



BAZM - E - RANG

Type: Play

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Team: 6-12 members (this includes cast and crew)

Rules and Procedure:

Round 1:

Each team will be required to perform a 16-20 minute play on one of the following prompts:

1. Power struggle (about historical/political events)
2. Myths and folklore
3. Hisaab Barabar
4. Doriyaan

Round 2:

Teams will be assigned a color the night before the first day of the event. For this round, they will be required to perform a 10-to-15-minute play for which they will be asked to analyze and interpret the color assigned to them and express that through their play. For example, red may be interpreted as passion, yellow for happiness, etc. Their analysis may include - but is not limited to - certain emotions, scenarios, settings, and personalities that they will portray in their performance.

- The teams will bring their own props and costumes (only tables and chairs will be provided by the management).
- Points will be deducted if teams go over time. Participants will be allotted 7 minutes to set the stage, after which the timer for their performance will begin.
- Each team must submit a list of props they will bring and a written document of the script they will perform to the category heads before the deadline for each round.
- Scripts should be original, free from plagiarism and explicit content/controversial jokes.
- Any team not following the criteria mentioned above will be disqualified immediately.

Judging Criteria:

1. Tonal variation (3 points)
2. Acting (5 points)
3. Execution (10 points)
4. Creativity/Originality (3 points)
5. Content (5 points)
6. Adoption of theme (4 points)