.

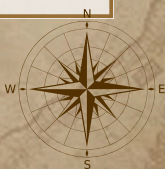
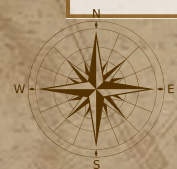
Judgment Criteria:

- Research
- Content
- Clarity of thoughts
- Expression
- Confidence

MANAGERS

Eshita Jayadevan- 7073283096

Subraanshu Pratap Singh- 7007674569





LITERARY

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NAZM (POETRY)

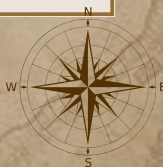
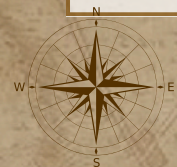
{Hindi/English}

They say Poetry is like a river, flowing unrestrained, carving its path through the landscape of imagination. It is the voice of the soul, unfiltered and profound. So, grasp your pen, let your heart speak, and breathe life into the universe within you.

We are proud to present Zest '25 with 'NAZM'—a grand literary celebration where poets will take centre stage, sharing their verses with a live audience and a distinguished panel of judge(s). This is more than just a competition; it's a platform for your words to inspire, challenge, and leave an unforgettable mark on all who listen. Step into the spotlight and let your poetry captivate the world.

Rules and Regulations:

- This event is open to individual participants only. Each participant can submit only one entry.
- All registered participants must submit their poetry in either PDF or Word format by 25th February 2025. Ensure that your document is named after you. Refer to the Zest '25 website for submission details.
- Each participant will have 5 minutes to present their poem. Exceeding this time limit will result in negative marking.
- Poems can be recited in English, Hindi, or Hindustani (a mix of Hindi and Urdu).





LITERARY

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- Poems that contain defamatory or abusive content targeting any person, race, religion, or community will lead to immediate disqualification.
- Plagiarism will also result in disqualification.
- Participants are allowed to use musical instruments during their recitation, but please note that no additional marks will be awarded for this.
- The decision of the judge(s) shall be final and binding.

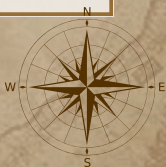
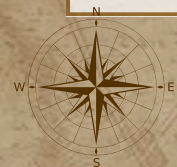
Judgment Criteria:

- Originality
- Content
- Expression
- Modulation
- Rhythm and Flow

MANAGERS

Vanshika Sharma- 9571420503

Anima Kerketta- 9257928386





LITERARY

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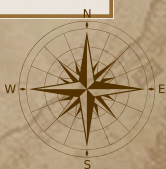
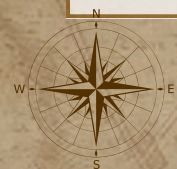
WIZ'O WORDS (DEBATE)

The motion is all set, it's time for you to take a stand!

Wiz'O Words at Zest '25 is the perfect opportunity for participants looking for a contest of intellect, knowledge, and prowess. It is the perfect event to engage in discussions, connect with like-minded peers, and boost your skills. Get ready to put your knowledge to the test and present the most convincing arguments to bag the top spot.

Rules and Regulations:

- **This event is open to individual participants only.**
- **The topic for debate will be disclosed 2 days before the event via official communication channels. Each participant will get 2-3 minutes to present their argument, and a minute will be given for cross-questioning and rebuttal.**
- **Participants are allowed to speak in English and Hindi.**
- **The use of foul and derogatory language will lead to disqualification.**
- **Participants should strictly avoid targeting any person/belief/religion discourteously.**
- **The decision to speak in favour or against will be decided by the organisers.**
- **Participants will not be allowed to use mobile or any other electronic gadgets or carry paper during the event.**
- **The decision of the judge(s) shall be final and binding.**





St. Xavier's College Jaipur

Nevta-Mahapura Road, Near Nevta Dam, Tehsil Sanganer, Jaipur - 302029
Affiliated to University of Rajasthan | Approved under Section 2(f) and 12(B) of the UGC Act, 1956
Accredited with A Grade by NAAC (First Cycle 2024)
A Christian Minority Jesuit Educational Institution | An ISO 14001:2015 Certified Institution



LITERARY

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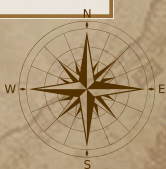
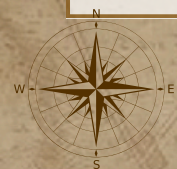
Judgment Criteria:

- Concept Clarity and Content
- Delivery and confidence
- Persuasiveness
- Rebuttal and Counter Arguments
- Usage of Time

MANAGERS

Eshita Jayadevan- 7073283096

Mohd. Yasir Qureshi- 8879427473





LITERARY

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INKSPIRE (CREATIVE WRITING)

“Pen is mightier than the sword.”

So unleash your imagination and use that mighty pen to create a piece that touches the hearts of its readers. Create pieces that showcase your skill as a writer, connecting to the audience and presenting an insight into your interpretation of the topic. Zest '25 invites enthusiastic writers to join us at Inkspire!

Rules and Regulations:

- **This event is open to individual participants. Only one submission per person is allowed.**
- **The topic of the write up will be disclosed 5 days before the submission date via official communication channels. The last date of submission of the pdf is 25th February 2025.**
- **This is a pre-event which will be conducted online.**
- **The word limit is 1000 - 1200 words.**
- **Exceeding the word limit will result in negative marking.**
- **The write up is to be submitted in pdf format; Font: Times New Roman, Size: 12, Line Spacing: 1.5.**
- **Plagiarism and/or the use of AI will result in disqualification.**
- **Use of foul language - at the discretion of the judge(s) - will lead to disqualification.**
- **Refer to the Zest '25 website for submission details.**
- **The name of the file should be the full name of the participant.**
- **The decision of the judge(s) shall be final and binding.**

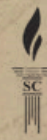
Judgement Criteria -

- **Content**
- **Creativity**
- **Clarity**
- **Relevance to the topic**

MANAGER:

Parul Choudhary- 8529276766



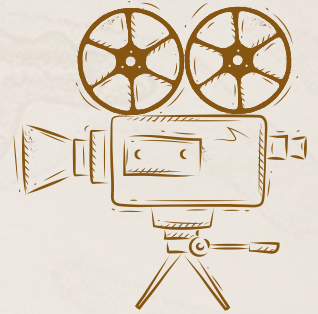


THEATRE

27



“ALL THE WORLD'S A STAGE” (STAGE PLAY)



Lights, camera, action – the stage is set for an unforgettable theatrical showdown!

