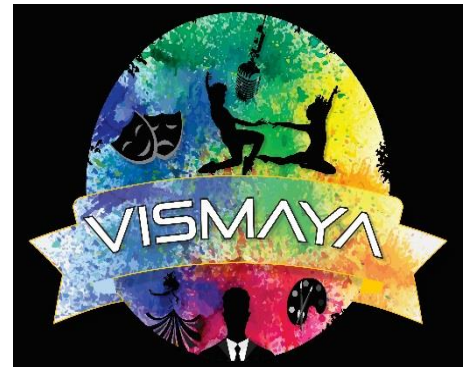




ALLIANCE
UNIVERSITY

*Private University established in Karnataka State by Act No. 34 of year 2010
Recognized by the University Grants Commission (UGC), New Delhi*



ROUND 2

NAME: Print Ads

TIME LIMIT/TEAM: 40 Minutes

DESCRIPTION:

- Each team needs to choose a product for which they would need to create an ad
- The ad needs to be created on the chart paper that would be provided

RULES AND REGULATIONS:

- The ads created need to fulfill all requirements – such as logo, caption, being descriptive, target customers and a colorful product design
- It is mandatory for each team to keep their advertisement as original as possible.
- There should be absolutely no resemblance with the existing companies or the said products.
- **Kindly note:** The team would only be provided with a chart paper. **They need to get their own stationery** for making their product designs more attractive
- The participants are expected to be dressed in formals.
- They are expected to be on time.
- No obscene behavior is allowed.
- Zero tolerance for vulgarity of language

NAME: HEADS UP

TIME LIMIT/TEAM: 90 seconds

DESCRIPTION:

- The team would play within their own team mates
- Each team would be given a maximum of 10 placards
- Each participant of the team would be given 2 placards.
- The participant who has the placard has to place it on his/her head.
- The remaining team-mates need to help the participant by giving him/her cues about the same thus helping them to know what is written on the placard.

RULES AND REGULATIONS:

- The participants are expected to be dressed in formals.
- They are expected to be on time.
- No obscene behavior is allowed.
- Zero tolerance for vulgarity of language
- Participants are not allowed to use the words that are written on the placard

NAME: JAM

TIME LIMIT/TEAM: 1 MIN.

DESCRIPTION:

- A topic will be given to the speaker on the spot to speak for 60 seconds
- The opponents could stop the speaker by slamming on the table and saying aloud “JAM (Just A Minute)”, only if the speaker is being repetitive, hesitant, or is deviating from the topic
- If the Jam Master agrees with the claim, the team who claimed JAM would score a point and the game would restart with the group who claimed JAM. The topic however would remain the same
But if the JAM master disagrees with the claim, the initial speaker would continue speaking on the same topic, and the group which claimed will lose a point

RULES AND REGULATIONS:

- All participants of the team need to participate and every participant would be given a chance to speak
- No arguments with the jam master will be entertained
- The JAM claimed by the opponent must be legit and justified, and verified by the Jam Master.
- The participants are expected to be dressed in formals.
- They are expected to be on time.
- No obscene behavior is allowed.
- Zero tolerance for vulgarity of words.

NAME: E- STOCK MARKET

TIME LIMIT/TEAM: 9am-3pm

DESCRIPTION:

- A webpage comprising of approximately 30 companies has been created
- The game would start at 9a.m.; the participant would be able to see the market price of the companies listed
- At the start of the game all the teams would have an equal opening balance.
- The teams would buy and sell shares of the listed companies according to the market fluctuations displayed
- Kindly note: Between 9am -3pm; every 15 mins a news would be flashed on the web page. The team needs to make the best use of the news uploaded.
- Depending on the news flashed, every 30 mins the market price would fluctuate
- At 3.00pm the game would end
- The team would be judged on the closing balance it possesses.

RULES AND REGULATIONS:

- The web page and the point of contact would be provided by Saturday, 11pm
- The participants are expected to participate on time
- No obscene behavior is allowed
- Zero tolerance for vulgarity of language