

PARIVARTAN 2026

4th & 5th November 2026 (Wednesday & Thursday)

Heritage to Horizon

Creative Arena

Non-Technical Events Rulebook

Creative Arena (Non-Technical Events) Colleges 4th Nov 2026

Creative Arena (Non-Technical Events for Schools for Class 10th onwards only) 4th and 5th Nov 2026

General Rules & Regulations to be Followed

1. Registration for the event is mandatory. Only registered participants/teams will be allowed to participate.
2. **Registration fee is Rs. 50 per participant** whether Individual event or team event for college students.
3. No registration fee for school students.
4. Participants must report at the designated venue within the reporting time communicated by the event coordinator.
5. Participants must carry a valid College/School ID Card and produce it whenever required by the organizers.
6. There is no specific dress code; however, participants are expected to wear decent and appropriate attire suitable for a college campus and the respective event.
7. Participants must maintain proper discipline, decorum and cleanliness throughout their stay on the campus and at the event venue.
8. Late entry to an event will not be entertained once the event has commenced. Participants are advised to report well in advance.
9. Participants must follow the specific rules, instructions and guidelines announced by the respective event coordinators.
10. The decision of the judges/event coordinators shall be final and binding in all matters related to the event.
11. The number of prizes may vary depending on the number of entries/participants in the respective event.
12. Certificates, trophies and cash prizes will be awarded to the winners, as applicable to the respective event.
13. E-Certificates will be provided to all participants.
14. The organizers reserve the right to modify the schedule, format, rules or conduct of an event, if required, in the interest of smooth and fair conduct of the event.

Creative Arena (Non-Technical Events for Schools)

Registration and participation are FREE for school students.

Class 10th onwards only

Day 2 – Thursday, 5th November 2026

1. Guess the Product (Individual)

A fun and interactive guessing game in which participants identify products through clues, visual hints, packaging, slogans or other prompts. The event tests observation, general awareness and quick thinking.

Rules:

- The event will consist of multiple rounds.
- Products may be shown through pictures, clues, slogans, sounds, packaging or other permitted formats.
- Participants must answer within the time limit announced for each question/round.
- Participants must answer independently and may not discuss answers with others.
- Mobile phones, internet searches, notes or outside assistance are not permitted.
- Points will be awarded for correct answers.
- A rapid-fire or tie-breaker round may be conducted in case of a tie.
- Use of mobile phones, smart watches, internet searches, notes or other external assistance is prohibited.

Judgement Criteria:

- Accuracy, Speed & Response Time, Observation & Product Awareness, Presence of Mind