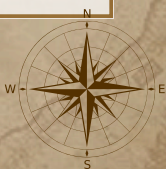
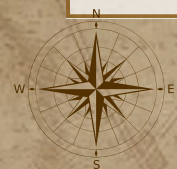
Welcome to a world where creativity reigns supreme and drama comes alive in its most captivating form. Zest '25 proudly presents “All the World’s a Stage”—a spectacular fusion of riveting plots, heartfelt performances, and moments that will leave you laughing, crying, and in awe.

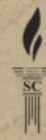
Witness talented actors, visionary directors, and masterful playwrights unite in a fierce battle of storytelling and artistic brilliance. Prepare for a theatrical feast where every scene is a masterpiece, and every act is a testament to passion and skill.

The spotlight awaits—let the drama begin!

Rules and Regulations:

- Participating teams must send their script through the mail by 28th February 2025.
- The play must follow the pre submitted script any deviation without prior approval of the organizing committee will result in disqualification.
- Refer to the Zest '25 website for submission details.





THEATRE

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- Each team can have 10 to 15 members, including backstage volunteers (not more than 4)
- The play can be in Hindi/English.
- Obscenity and slighting remarks should be avoided; only innocent satire or humour is allowed.
- Participants should bring a pen drive consisting of tracks and audio.
- Any prop requirement must be conveyed in advance, the organising committee can not guarantee the provision of all the props.
- The stage area is only for the performing members of the team, no volunteers are allowed on the stage.
- Lighting of candles, matches, or cigarettes or consumption of any other intoxicator carrying sharp objects on the stage is not allowed.
- The time limit (including stage setup) for the performance is 30 minutes.
- A warning bell will be rung after the first 20 minutes of each performance.
- The team shall be marked negatively for not adhering to the time limit.
- The decision of the judge(s) shall be final and binding.

Judgment Criteria

- Acting and Expressions
- Script and dialogue
- Creativity
- Attire
- Stage presence and team coordination

MANAGERS

Vanya Gupta- 9571010540

Pranati Shaktawat- 9116122474





ART

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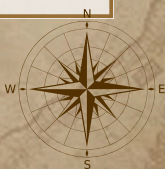
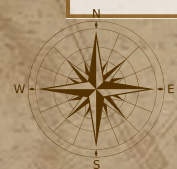
Artissimo (SKETCHING & PAINTING)

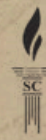


Zest '25 brings to you Artissimo, a creative event where artists showcase their artistic talent. It is an event that encourages participants to express their imagination, skill, and creativity through their art. Create masterpieces that highlight your artistic skills and make the audience connect to it.

Rules and Regulations:

- This event is open to individual participants. Only one submission per person is allowed.
- This is a pre-event which will be conducted online.
- Refer to the Zest '25 website for submission details.
- Participants have to shoot a 1-minute video clip of them making their artwork (Behind the Scenes in time-lapse mode).
- The file format for submitting your artwork should be in JPG or PNG.
- The video format should only be MP4 and should be compressed for email accordingly.
- The video and the picture of the final artwork should be sent in a single email by 28th February 2025.
- Participants have to submit their original artwork; plagiarism will lead to disqualification. The sketches and paintings can be on any kind of paper.





ART

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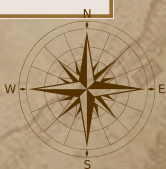
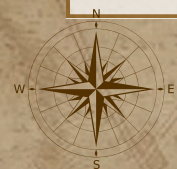
- **Participants must mention their full name, email ID, institution, and contact details in the email body.**
- **Any artwork not having the above-mentioned information will not be considered for evaluation.**
- **The participants are required to mention their name and institutional name at the top border of their artwork.**
- **Artwork that is offensive, insensitive, or displays obscenity will not be considered. No computer-generated images are allowed.**
- **All artwork should be handmade.**
- **The decision of the judge(s) shall be final and binding.**

Judgement Criteria -

- **Creativity**
- **Interpretation of the theme**
- **Technique**

MANAGER:

Vrinda Chaturvedi- 9829954104





MUSIC

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BATTLE OF BANDS (SYMPHONIES OF THE WORLD)

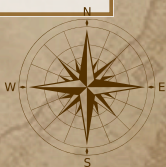
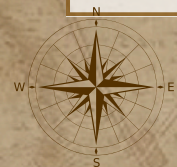


The Battle of the Bands is an electrifying live music competition. Zest '25 brings to you a stage to bring forth your inner star. A battle of creativity, artistic expression, and skill, this event provides a platform for both established and emerging bands to compete for recognition, prizes, and the opportunity to perform in front of an enthusiastic audience.

A celebration of music where talent and creativity take the main stage. Get ready to entertain and mesmerise the audience in this battle of musical prowess.

Guidelines -

- The team should comprise 3-9 members.
- Participants need to send a video for the preliminary round, latest by 25th February 2025.
- Refer to the Zest '25 website for submission details.
- The video should not include more than two songs.
- The final round will take place in the college campus.
- Multiple bands are allowed to participate from the same college/university.





MUSIC

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Rules and Regulations -

- Each band will be given 12 minutes, including the soundcheck.
- Exceeding the time limit will result in negative marking.
- The order of performances will be decided by the organising team.
- Host institution will only provide drum set.
- The band is required to get their own gear and other necessary instruments.
- Teams are free to choose the songs for their performance.
- Any kind of profanity, in lyrics or otherwise, is strictly prohibited, and will lead to immediate disqualification.
- The participants are responsible for their instruments. The organising committee shall not be held accountable for any broken equipment.
- The decision of the judge(s) shall be final and binding.

