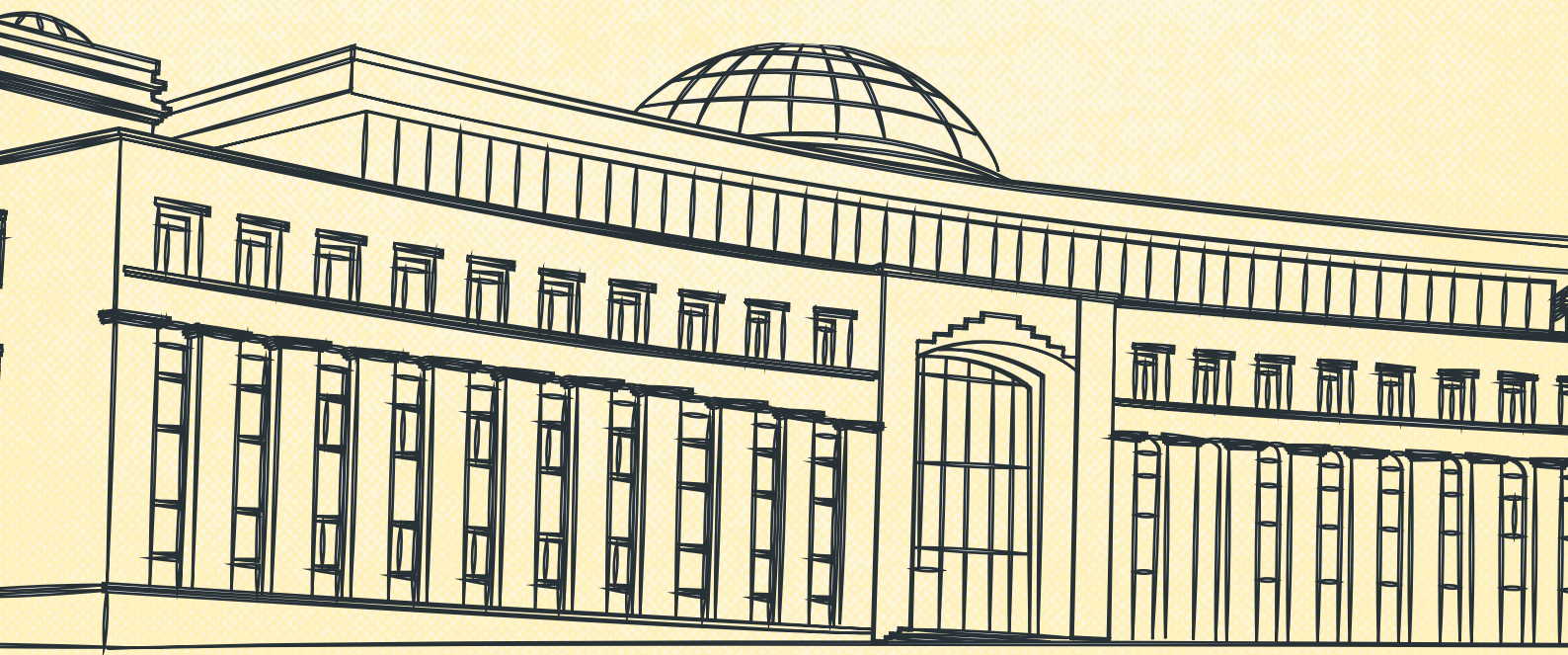


# **NUST OLYMPIAD 24**



**29<sup>TH</sup> FEBRUARY - 3<sup>RD</sup> MARCH**

# **PROPOSAL**





# INVITATION

## GREETINGS

It is our greatest pleasure to invite you to be a part of NUST's Olympiad 2024, our flagship event. The 5th rendition of the event is to be held from 29th February to 3rd March 2024 at the National University of Sciences and Technology H-12 Campus, Islamabad. The event serves to propagate the values of creativity, positivity, teamwork, and harmony among today's youth through successful organization of media, art, science, and sporting competitions.

