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)

BizBattle – Business & Strategy Events

Price Is Right (Team of 2)

A fun business game in which teams compete to estimate or identify the correct price of products through engaging rounds. The event tests market awareness, estimation skills and quick decision-making.

Rules:

- Teams of 2 members.
- The event will consist of multiple product-pricing rounds.
- Products may include everyday-use items, lifestyle products, food items, gadgets or other categories selected by the organizers.
- Teams must submit their answers within the time announced for each round.
- Points will be awarded according to the closeness or correctness of the estimated price, as defined by the organizers.
- Use of mobile phones, internet searches, calculators or external assistance is not permitted unless specifically allowed.
- Team members may discuss answers only within their own team.
- In case of a tie, an additional pricing/tie-breaker round may be conducted.

Judgement Criteria:

- Accuracy of Estimation
- Business/Market Awareness
- Speed
- Team Coordination