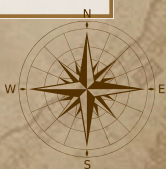
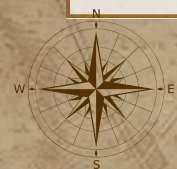
Judgement Criteria -

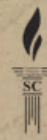
1. Musical Sensibility
2. Originality
3. Creativity
4. Stage Presence
5. Audience Engagement

MANAGERS

Tanvesh Kumavat- 7300022107

Sharvi Saxena- 9166710668





MUSIC

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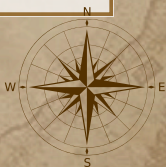
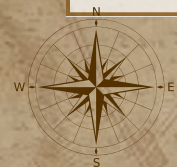
PITCH PERFECT (SOLO SINGING)

Get ready for a musical showdown where individual talents take center stage, filling the air with passion and power. Zest '25 presents Pitch Perfect- a solo singing competition that's more than just a contest—it's a celebration of vocal brilliance. From soulful ballads to electrifying anthems, each note crescendos, building towards an unforgettable showcase of musical excellence.

Step into the spotlight, let your voice soar, and compete for the title of ultimate solo sensation. This is your moment to shine and leave the audience mesmerized with your vocal prowess!

Rules and Regulations:

- This event is open to individual participants.
- The event consists of two rounds.
- The selected participants are required to bring their own soundtrack and instruments.
- Use of any derogatory language, or inappropriate gesture is strictly prohibited and will result in immediate disqualification.
- The decision of the judge(s) shall be final and binding.
- The college will not provide soundtracks or instruments to participants.





MUSIC

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Round 1 (Elimination Round):-

- This is an online elimination round.
- The participants need to record and share a video of them singing any song of their choice.
- The duration of the video should be between 1-2 minutes.
- The recorded video should be clear, and the audio must be of good quality.
- Any kind of (AI enhancement, autotune etc.) editing in the audio or video will lead to direct disqualification.
- Background music is compulsory for all the recorded videos (you can either play an instrument or use a backing track).
- All the participants must save their video files on their Google Drive and share the link of the drive by 28th February 2025.
- Refer to the Zest '25 website for submission details.
- The Video should be of good quality (min. 480p).

Round 2 Offline Round:-

- This round will take place on the campus of St. Xavier's College Jaipur.
- Participants are required to sing a song of their choice.
- You can either play an instrument or use a backing track.
- The time limit for each performance is 3-4 min.
- The timer will start as soon as the participant takes the stage.
- Exceeding the time limit will result in a negative marking.

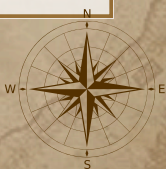
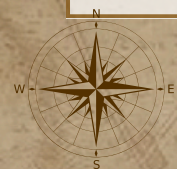
Judgment criteria:

1. Tone Quality
2. Rhythm
3. Intonation
4. Technique
5. Overall Presentation

MANAGERS

Rimjhim Agarwal- 9309066886

Aayushi Choudhary- 8440059834





MUSIC

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XAVIER'S HUSTLE (RAP BATTLE)

Xavier's Hustle is a battle of wits, skill, and confidence. Participants will engage in rhythms and rhymes, displaying a lyrical battle to showcase clever wordplay, punchlines, and superior flow. Zest '25 has set the stage; it's time to take up your mics and engage the audience with your words and flow!

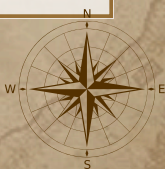
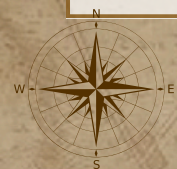
Rules and Regulations:

Round 1 -

- Rappers have to perform an original rap or a cover from another artist.
- Each rapper will get 3 minutes to perform their rap.
- Exceeding the time limit will result in negative marking.
- The use of background music is allowed. Participants must bring their tracks on a pen drive.
- Participants are allowed to beatbox in their performance.
- The rap could be Hindi, English, or Hindustani (a mix of Hindi or Urdu).
- Profanity during the performance will lead to direct disqualification.
- The decision of the judge(s) shall be final and binding.

Round 2 -

- Each competitor has to freestyle for 30-60 seconds.
- The final decision shall be solely at the discretion of the judge(s).
- Participants can beatbox.
- Use of any profanity will lead to direct disqualification.





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MUSIC

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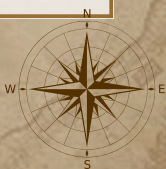
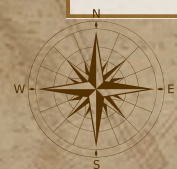
Judgement Criteria

- Originality
- Melody
- Technique
- Audience Engagement
- Lyrics

MANAGERS

Mohd. Yasir Qureshi- 8879427473

Subraanshu Pratap Singh- 7007674569





MUSIC

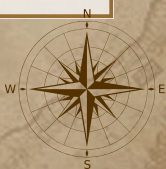
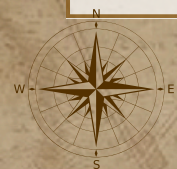
37

WAR OF DJS

The War of DJs is an electric, fast-paced event full of high stakes, where DJ skills and musical creativity collide. Whether it's the seamless transitions, innovative remixes, or raw energy of the crowd, the War of DJs is where the participants go head-to-head to showcase their skills in mixing, scratching, and live performance. Zest '25 brings to you an opportunity to push the boundaries of creativity and technical ability as each DJ competes to bring the crowd to life with their unique style, energy, and musical knowledge.

Rules and Regulations:

- This event is open to individual participants.
- No pre-recorded set will be permitted.
- No participants are permitted to bring their consoles.
- Participants will be given a total of 15 minutes, including the setup time.
- Exceeding the time limit will lead to a negative marking.
- Each participant is required to reach the venue an hour before the start of the event.
- Each participant is required to reach the backstage 20 minutes before their allotted time slot.
- The remix should not be copied. Any type of plagiarism will lead to disqualification.
- Foul language or inappropriate gestures will lead to disqualification.
- The decision of the judge(s) shall be final and binding.