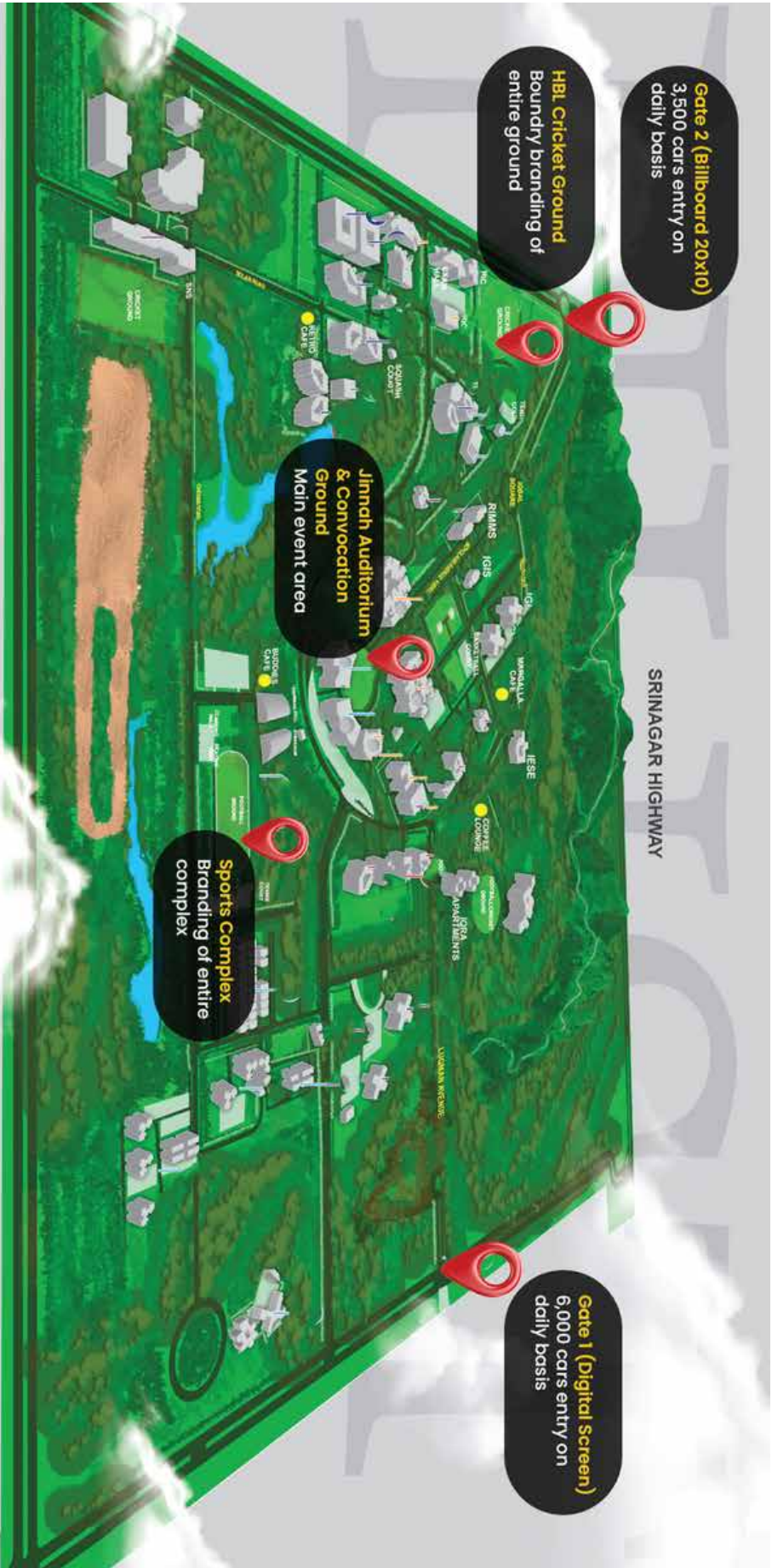
The event will be advertised and marketed to an audience of 16000+ individuals from NUST itself, and a diverse body of external students from over 500 different schools, colleges, universities and other educational institutes in various cities throughout Pakistan. Furthermore, the 700 acre scenic venue provides our participants to showcase their skills and talent. The key aspects of the event will be its Concert and Cultural Fest.

In the past, these events alone have garnered an audience reach of more than 3500 attendees. The highlight of the NUST Olympiad 2024 is its dedication towards awareness and fulfillment of social responsibility. With the achievement of United Nations Sustainable Development Goals incorporated in its vision, the event holds social reform and change at the core of its individual competitions. This not only provides our participants with an opportunity to associate and advance our message but also play a key role in promoting sustainability and development.





# BIRD'S EYE VIEW OF NUST



GATE 1



Jinnah Auditorium  
Capacity: 800  
100ft Screen



Sports Complex



NUST Cricket Ground

# ABOUT NUST OLYMPIAD

Starting in 2013, NUST Olympiad is an initiative to provide a constructive and competitive environment for the youth of today to indulge their energies, talents, and skills positively. It provides a diversified range of competitions pertained to fields including sports, media, art, and science in order to promote a healthy and productive mindset among the young generation.

