



ASBM TALENT FESTIVAL

8th and 9th December, 2017



Asian School of Business Management

About the Ignite

Ignite is Eastern India's largest business school cultural festival, started in the year 2012 as a business cum cultural festival and has since then evolved into a purely cultural one with a particular theme – 'Confluence of Ignited Minds'. From its humble beginning, Ignite has grown to a full-fledged cultural festival. Over the years it has witnessed increased participation from students across the length and breadth of the country to come and participate on 8th & 9th Dec, 2017. The curtains will rise again on the two-day spectacle of unparalleled excitement, nerve-wracking competitions and spot events and to top it all, inspiring performances from the students of various colleges and institutes. In a short span of just 5 years, Ignite has become one of the biggest and best cultural festivals. The USP of the event is 2 days of non-stop 'entertainment', it gives students a chance to engage in a wild and wacky weekend of revelries. The event features a gamut of cultural activities, ranging from choreographed dance displays and fashion parades to numerous exciting management game to tickle the wits of the best and the brightest who visit the campus. This year the fest completes 5 years of success and we promise you can Ignite bigger and better than ever before. The sky is the limit as we turn ASBM into a full-fledged carnival brimming with energy, enthusiasm and fun. Come, join us in this scintillating expedition and walk home with memorable moments and accolades.

1. FASHION SHOW

Rules

1. This is a group event in which maximum 2 groups can participate from the same institute. The size of the group should not be more than six.
2. The theme of the fashion show is Inter-cultural (participants are expected to ramp walk in pair, each representing the ethnic aura of a particular state. However, they are free to add on their own creative skills into the theme they choose to appear in).
3. The costume/props for the competition will be carried by the contestants.
4. On stage time for each participating team is limited to a maximum of 3 minutes.
5. Selection will be made on the basis of their creative skills in wardrobe selection, clothing construction, fashion interpretation and understanding of style, good grooming, poise and presentation.
6. Obscenity, vulgarity and wardrobe malfunction of any form will lead to termination of the participant from the event.

2. RANGOLI (For Girls Only)

Rules

1. A maximum of 2 students can participate as team.
2. Any number of teams can participate from the same institute.
3. The size of Rangoli Design Layout should not exceed 3 x 3 ft.
4. The participants will have to bring their own materials for Rangoli.
5. Colour powders are allowed.

3. SELFIE AND GROUPFIE

Rules

1. The photos clicked by the contestant should not be filterised before or after clicking.
2. Offensive gestures and postures should be avoided.
3. Winners (1 for selfie and 1 for groupfie) should be decided on the basis of the number of likes along with some judgmental parameters.
4. However, 80% preference will of course be given the total number of likes and 20% would be based on the parameters as decided by our judges.
5. The last date of submission of photos is 4th Dec 2017.

4. GRAFFITI

Rules

1. Each group should not have more than 3 participants belonging to the same institution.
2. The participants are requested to bring their own colours and other accessories indispensable for the successful execution of the concept. However, the Chart paper would be provided by the organizer.
3. This is not a mural. No walls or infrastructure should be used for painting. The Participants are therefore requested to draw their ideas and concepts on the chart paper provided to them.
4. The theme/concept would be given on the spot.
5. The Participants are also requested not to use any abusive words or images in their painting.
6. The time duration which would be allotted to the contestants is confined to 1 hr.
7. Judgment would be on the basis of concept, originality of the ideas executed, colour, lettering, and technique.

5. T-SHIRT PAINTING

Rules

1. A maximum of 2 participants per team, no limits on teams per college
2. Both members of the team must be from the same college.
3. Spot registration is allowed.
4. The event duration is 1.5 hours for designing plus 1 hour for drying.
5. Participants will have to bring white t-shirt, one set of 6 colour fabric paints, one paint brush, pencil, eraser, etc.
6. Decision of the judges will be final and binding.

6. COUNTER STRIKE

Rules

1. Maximum one team from one institute and the team comprises of 4 students.
2. Each map will be of 10 minutes.

3. Participating team has to go through two rounds, one is counter terrorist and another is terrorist.
4. The teams with total no of wins after two rounds will go to semi-final.
5. Semi-finals will have same process leaving two teams to compete in the finals.
6. There will be one winning team.
7. Decision of the judges will be final and binding.

7. VOICE OF IGNITE

Rules

1. Songs shall be in any Indian language.
2. If you want to bring your own accompaniment, you are free to do so. Please avoid a big orchestra, which may drown your singing and forfeit your merit.
3. You are free to sing unaccompanied.
4. The time limit for each participant will be 3 minutes.
5. Marks only for singing and not for accompaniment, in solo category. 6. Decision of the judges will be final and binding.

8. DANZA

Rules

1. In Solo Dance Competition, any number of participants from the same institute can participate
2. In Couple Dance Competition, any number of teams from the same institute can participate. The size of the group should not be more than 2.
3. The time limit for each performance in Solo will be 3 minutes and for each Group performance the time limit will be 5 minutes.
4. Sound track must be submitted in a CD and in MP3 format.
5. Points shall be awarded on the basis of theme, costumes, co-ordination, choreography and 'synchronization'.
6. Decision of Judges will be final and binding.

9. CORPORATE CHANAKYA

Rules

1. Teams must be composed of 3 teammates.

2. One team can participate from one Institute
3. Organisers will provide a case study on the spot.
4. Time duration of the competition is one hour.
5. Evaluation will be done on the basis of situation analysis, goals and objectives, strategies and tactics, and implementation.
6. Decision of Judges will be final and binding.

10 BUSINESS QUIZ

Rules

1. Only team entries are eligible.
2. A team shall consist of max two persons
3. The decision of the quiz-master will be final and will not be subjected to any change.
4. The participants shall not be allowed to use mobile or other electronic instruments.
5. The questions shall be in the form of multiple choice, True / False statement, Specific-answer question etc.
6. Audience shall not give any hints or clues to the competitors.
7. Replacement of any participant of a team is not allowed after registration

11. QFIESTA - THE QUIZ COMPETITION (for +2 Students)

Rules

1. Only team entries are eligible.
2. A team shall consist of max two persons

3. The decision of the quiz-master will be final and will not be subjected to any change.
4. The participants shall not be allowed to use mobile or other electronic instruments.
5. The questions shall be in the form of multiple choice, True / False statement, Specific-answer question etc.
6. Audience shall not give any hints or clues to the competitors.
7. Replacement of any participant of a team is not allowed after registration

12. ENGLISH DEBATE

Rules

1. It is an individual event and the medium should only be English.
2. The topic would be provided 15 mins before the competition.
3. Each participant will get a maximum of 5 mins time duration to present his/her viewpoints.
4. The arguments listed by the participants should be properly structured.
5. Strong, clear, and orderly presentation of persuasive arguments are encouraged.
6. Judging would be based on the basis of contains (Definitions, facts, statistics, sources, relevance of ideas) , delivery, public speaking skills, confidence, gestures, and voice.