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MUSIC

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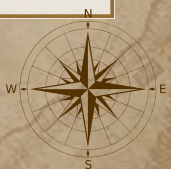
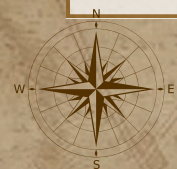
Judgement Criteria -

- Track Selection
- Progression
- Smoothness in Mixing
- Originality in Transitions
- Creativity

MANAGERS

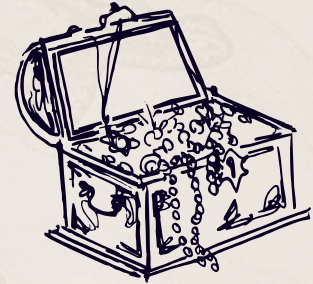
Koustubh Maheswari- 9119265950

Alvin Varghese- 6367762366





MISCELLANEOUS 39



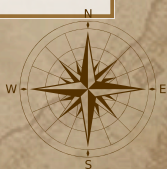
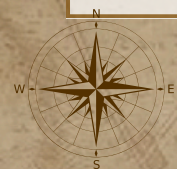
MR. & MS. ZEST

Unleash your charm, showcase your talents, and own the stage as Zest' 25 invites you to a celebration of individuality and flair! Mr. and Ms. Zest is your moment to shine—a spirited event that brings out the vibrant, dynamic, and confident personalities of its participants. With a focus on energy, enthusiasm, and self-expression, this event promises to be a dazzling showcase of passion and charisma.

Get ready to embrace the spotlight and let your zest for life take center stage!

General rules and regulations

- It is an offline event.
- Every round is an elimination round.
- Obscenity in any form is strictly prohibited, and participants shall be disqualified on account of derogatory behavior or the use of abusive language.
- Any remarks on religion, faith, and community are prohibited.
- The decision of the judge(s) shall be final and binding.
- Scores in the final round will be calculated by adding the scores given by the judges.
- Any obscenity in costumes, choice of songs or inappropriate use of gestures and body language during the performances or the interviews will lead to disqualification.





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Round 1: Group Discussion

(Total time- 45 mins)

- The participants will be informed about their respective venues and will be given the GD topics on the spot.
- The participants need to be present 30 minutes before the designated time.
- Failing to come to the Group Discussion during the allotted time slots will lead to immediate disqualification.
- The participants should strictly adhere to the time limit for their opening statement (1 minute) and rebuttal round (2 minutes). Exceeding the time limit will result in a negative marking.
- In the rebuttal round, the participants can raise various questions and arguments by raising their hands, and no counter-questions will be entertained.
- Participants can use both Hindi and English as a medium of communication.
- Results for candidates selected for round 2 will be announced on the same day.

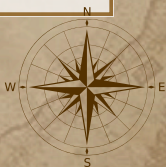
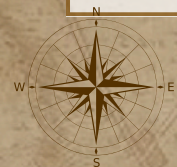
Round 2: Personal Interview

(Total time- 45 mins)

- Selected participants from round I will appear for a brief interview by the panellists.
- The interview duration for each candidate will be 3 minutes.

Judgment Criteria for Rounds 1 & 2:

1. Confidence
2. Spontaneity
3. Relevance
4. Persuasiveness
5. Clarity of Concept





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Round 3: Ramp Walk and Talent Round

- The selected candidates from the previous rounds will appear for this round.
- A time duration of 4 minutes will be allotted to each participant.
- Participants will have to perform a ramp walk in an outfit of their choice.
- Participants have to showcase a talent of their choice.
- Any obscenity in costumes or inappropriate use of gestures and body language during the walk will lead to disqualification.
- The Winners of this round will be declared Mr. and Ms. Zest '25 and Mr. and Ms. Best Dressed.
- Participants should bring their pen drive consisting of tracks and audio.

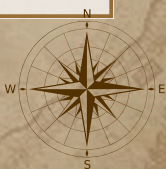
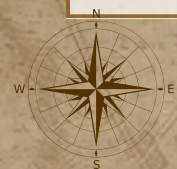
Judgment Criteria for Round 3:

1. Confidence
2. Walk
3. Costume
4. Skills

MANAGERS

Vanshika Sharma- 9571420503

Lyric G Mathew- 8209786635





MISCELLANEOUS 42

ZEST PREMIER LEAGUE

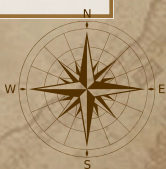
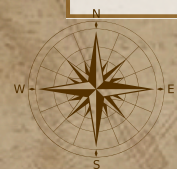
The thrill of cricket goes beyond the game; it's a legacy that unites fans worldwide. This year, we invite you to put your strategic skills to the test and build your dream team in the most exciting way possible! Get ready for the ultimate challenge as you bid for the finest bowlers and batsmen. If you have the vision to create a winning team, then Zest Premier League is the perfect stage for you. So, are you ready to make your winning bid?

General Rules:

- This is a team event. A total of 5 members are allowed per team.
- Cheating will lead to disqualification.
- Any bid placed after the auctioneer has counted down to 3 will be invalid.
- Once a bid is placed, it cannot be cancelled.
- Player ratings are determined by the organisers, factoring in elements such as batting, bowling, fielding, experience, and form. These ratings are final, and no objections will be entertained.
- During the auction, only the team leader is permitted to place bids.
- The auctioneer's decision regarding bids or the sale of players will be final.

ROUND 1: IPL Quiz

- The preliminary round will consist of a cricket quiz focused on IPL, conducted through a Google Form.
- Participants will have 10 minutes to complete the quiz.
- The top 10 teams with the highest scores will advance to Round 2.





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ROUND 2: Cricket Auction

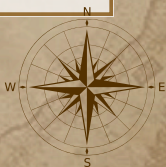
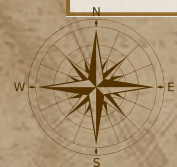
- Each team will receive a budget of 60 Cr to build their squad.
- Every player in the player pool will have a rating ranging from 1 to 100.
- Teams are required to form a squad of 11 players.
- The maximum number of overseas players allowed in a squad is 4.
- The base price for players will be:
- 2 Crores, 1 Crore, 50 Lakhs, and 20 Lakhs.