Organized more than 40 competitions  
in past renditions



Team registrations from 400  
different Educational Institutions



Participation from all over  
Pakistan





# ABOUT NUST OLYMPIAD

NUST's most popular event



Over 58,000 followers on Facebook  
Over 4,200 followers on Instagram



Olympiad'19 garnered 3000+ participants



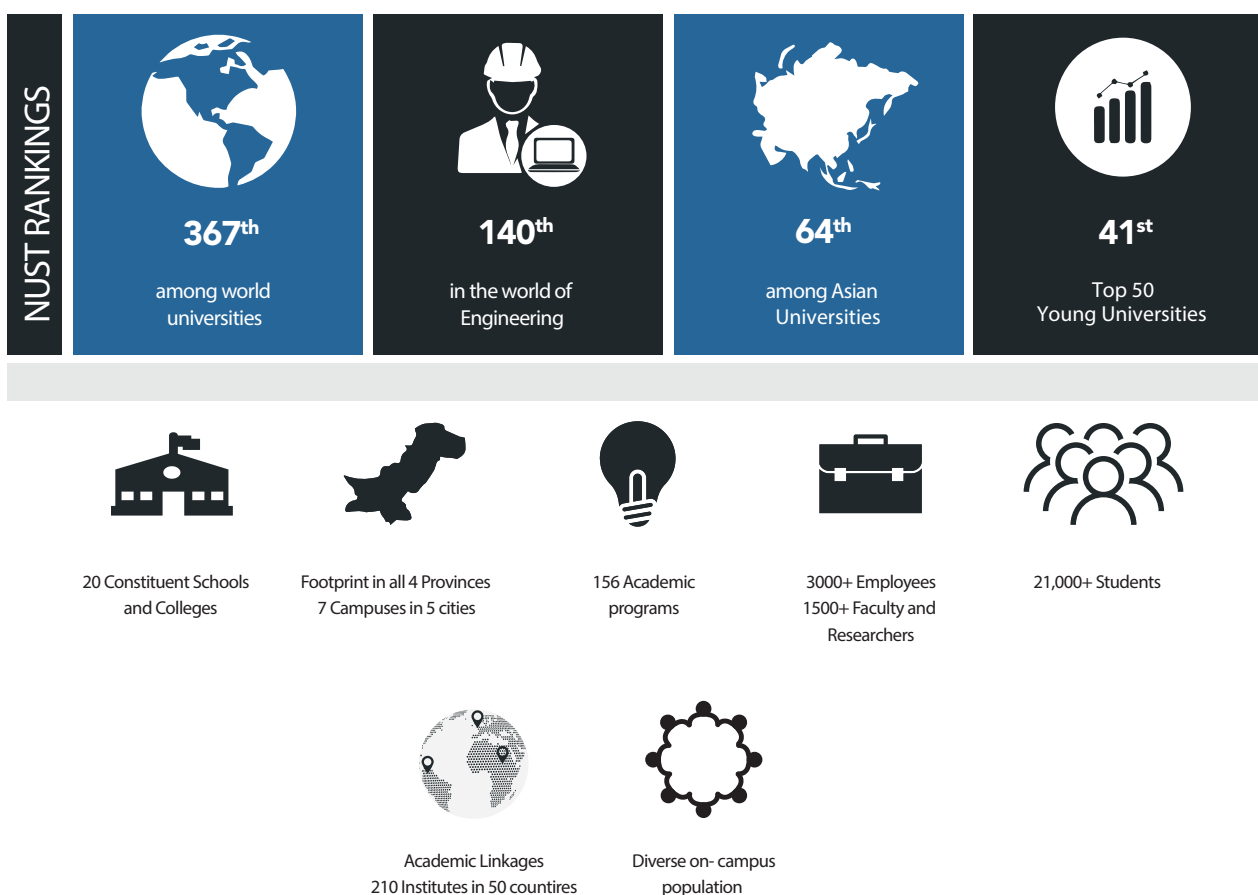
Olympiad'19 structured 3 massive Social Events





# ABOUT NUST

National University of Science and Technology features among world's elite institutions and is one of the most prestigious institutions of Pakistan. NUST has been ranked among the top 100 world universities aged under 50 and it is also a member of the international Quality Assurance networks. As per the HEC (Higher Education Commission), NUST has been ranked the top engineering university of Pakistan. It comprises of different campuses all over Pakistan, MCS & EME in Rawalpindi, MCE in Risalpur, all come under the umbrella of NUST. NUST has separate departments for each discipline.







# GATEWAY TO SOCIAL CHANGE

Encompassing 16 of UN's 17 Sustainable Development Goals, the NUST Olympiad aims to promote Inclusiveness within Society, Gender Diversity, Communal Harmony and Equality, and a Healthy Lifestyle among its vast sphere of influence. By creating an environment of development, it inculcates values of creativity, appreciation, respect, cooperation, and togetherness among its participants. While sports like football and cricket impart a unique blend of sportsman's spirit and teamwork, events like the NUST Youth Parliament encourage its participants to provide debated solutions to social issues.

The NUST Olympiad aims to minimize social indifference among youth by providing them with a set of activities where their energies can be utilized to further their own talents as well as spread positivity and reform in the society.







# CRICKET

Get ready to experience the ultimate cricket extravaganza at the Olympiad's cric-fest! It's your time to shine on that legendary 22-yard pitch and showcase your skills like never before. This event is all about honor, pride, and the thrill of competition. So gear up and get ready to conquer the cricket world!



## RULES AND REGULATIONS

Each team will consist of 11 players (9 playing + 2 reserves).