Bidding increments:

- For bids between 50 Lakhs to 2 Crores, the increment will be 10 Lakhs.
- For bids between 2 Crore and 5 Crore, the increment will be 30 Lakhs.
- For bids above 5 Crore, the increment will be 50 Lakhs.
- When placing your bid, be sure to call your franchise name along with the bid. For example, "2.5 Crores – MI" for Mumbai Indians.
- The first bid heard by the auctioneer will be considered.

Squad Requirements:

- Teams must have 11 players, including:
 - 4 Batsmen
 - 4 Bowlers
 - 2 All-rounders
 - 1 Wicketkeeper.





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- If your squad does not meet these requirements, you will be disqualified.
- Only the team captain is authorized to submit bids. If multiple submissions are made, only the first one will be accepted.

Scoring/Marking:

- The team score will be the average ratings of the 11 players.
- The stability of the lineup will also be considered, including the position of players (openers, middle-order batsmen, wicketkeeper, spinners, pacers), as well as the recent form of the players and the captain's leadership.
- Total Score= {Average rating of the 11 players + Overall Team Rating}

MANAGERS

Tanvesh Kumavat- 7300022107

Ronak Soni- 9983317221





MISCELLANEOUS 45

XAVIER'S SPLITSVILLE

Get ready for the ultimate mix of romance, drama, and competition! Xavier's Splitsvilla is back, bringing a whirlwind of emotions and intense battles as singles fight to find love and claim the title of the ultimate power couple. With mind-blowing twists, heart-racing challenges, and sizzling chemistry, the stakes are higher than ever. Who will stay in the game? Who will get caught in the drama? Tune in for a rollercoaster ride of thrills, alliances, and heartbreak in this season of Xavier's Splitsvilla!

Rules and Regulations:

- This event will have three rounds:

Round 1: Introduction Round

Round 2: Compatibility

Round 3: Task Round

- Replacement of any participant(pair) is not allowed after the allotment.
- The decision of the judge(s) shall be final and binding.
- All the rounds will be elimination rounds.
- A pair of spare clothes and comfortable clothing are recommended for the final task. Any kind of violation or misbehaviour will result in immediate disqualification.
- Every participant has to send a portfolio after registering for the event on the email ID provided by the event organiser. Send your portfolio by 25th February 2025.
- Participants will be shortlisted based on their portfolios.





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- There will be 20 participants (10 boys & 10 girls) in Round 1.
- Refer to the Zest '25 website for submission details.
- Further details for all the rounds will be specified to the participants on the same day of the event.

MANAGERS

Vrinda Chaturvedi- 9829954104

Shreeja Seth- 9828014358



THOMPSONS



MISCELLANEOUS 47

FINDERS KEEPERS (TREASURE HUNT)

The Treasure Hunt is an exciting, adventure-filled event where participants work in teams to follow clues, solve puzzles, and complete challenges to find a hidden treasure. The event is designed to test the participants' problem-solving skills, teamwork, creativity, and physical agility, all while having fun and exploring new locations.

Set in an outdoor or indoor venue, the Treasure Hunt typically spans various locations, with each clue leading to the next, guiding participants closer to the ultimate prize. The event encourages participants to think critically, collaborate effectively, and use their surroundings to their advantage as they race against the clock and other teams.

Rules and Regulations:

- This is a team event. Number of participants per team is 4-5. In case of individual registrations, the organisers will form teams of such participants' on-spot.
- There will be a total of 2 rounds:
 - Round 1: Quiz Round
 - Round 2: Clue Round
- Each round will be an elimination round.
- Use of mobile phones and the internet are not allowed during any of the rounds.
- Cheating, Violence, Disrespect, and Non-Compliance with the rules will lead to the disqualification of the entire team.
- The decision of the organisers shall be final and binding.





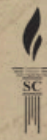
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MISCELLANEOUS 48

- Participants are requested to arrive at the venue 15 minutes before the commencement of the event.
- Further details of each round will be provided on the spot.

MANAGERS

Shreya Sharma- 9799905332

Ayushi Choudhary- 8440059834





MISCELLANEOUS 49

ZAIKA (XAVIER'S MASTER CHEF)

Zaika is a thrilling culinary competition where participants showcase their cooking skills, creativity, and time management in a series of cooking tasks. The event emphasizes skill, presentation, taste, and originality, with judges evaluating each dish on flavour, technique, and innovation. Zest '25 invites culinary enthusiasts to join this battle of creativity and skill, where you need to work under pressure, manage ingredients effectively, and demonstrate mastery in both traditional and contemporary cooking techniques.

Rules and Regulations -

- **Both individual as well as group entries are allowed.**
- **A team can have a maximum of 3 participants.**
- **Only vegetarian food is permitted.**
- **Pre-cooked items like beans, rice, canned food, etc., are not allowed.**
- **Pre-made sauces, dips, and chutneys are allowed.**
- **Items brought by the teams would be evaluated by the organisers, and their decision would be final.**
- **Participants must report at the venue 30 minutes before the commencement of the event.**
- **It is mandatory for all the participants to wear gloves, aprons, and caps.**
- **Participants are required to bring their own disposables.**





MISCELLANEOUS 50

Round 1 :

- This round will be an elimination round.
- Participants are required to wear blindfolds during this round.
- The primary goal of the participant in this round is to accurately identify the presented ingredient.
- Incorrect answer will lead to elimination.
- There will also be a surprise on-spot game.

Round 2 :

- The participants will have to create a fusion dish using the previously identified ingredient in Round 1 and showcasing their culinary skills.
- Participants will get 50 minutes for preparation and 10 minutes for presentation.

Judgement Criteria:

- Taste
- Fusion
- Use of the allotted ingredient
- Plating

MANAGERS

Kumari Saya- 7986646454

Nikhil Sharma- 8386981682





MISCELLANEOUS 51

REELSCAPE (REEL MAKING)

Step into the spotlight with Reelscape at Zest '25, where creativity meets competition! This is a call for all content creators to grab your cameras, let your ideas flow, and craft a reel that speaks volumes. From editing magic to unique storytelling, unleash your skills and create a mini-masterpiece that embodies the vibe of Zest!

Are you ready to take your reel game to the next level?

Rules and Regulations:

- This is an offline event.
- The event will consist of two rounds.
- The minimum duration for each reel is 30 seconds, and the maximum duration is 60 seconds.
- The video quality must be 4K.
- The reel should be aesthetically engaging and visually appealing.
- Submissions must be in MP4 file format.
- The reels selected for the second round will be featured on Zest's official Instagram page.
- Any form of obscenity or foul language will result in disqualification.
- Using fake likes or shares will lead to immediate disqualification.
- Refer to the Zest '25 website for submission details.

Round 1:

- Entries must be mailed by 28th February 2025.





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- The guidelines and details for all the rounds will be specified to the participants on the same day of the event.

Round 2:

- Participants selected for this round will be grouped into teams.
- The task is to create a reel showcasing the college campus.
- Filming of fest activities and events is permitted.
- The final edited reel must be submitted by 10 PM on Day 1, i.e., 3 march 2025.
- Any interference with the ongoing event will result in disqualification.

Judgment Criteria:

- Quality of edits and transitions
- Shot selection
- Composition
- Engagement (likes & shares)

MANAGERS

Kumari Saya- 7986646454

Koustubh Maheshwari- 9119265950





MISCELLANEOUS 53

LEAGUE OF FUN

Gear up for an exhilarating experience as Zest '25 presents League of Fun—a thrilling celebration of teamwork, wit, and unfiltered fun! This is your chance to dive into a world of laughter and camaraderie with exciting games like Charades and Lemon Spoon Race.

Bring your competitive spirit, quick thinking, and boundless energy to the table because this event promises action-packed moments, unforgettable memories, and a whole lot of zest!

Rally your friends, embrace the challenge, and let the games begin!

Rules and Regulations:

- **Participants must register in teams of 3-5 members.**
- **All team members must be present at the venue during their assigned time.**
- **Teams must follow the instructions provided by the organisers.**
- **Any disruption or violation to the spirit of fair play will result in disqualification.**
- **Each game will have its own set of rules explained before it begins.**
- **Teams must adhere to these specific rules to earn points.**
- **Points will be awarded based on performance in each game.**
- **The decision of the organisers shall be final and binding.**
- **All participants must be respectful towards the organisers, fellow participants, and the audience.**
- **Inappropriate behaviour will lead to immediate disqualification.**





MISCELLANEOUS 54

Round 1: The Musical Trivia [Elimination Round]

- This round will be played in a Team of 3-5 members.
- It will have multiple choice, open-ended, and audio clip questions.
- Teams would answer within 30 seconds.
- The team with the lowest score is eliminated. The remaining teams will qualify for round 2.

Round 2: Lemon Spoon Race

- Each team will send one representative to race while balancing a lemon on a spoon.
- The representative must race to a designated point and return back without dropping the lemon.
- Once they return, they will pass the spoon to the next player.
- The first team to finish the race wins.
- If the lemon falls, the player must return to the starting point and try again.
- Top Teams will qualify for the Round 3.

Round 3: Charades – The Acting Challenge

- Each team will send one representative to act out a word or phrase without speaking while their teammates guess.
- The representative will have 2 minutes to act out as many words or phrases as possible.
- No talking, pointing, or using letters—just gestures and acting!
- The last team standing wins.

MANAGERS

Eshita Jayadevan- 7073283096

Sharvi Saxena- 9166710668





MISCELLANEOUS 55

ROADIES

Roadies is an adrenaline-pumping, team-based adventure event that challenges participants physically, mentally, and strategically. Participants will be divided into teams and will embark on a series of tough, real-world challenges that will test their endurance, creativity, and teamwork.

Zest'25 invites adventure junkies to be a part of an electrifying event where the participants get to demonstrate strength, agility, quick thinking, and excellent communication skills to survive and thrive in the dynamic challenges of Roadies. The event promotes camaraderie, resilience, and teamwork, encouraging participants to push themselves while fostering healthy competition.

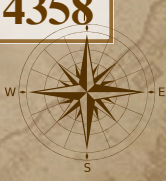
Rules and Regulations:

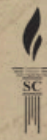
- This event will have two rounds:
 - Round 1: Personal Interview
 - Round 2: Task Round
- The decision of the judge(s) shall be final and binding.
- All the rounds will be elimination rounds.
- Participants are recommended to keep a pair of spare clothes and be dressed in comfortable clothing for the final task round.
- Any kind of violation or misbehaviour will result in immediate disqualification.
- Refer to the Zest '25 website for submission details.
- Participants have to bring their CV (2 hard copies) for the first round, i.e., the personal interview.
- The guidelines and details for all the rounds will be specified to the participants on the same day of the event.

MANAGERS

Vanya Gupta- 9571010540

Manya Premani- 9828014358





SPORTS

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CHESS

Tournament Structure

- The tournament will follow a Swiss System or Knockout format, depending on the number of participants.
- The number of rounds will be determined based on the total number of players. Each round will consist of one game.
- Rapid Chess: 10 minutes per player (plus any increments).
- Blitz Chess: 3 minutes per player (plus any increments)

Tournament Rules

- All games will be played under the official FIDE Laws of Chess, except where otherwise stated in this rulebook.
- Players must compete with integrity. Cheating, use of external assistance, or unsporting behaviour will result in immediate disqualification.
- Players who fail to arrive at the designated board within 10 minutes after the scheduled start time will forfeit the match.
- A player can offer a draw to the opponent at any point of time in the game. The game shall also result in a draw in the case of threefold repetition. The arbiter may also declare a draw in cases such as insufficient mating material or stalemate.