Each Inning will be of 6 overs.

The Over Limit would be 2-2-1-1.

Runs from overthrows would be counted.

Walkover would be given if the team does not arrive within 10 minutes of time conveyed.

Toss would be conducted by the organizing committee and all decisions made by the umpire would be final.

No runs of byes and leg byes.

Bowler with illegal action would not be allowed to bowl (Judgement would be made by umpire).

If the match ends in a tie, there would be a super over to decide the winner.

2 Bouncers allowed per over.

On the line would not be considered a wide.

Every type of no-ball would result in a free hit. All other standard cricket rules would apply.

Cricket teams should have proper team kits. Kit design must be unique and does not match to any other team.

Sportsmanship and respect are at the core of NUST Olympiad. Fighting is incompatible with these values, and teams who ignore that and initiate a fight may face disqualification.

## Registration Price:

Cricket (Male)	PKR 4,000
Cricket (Female)	PKR 3,000

# ATHLETICS

## 200-metre race:

The 200-metre race is like a fast run around half of a running track. Runners use starting blocks to start quickly, and they need to be both fast and have enough energy to finish the race around the curve. First to cross the line wins.



## Relay race:

In a relay race, a team of four runners each takes turns running a segment of the track. The first runner passes a baton to the second, and so on. Teamwork is crucial, as fast and smooth baton exchanges help the team cover the total distance quickly. The relay race is a thrilling event that highlights cooperation and speed in track and field.

## RULES AND REGULATIONS

Start of the race:

All sprinters must line up to the starting line.

All sprinters must take their starting positions (one knee touching the ground, other knee bent, entire body weight on their two hands) on the first whistle/gun.

On the second whistle/gun, the sprinters must begin their race.

## Terms defined and penalties:

False start: when the sprinters begin their race on the wrong whistle/gun cue or, before the cue.

Penalty for first false start: warning.

Penalty for second false start: disqualification.

Lanes: sprinters must remain in their own designated lanes.

Penalty for shifting lanes: immediate disqualification.

Race completion: the win will only be accounted for when the sprinter crosses the finishing line.

Referee's call will be counted as the final decision.

Proper sports attire including running shoes is necessary to be able to participate in the races.

## Registration Price:

200m Race (Male)	PKR 700
200m Race (Female)	PKR 700
4x100 m Relay Race (Male)	PKR 2,000
4x100 m Relay Race (Female)	PKR 2,000



# BASKETBALL

The NUST Olympiad'24 is set to host a sensational basketball showdown that promises an unparalleled experience for passionate sports enthusiasts. With top-tier courts and a high-stakes atmosphere, this event is not for the faint-hearted. The invitation is extended to all hoop enthusiasts to showcase their mettle, skill, and determination on the court. Every shot and dribble will be a memorable moment, making this basketball spectacle a true test of athletic prowess. The stage is set for an electrifying competition where participants are urged to get their heads in the game and let the basketball fever take over for a lifetime experience.



## RULES AND REGULATIONS

- All matches will be played as per FIBA rules and regulations
- Teams must have a minimum of 5 players and a maximum of 10 players(5 subs)
- A team member is entitled to play when his name has been entered on the score sheet before the beginning of the game and as long as he has not been disqualified.
- The game shall consist of 4 quarters of 10 minutes each.
- If a team commits 4 fouls in a single quarter, every additional foul will result in awarding of two free throws to the opposing team for the duration of the quarter.
- Any misconduct will result in disqualification
- Management decisions will be final.
- Players are not allowed to wear any jewellery or accessories which may result in an injury.
- A walkover will be awarded to the opposing team in case the team is not present within 10 minutes of the scheduled time for the match.
- If the score is tied at the end of the 4th quarter, the game shall continue with as many overtimes of 5-minute duration each to break the tie.
- All participating teams are required to adhere to the stipulated dress code by wearing appropriate and standardized kits.
- A technical foul will be awarded in case of:
  - a. Disregard of warnings given by officials.
  - b. Using language or gestures likely to offend or incite the players or spectators
  - c. Baiting and taunting an opponent.
  - d. Obstructing the vision of an opponent by waving/placing his hand(s) near his eyes.

## Registration Price:

Basketball (Male)	PKR 4,000
Basketball (Female)	PKR 3,000



# FUTSAL

Join us for an electrifying futsal tournament filled with intense competition and camaraderie! The Olympiad beckons all passionate players and enthusiasts to showcase their skills in a thrilling sporting event. Don't miss the chance to be part of the action and create lasting memories on the futsal field. Save the dates and get ready for a dynamic tournament experience!