SPORTS

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- **Players may resign from the game at any time.**
- **If a player makes an illegal move, the opponent has to inform the arbiter. If the player makes another illegal move, the opponent should call the arbiter and claim the game as a victory.**

Time Control

- **Each player has a set amount of time (e.g., 10 minutes) to make all their moves in the game. Players have to click the timer with the hand with which the move was made.**
- **If a player's time runs out, they lose the game unless the opponent does not have enough material to checkmate.**
- **If specified, time increments may be added after each move (e.g., +5 seconds per move).**

Disqualification

- **Any violation of the rules may result in immediate disqualification from the tournament.**
- **Players exhibiting unsporting conduct, such as attempting to cheat or being disrespectful to others, may be removed from the event entirely.**

MANAGERS

Parul Choudhary- 8529276766

Madhav Khandelwal- 7737052296





SPORTS

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BADMINTON

Toss

- The rules of badminton state that a toss shall be conducted before a game starts. If you win, you can choose between serving first or starting play at either end of the court. Your opponent can then exercise the remaining choice.

Scoring system

- The rules of badminton state that a badminton match shall consist of the best of 3 games. In doubles and men's singles, the first side to score 15 points wins the game. In women's singles, the first side to score 11 points wins the game.
- If the score becomes 14- all, the side that first scored 14 shall exercise the choice to continue the game to 15 points or to 'set' the game to 17 points.
- The side winning a game serves first in the next game. Only the serving side can add a point to its score.

Change of ends

- The rules of badminton state that you have to change ends with your opponent after finishing the first game.
- If a third game was to be played, you should change ends when the leading score reaches 6 in a game of 11 points or 8 in a game of 15 points.





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Scoring and serving

- You score a point and serve again from the alternate service court when your opponent makes a 'fault,' or the shuttle ceases to be in play because it touches the surface of your opponent's side of the court.
- No points will be scored when you make a 'fault' or the shuttles cease to be in play because they touch the surface of your side of the court. The serving right will then be transferred to your opponent.

Doubles

- At the start of the game, and each time a side gains the right to serve, the service shall be delivered from the right service court. Only your opponent standing diagonally opposite of you shall return the service.
- Should your opponent's partner touch or hit the shuttle, it shall be a 'fault,' and your side scores a point.

Order of play and position on the court

- After the service is returned, either you or your partner may hit the shuttle from any position on your side of the net. Then, either player from the opposing side may do the same, and so on, until the shuttle ceases to be in play.





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Scoring and serving

- If you are serving or receiving first at the start of any game, you shall serve or receive in the right service court when your side or your opponent's side scores an even number of points.
- You shall serve from or receive in the left service court when your side or your opponent's side has scored an odd number of points.
- The reverse pattern shall apply to your partner.
- In any game, the right to serve passes consecutively from the initial server to the initial receiver, then to that initial receiver's partner, and then to the opponent who is due to serve from the right service court, then to that player's partner, and so on.
- You shall not serve out of turn, receive out of turn, or receive two consecutive services in the same game, except as provided in service court errors and 'lets.'

Service court errors

- A service court error has been made when a player has served out of turn, has served from the wrong service, or standing on the wrong service court while being prepared to receive the service and it has been delivered.
- If a service court error is discovered after the next service has been delivered, the error shall not be corrected. If a service court error is discovered before the next service is delivered, the following rules apply:
 - If both sides committed an error, it should be a 'let.' If one side committed the error and won the rally, it shall be a 'let.' If one side committed the error and lost the rally, the error shall not be corrected.





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- If there is a 'let' because of a service court error, the rally is replayed with the error corrected. If a service court error is not to be corrected, play in that game shall proceed without changing the player's new service courts.
- Faults
- The rules of badminton consider the following as faults:
- If the shuttle lands outside the boundaries of the court, passes through or under the net, fails to pass the net, touches the ceiling or side walls, touches the person or dress of a player, or touches any other object or person.
- If the initial point of contact with the shuttle is not on the striker's side of the net. (The striker may, however, follow the shuttle over the net with the racket in the course of a stroke.)
- If a player touches the net or its supports with a racket, person, or dress, invades an opponent's court over the net with a racket or person except as permitted.
- If a player invades an opponent's court under the net with a racket or person such that an opponent is obstructed or distracted or obstructs an opponent, that prevents an opponent from making a legal stroke where the shuttle is followed over the net.
- If a player deliberately distracts an opponent by any action, such as shouting or making gestures.
- If the shuttle is caught and held on the racket and then slung during the execution of a stroke.
- If the shuttle is hit twice in succession by the same player with two strokes.





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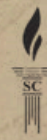
- If the shuttle is hit by a player and the player's partner successively touches a player's racket and continues towards the back of that player's court.
- If a player is guilty of flagrant, repeated, or persistent offences under the Law of Continuous Play, Misconduct, Penalties.
- If, on service, the shuttle is caught on the net and remains suspended on top, or, on service, after passing over the net, is caught in the net.

MANAGERS

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BOX FOOTBALL

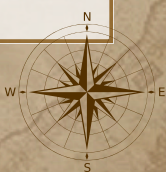
Welcome to the knockout football tournament! This thrilling competition will feature 10 teams competing in a high-pressure, elimination format where every match is a do-or-die battle.

General playing rules

- Goalkeeper distribution and area rules are as in 11 a side.
- The back pass rule applies – a free kick shall be awarded to the attacking team - 2 yards outside the penalty area.
- A goal can be scored directly from any kickoff.
- There are **NO OFFSIDES**.
- There are **NO HEAD HEIGHT** restrictions.
- For all other rules, the laws of Association Football will apply.

Players and Equipements

- A team can have a maximum of 8 players – 5 players, of which one must be a goalkeeper and 3 substitutes.
- All players must be 16 years and over.
- All players must wear the same colour shirts (except Goalkeeper). Bibs will be provided if needed.
- All Players are advised to wear calf socks.
- For footwear, players can use Molded boots or Astro turf trainers.
- Use of metal studs is strictly prohibited.





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Referees

- Please respect the referee, and remember the cause you are playing for.
- Dissent will not be tolerated.
- All refereeing decisions are final.

Duration of the match

- In an 8-2-8 minute football match, each half consists of two periods lasting 8 minutes each, separated by a halftime break.

Substitutes

- Unlimited substitutions are allowed as long as the referee is made aware of the changes.
- Substitutes must enter and leave the field of play at the referees' discretion.
- Substitutions can only be made when play has stopped.