## RULES AND REGULATIONS

- Each team can have a maximum of 8 players
- Each team starts with 4 outfield players and a goalie
- No limit to the number of substitutions a team can make
- Substitutions will be made without stopping the game (rolling substitution)
- Two halves lasting 15 minutes each, with a 5-minute break for half-time
- The clock stops whenever the ball goes out of play or there is a break in play
- The clock only starts again when play resumes
- Fouls are penalized by a free kick direct/indirect or a penalty kick as the referee finds suitable
- A delay in taking a free kick/ kick in will result in a warning from the referee and if after the warning there is still a delay the ball will be awarded to the other team.
- Fouls can be sanctioned with a yellow or red card, as the referee finds suitable
- If a player is shown a red card his team will have to play without him for 4 minutes. His team will be playing with 4 on-field players excluding him. After the 4-minute duration, the team's coach can substitute any player he wishes for the remaining time except for the one who got the red card.
- Arguments with the referee will lead to a yellow card and a Red card successively
- All teams are required to either wear a kit or similar color shirts to avoid confusion on the field.
- A Red card or yellow card will not be carried forward to the next game.

## Registration Price:

Futsal (Male)	PKR 4,000
Futsal (Female)	PKR 3,000



# VOLLEYBALL

Feel the adrenaline surge as players soar through the air, throwing powerful spikes that send the ball hurtling towards victory. The court echoes with the rhythmic thuds of teammates synchronizing their moves, creating a symphony of athleticism. In this dynamic dance, precision meets power, and every dive is a declaration of determination. Get ready for the high-flying, heart-pounding excitement of volleyball!



- 3-set matches - 2 sets of 25 points and the third set of 20 points
- A team of 6 starting players with 4 substitutes are allowed to play.
- Maximum of three hits per side
- Player may not hit the ball twice in succession (a block is not considered a hit)
- A ball hitting a boundary line is "IN"
- A ball is "out" if it hits: the floor completely outside the court, the referee stand or pole, the ceiling above a non-playable area
- It is legal to contact the ball with any part of a player's body once
- It is illegal to catch, hold, or throw the ball
- If two or more players contact the ball at the same time, it is considered one play and either player involved may make the next contact (provided the next contact isn't the teams 4th hit)
- Any player can block or attack or serve

## SUBSTITUTION RULES

- There will be a maximum of 4 substitute players.
- Substitutes can replace players of the starting line-up unlimited times per set
- Substitutes must stand in the official substitution zone just outside the court
- Players can re-join the game at any position
- Before a substitution can go ahead, the referee has to give authorization on it

## SCORING RULES

- A fixed point scoring will be used instead of rotation
- There will be a point scored on every score of the ball
- Offense will score on a defense miss or out of bound hit
- Defense will score on an offensive miss, out of bounds hit, or serve into the net

## BASIC RULES VIOLATION

- The result of a violation is a point for the opponent.
- When serving, stepping on or across the service line as you make contact with the serve
- Failure to serve the ball over the net successfully
- Contacting the ball illegally (lifting, carrying, throwing, etc.)
- Touching the net with any part of the body while the ball is in play.
- Exception: If the ball is driven into the net with such force that it causes the net to contact an opposing player, no foul will be called, and the ball shall continue to be in play.
- When attacking a ball coming from the opponent's court, contacting the ball when reaching over the net is a violation if the ball hasn't yet broken the vertical plane of the net.
- Crossing the court centerline with any part of your body
- Final decision will be made by the referee and only team captains may approach the referee to discuss anything.
- If a player has already played one match in a team they cannot play for another team. If players are found violating this rule their team will be disqualified.
- Inability to arrive on match time will be treated as a walkover and match points would be awarded to the opponent team.
- Any form of aggression amongst the players or with the referee will result in immediate disqualification of the team.

## Registration Price:

Volleyball (Male)	PKR 3,000
Volleyball (Female)	PKR 3,000



# SQUASH

You have to go ballistic with this game here. Come along as NUST Olympiad gives you the chance to Squash your opponents and smash your way to victory. High-speed volleys, heatproof limbs, and eyes fixed on the prize. Like the ball, keep your sportsmanship in line and you're good to go. Plus you get free bragging rights to call yourself King of the Court. You have the racquet, time to show your skill with it.



## RULES AND REGULATIONS

Each match would consist of three games comprising of 11 points each, and the winner would be selected from the best two out of three games.

The final match would consist of five games comprising of 11 points each and the winner would be selected with best three out of five games.

Before every match, a toss would be made deciding the first server, and the winner of the previous point would continue to serve for the next.

The scoring and `LET` decisions are to be done by the referee present, and their decision must be respected by the players

Any attempt on cheating or foul play may result in disqualification of the player.

Any hassle with the referee or use of extremely offensive and foul language may lead to the disqualification of the player.

Only the people registered can participate in the event and no one should be sent in their place to replace them. If caught in such an act, the player may be disqualified.

The players are requested to come half an hour earlier before their match. If the players do not show up on time, their opponents may get a `walkover` and proceed further ahead.

The tournament would be played on an elimination basis where losing a match would lead to elimination from the tournament.

The players are requested to bring their own squash rackets for their match, as they might not be available at the venue.

The matches would be played at Nust Squash Courts.

## Registration Price:

Squash (Male)	PKR 1,000
Squash (Female)	PKR 1,000



# HANDBALL

Get ready for the electrifying handball tournament at NUST Olympiad'24 – a test of agility, teamwork, and determination. With top-notch courts and a high-stakes atmosphere, we invite all handball enthusiasts to showcase their skills. Every throw and strategic move will be pivotal in this intense competition. The stage is set for a thrilling showdown – embrace the handball fever and let the games begin!



## RULES AND REGULATIONS

A match consists of two periods of 15 minutes each.

Each team consists of 6 players; including a goalkeeper. While extra 3 players will be the subs.

On -field players can touch the ball with any part of their body that is above the knee. Anything below the knee will be considered as a foul.

Once a player receives possession, they can pass, hold possession or shoot.

When a player holds possession, they can dribble. Or take three steps for up to three seconds without dribbling.

Only the goalkeeper is allowed to come into contact with the floor inside the goal area (Both attackers and defenders cannot enter the goal crease).

Goalkeepers are allowed out of the goal area but must not retain possession if they are outside the goal area.

Yellow or Red card can be given to the players who commit foul or misbehave.

Red card means the elimination of a particular player from the game.

Winner will be decided on the basis of maximum goals scored by the team.

A team cannot keep possession of the ball without attempting to attack.

Players are not permitted to pull, hit or punch the ball out of the hands of an opponent.

A throw-in is awarded when the ball goes out of bounds and the thrower must place one foot on the sideline to execute the throw.

## Registration Price:

Handball (Male)	PKR 2,000
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# NETBALL

Netball is a fast-paced and dynamic team sport. It involves two teams, each consisting of seven players, aiming to either maintain or acquire possession of the ball. The team in possession, through running, jumping, throwing, and catching attempts to move the ball into its goal circle, where goals can be scored. The opposing team employs defensive tactics to thwart these attempts and regain possession. The ultimate objective is for a team to secure more goals than the opposing side.



## RULES AND REGULATIONS

### Rules and Regulations:

All matches will be played as per World Netball rules and regulations.

The matches will be played on natural grass.

Teams must have a minimum of 7 players and a maximum of 10 players (3 subs)

Substitutions may be made during stoppages and intervals, but play will not be stopped for substitutions.

A team member is entitled to play when their name has been entered on the score sheet before the beginning of the game and as long as they has not been disqualified.

The game shall consist of 4 quarters of 10 minutes each.

Players and coaches must not argue or challenge any calls by the referee or management as their decisions will be final.

Any misconduct will result in disqualification.

Players should wear proper shoes and sports kit. Players are not allowed to wear anything that may endanger them or other players.

A walkover will be awarded to the opposing team in case the team is not present within 10 minutes of the scheduled time for the match.

A foul will be awarded in case of:

- a. Disregard of warnings given by officials.
- b. Using language or gestures likely to offend or incite the players or spectators.
- c. Baiting and taunting an opponent.
- d. Obstructing the vision of an opponent by waving/placing hand(s) near their eyes.
- e. Snatching the ball from another player.

## Registration Price:

Netball (Female)	PKR 2,000
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# TENNIS

Passionate about lawn tennis? ROGER that. Join us, for we at NUST Olympiad look forward to see you demonstrate your athletic skills and evince who rules the court. It takes a lot guts and concentration to beat the competition bask in the glory of victory. Think you're the next Federer? Grab your racquet and prove it to everyone.



## RULES AND REGULATIONS

All matches would adhere to the standard international rules unless specified otherwise. All matches would be single set, with a 3-5 minute break after every three games, and sides would be changed during this break.

In the case of both players having 6 games each, Tie-Breaker would be observed for which standard rules will be followed. II. Code of conduct:

All basic human decency to be observed.

Arguments/indecency with umpires, officials, administrative authorities, management, ground staff and other players will result in a code violation.

Abusive/indecent use of language will result in a code violation

Aggressive gestures, on and off the courts, that may result in damage to the courts or injuries to any individual will result in immediate disqualification on recommendation by the concerned authorities.

Code violation:

First code violation will result in a lost game.

Second code violation will result in a disqualification.

Late arrivals: All players are advised to reach the venue 5-10 minutes prior to the start of the match, failure in doing such will result in:

2 games lost until 15 minutes from the scheduled start of the match.

Walkover given to the opponent afterwards.

## Registration Price:

Tennis-Single (Male)	PKR 1,200
Tennis-Single (Female)	PKR 1,200



# BADMINTON

In the world of badminton, where speed and smarts come together, aspiring champs follow a tough journey. The game needs quick thinking and precise moves. To climb the ranks, players put in a ton of practice, honing their skills to become highly proficient. But winning at the Olympiad? That takes something extra—special talent, tons of practice, and the mental strength to shine brighter than the rest. Being a badminton champ at the Olympiad is about more than just playing well; it's about having something truly outstanding that makes you the best out there.