Fouls and misconduct

- The referee will deal with all fouls and misconduct, which will be punished accordingly.
- Slide tackles are allowed within the laws of the game.
- Any free kick is direct, and the defending team must retreat at least 5 yards from the ball (where possible).

Discipline

- All caution details are reported to the coordinator at the end of each game.
- Verbal Warning





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- 1st offense, Yellow Card
- 2nd Yellow Card in a game = Red Card, i.e., the player will not be a part of the game anymore
- Straight Red Cards – Result in a 2-match suspension.

Penalty area

- Any player is allowed in the penalty area.
- Penalty kicks: Direct or One tip.

MANAGERS

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VOLLEYBALL

Welcome to the knockout volleyball tournament! This exciting event will see 16 teams face off in a high-stakes, elimination-style competition.

Number of Sets: 3

- The first two sets will be of 25 Points, and the third set will be of 15 points.
- A team can make a maximum of three consecutive touches.
- A player cannot hit the ball twice in succession except during a block.
- Players are not allowed to touch the net with any part of their body during play.
- Substitutions are allowed only during timeouts.
- Display of verbal or physical aggression, acts of violence, or tortious interference in results will lead to disqualification.

MANAGERS

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BASKETBALL

This thrilling event will feature 24 talented teams competing in an intense, fast-paced knockout format.

Court and Ball

- The game will be 3x3 on a half-court with one basket.
- A size 6 ball will be used for all matches.

Teams

- Each team shall consist of 4 players (3 players on the court and 1 substitute).

Game Play

- A coin flip shall determine which team gets the first possession.
- The team that wins the coin flip can either choose to benefit from the ball possession at the beginning of the game or the beginning of a potential overtime.
- The game must start with three players on the court.

Scoring

- Every successful shot inside the arc shall be awarded 1 point.
- Every successful shot behind the arc shall be awarded 2 points.
- Every successful free throw shall be awarded 1 point.

Playing time/Winner of a game

- The regular playing time will consist of a single 10-minute period.
- The clock will be stopped during dead ball situations and free throws.





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- The first team to score 21 points or more wins the game. (This rule applies to regular playing time only and not in a potential overtime).
- The clock will be restarted after the exchange of the ball is completed (as soon as it is in the offensive team's hands).
- If the score is tied at the end of playing time, extra time will be given.
- There will be a break of 1 minute before the overtime starts
- The first team to score 2 points in the overtime wins the game.
- The team that is not on the court at the scheduled starting time with 3 players ready to play will be forfeited.
- In case of a forfeit, the game score is marked with w-0 or 0-w. ("w" standing for win)
- A team shall lose by default if it leaves the court before the end of the game or all the players of the team are injured and/or disqualified.
- In case of a default situation, the winning team can choose to keep its score or have the game forfeited, while in either case, the defaulting team's score is set to 0.
- A team losing by default or a forfeit will be disqualified from the competition.

Fouls/Free throws

- A team will be in a penalty situation after it has committed 6 fouls.
- After a team has reached 9 team fouls, any subsequent foul will be considered technical.
- Fouls during the act of shooting inside the arc will be awarded 1 free throw, whilst fouls during the act of shooting behind the arc will be awarded 2 free throws.





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- Fouls during the act of shooting followed by a successful field goal shall be awarded 1 additional free throw.
- Team fouls 7, 8, and 9 will always be awarded with two free throws. The 10th and any subsequent team foul, as well as technical and unsportsmanlike fouls, will be always awarded with 2 free throws and ball possession.
- Stalling or failing to play actively (i.e., not attempting to score) shall be a violation.

Substitutions

- Substitutions can be done by any team when the ball becomes dead, before the check-ball.
- The substitute can enter the game after his teammate steps off the court and establishes physical contact with him.
- Substitutions can only take place behind the end line opposite the basket, and substitutions require no action from the referees or table officials.

Time-outs

- One 30-second time-out is granted to each team.
- A player can call the time-out in a dead ball situation.





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Disqualification

- A player committing two unethical fouls will be disqualified from the game as well as from the event.
- Independent, therefore, the organiser will disqualify the player(s) concerned from the event for acts of violence, verbal or physical aggression, or tortious interference with in-game results.

MANAGERS

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GULLY CRICKET

Format & Duration:

- The tournament will be played in a knockout format, with teams eliminated after losing a match.
- Each match consists of 5 overs per team.
- A maximum of 8 players per team is allowed. Teams may choose to play with fewer players if necessary. The minimum number of players is 5.

Equipment:

- All matches will be played with a green tennis ball.
- Teams must bring their own bats. Gully cricket setups may vary, but each team should ensure their equipment is suitable for play.

Batting:

- Each team will have 5 overs to bat.
- The standard modes of dismissals apply (bowled, caught, run out, etc.), except for any local rules agreed upon by the teams before the match.
- A player who is injured may retire but must return to bat at the position they were dismissed unless otherwise agreed.
- Players must not overrun the crease. Any overrun will be considered a no-ball, and 1 extra run will be given to the batting team.

Bowling:

- Each bowler can bowl a maximum of one over.
- Only underarm or overarm bowling will be permitted, as decided by the players. In any given over, only a single bouncer above the shoulders is permitted.
- Full tosses above the waist will result in a no-ball.
- Any ball deemed too wide will be called a wide and counted as one extra run, with the delivery being re-bowled.





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Fielding:

Number of Fielders: The team bowling may have a maximum of 7 fielders on the field at any given time (not counting the bowler).

Scoring:

- Players score runs by running between the wickets or by hitting the ball to the boundary.
- 4 runs are awarded if the ball crosses the boundary after touching the ground.
- 6 runs are awarded if the ball crosses the boundary without touching the ground.
- **Extras:** Extras, such as wides and no-balls, will be counted in the total score.

Tie Rules:

- If a match ends in a tie: In case both teams score the same runs after 5 overs, a super over will be played to determine the winner. Each team will get one over to score as many runs as possible.
- One bowler from each team will bowl 6 legal deliveries.

Disqualification:

- Teams or players can be disqualified for:
- Not adhering to the rules.
- Cheating, including the use of illegal equipment.
- Displaying unethical conduct- abusive language, aggressive behaviour.

MANAGERS

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