## RULES AND REGULATIONS

A match consists of the best of 3 games of 21 points.

Every time there is a serve – there is a point scored.

The side winning a rally adds a point to its score.

At 20 all, the side which gains a 2 point lead first, wins that game.

At 29 all, the side scoring the 30th point, wins that game.

The side winning a game serves first in the next game. Interval and Change of Ends

When the leading score reaches 11 points, players have a 60 second interval.

A 2 minute interval between each game is allowed.

In the third game, players change ends when the leading score reaches 11 points.

At the beginning of the game (0-0) and when the server's score is even, the server serves from the right service court. When the server's score is odd, the server serves from the left service court.

If the server wins a rally, the server scores a point and then serves again from the alternate service court.

If the receiver wins a rally, the receiver scores a point and becomes the new server.

They serve from the appropriate service court – left if their score is odd, and right if it's even

The shuttle must be hit below the waist level during the serve.

If the shuttle lands on the line, it is considered IN.

A player can't touch the net with any part of their body or racket.

Appropriate sports attire and footwear to be used.

## Referee's Decision:

The referee's decision is final, and players must abide by it

Players should respect the referee's judgment on line calls and other decisions.

## Registration Price:

Badminton-Single (Male)	PKR 1,000
Badminton-Single (Female)	PKR 1,000
Badminton-Double (Male)	PKR 1,500
Badminton-Double (Female)	PKR 1,500

# TABLE TENNIS

Table tennis, also known as ping-pong, is a sport in which two or four players hit a lightweight ball back and forth across a table, divided by a net, using small rackets.



## RULES AND REGULATIONS

The match will consist of three sets, with each set played to 11 points

Players must bring their own rackets.

The game will begin with a toss and winner may:

Elect to serve (if he chooses this option the opponent will decide the side of table he prefers to play from)

Decide which end of the table he prefers to play at first (if he decides this option the opponent player will have the option to either serve or make the opponent serve.

Each side of the table alternates serving two points at a time.

In doubles, the service must go diagonally, from your right half to your opponent's right half. If the ball lands on the centerline, it is a valid serve.

In doubles, the person who just finished serving switches with his partner and does not receive the next serve.

Doubles partners must alternate hitting balls in a rally, no matter where the ball lands on the table.

In case of deuce the service will alternate after each point until one player gains a two-point lead. The server who served at 0-0 will be the one to serve first in case of a deuce.

A let is when the serve hits your side then hits the net and then goes onto the other side of the table correctly. If the ball does not hit your side and/or your opponent's side, it's a fault. You never lose a point for serving a let. Even if you serve 3,4,5 or 100 lets in a row it's always a let.

In case of lucky points (ball touches the net and fall in opponents' area or strikes the edge and goes out of play) point shall be considered.

The match would be started on time with 5-minute tolerance, and penalty of the player arriving in tolerance time would be to automatically lose the toss. Failing to arrive after tolerance time will lead the award of walk over to the opponent.

All players must wear proper sports kit, including joggers, during matches.

If any of the rules are not described over here, the decision of march referrals on spot would be considered final.

## Registration Price:

Table Tennis-Single (Male)	PKR 1,000
Table Tennis-Single (Female)	PKR 1,000
Table Tennis-Double (Male)	PKR 1,500
Table Tennis-Double (Female)	PKR 1,500

# SNOOKER

Step into the exciting world of snooker, a game where you use precision and patience on a green table. It's all about aiming carefully with the white ball, testing your skills in a strategic game. At Olympiad, you get the perfect place to enjoy snooker, where every shot lets you show off your understanding of angles and the way things move. It's a chance for the number 8 to bring you luck on the green table. Whether you're a pro or just starting, get ready for a fun and challenging time in the world of snooker!



## Rules and Regulations:

Game of snooker is played between two players. The objective of the game is to win more number of frames than the opponent and to win a frame, the player should score more points. The player who successfully wins more number of frames, wins. Games usually played are best of 3 or 5 frames and each frame is of 6 red balls or 10.

Rules for potting:

The player must pot the red ball first into any of the pockets, and then he is given a free choice to pot any of the other colored ball and gets the relevant points if he succeeds in doing so. If he fails, the turn is given to the other player else he will continue the same. Once all the red balls have been potted, the player must aim the colored balls in ascending order.

## Fouls:

The player must not touch the ball with any other thing except the cue.

The player must not pot the cue ball accidentally or otherwise.

The player must not touch an incorrect colored ball out of turn.

The player must not hit the ball off the table.

The player must not touch the cue ball twice in one stroke.

The player must not move a touching ball.

The player must not make a shot without hitting the required the ball.

The player must not make a new shot until all the balls settle completely.

The player must not play a shot with both feet off the ground.

If player commit a foul, opponent has a choice to ask him/her to play again or play himself or take a free-ball if applicable.

A free ball is awarded if, following a foul, the play-ball is not fully open for the cue ball from both sides.

Before playing a free ball, the player must declare it. The free ball functions as a regular play ball and carries the same point value as the original free ball.

The cue ball must not leave the bed of the table without hitting the 'on' ball. The above mentioned fouls will result in awarding of 4 points and the next shot. If a foul involves blue, pink or black balls, 5,6 and 7 points are awarded respectively.

## Tournament Stages:

The tournament comprises three stages:

During the qualification round, participants engage in knockout matches featuring 10-ball reds.

## Registration Price:

Snooker (Male)	PKR 1,000
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The background features a central torch with a blue flame, set against a laurel wreath. Below the wreath is a circular arrangement of icons representing various activities: a microchip, an atom, a quill pen, a letter 'V' in a circle, a musical note, a basketball, a chess king, and a target. A vertical line with black squares at the top and bottom passes through the center of the image.

# **CLUBS & SOCIETIES COMPETITIONS**

# Pallete Fusion

## About Event

### Key Theme

- Ephemeral Emotions: The fleeting and temporary nature of feelings.
- Emotional Transformation: Changing sadness into happiness and vice versa.
- Humility: Staying humble and grounded in all situations.
- Appreciating Life: Recognizing and valuing the precious moments in life.

### Medium Requirement:

Participants are free to express their interpretations using any medium of their choice, fostering a diverse array of artistic expressions. Participants need to bring their preferred medium i.e., paints, brushes, crayons, pastels or any other medium they find important.

**NOTE:** No pre-made things that can in any way help to achieve the deliverables is prohibited.

### Participation:

A group of three participants, with collective and collaborative engagement activity to depict the essence of the story. Each member of the group will be working on one canvas and at the end of the competition, the three canvases will be combined to create an abstract but harmonious ride that will depict the group's take on the story.

### Ponding Factors:

- Aesthetic Focus: Abstract art, emphasizing the fluidity of emotions and the transient nature of life.
- Visual Elements: Explore the interplay between joy and sorrow, using abstract aesthetics to convey the essence of the story.
- Expression: Encourage unique interpretations that resonate with the moral: to remain humble and appreciate the gift of life, like the changing seasons, is temporary.

**Given Time:** 4 hours/group (No extra time will be given)

**NOTE:** ALL THE PAINTINGS WILL BE KEPT WITH NFAC AND NO GROUP WILL TAKE IT ALONG. PHONES OR ANY OTHER MATERIAL THAT CAN HELP ISN'T ALLOWED UNTIL THE COMPETITION ENDS. NOTHING OTHER THAN THE CANVAS WULD BE PROVIDED FOR THE COMPETITION THE GROUP NEEDS TO BRING ITS OWN EQUIPMENTS.

## Registration Price:

Pallete Fusion (Team of 3)	PKR 4500
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In collaboration with :



## Rules and Regulations

### Round 1 : Mouse Trap Car Competition:

#### 1. Team Composition:

- 1.1. Each team should consist of a maximum of 5 participants.
- 1.2. All team members must be from the same school/organization.

#### 2. Vehicle Specifications:

- 2.1. The primary source of propulsion for the mouse trap car must be a standard mouse trap.
- 2.2. The vehicle must fit within specified dimensions, with a maximum length of 40cm and a maximum width of 40cm.
- 2.3. The total weight of the mouse trap car, including the mouse trap, should not exceed 1kg.
- 2.4. All materials used in the construction of the vehicle must be safe, non-toxic, and comply with event guidelines.

#### 3. Mouse Trap Modifications:

- 3.1. Teams are allowed to modify the mouse trap within the boundaries of safety and event rules.
- 3.2. The use of additional springs or alternative propulsion mechanisms is strictly prohibited.
- 3.3. No external energy sources, such as batteries or electric motors, are allowed.

#### 4. Materials and Construction:

- 4.1. Teams are free to choose any materials for constructing their mouse trap cars, including but not limited to wood, plastic, or metal.
- 4.2. The use of pre-built, commercially available chassis or wheels is allowed.
- 4.3. All vehicles must have at least three wheels in contact with the ground.

#### 5. Safety:

- 5.1. All vehicles must undergo a safety inspection before participating in the competition.
- 5.2. Sharp edges, protruding parts, or any other potential safety hazards must be addressed or modified to ensure the safety of participants and spectators.
- 5.3. Eye protection is mandatory during the competition.

#### 6. Competition Format:

- 6.1. The competition will allow teams to have 2 tries.
- 6.2. Each team will have a designated area for testing and must adhere to the specified route or course.

#### 7. Scoring:

- 7.1. Scoring will be based on criteria such as distance, creativity, and adherence to guidelines.
- 7.2. Judges' decisions are final and may include subjective assessments based on design and innovation.

#### 8. Code of Conduct:

- 8.1. Participants must exhibit good sportsmanship and respect for fellow competitors.
- 8.2. Any form of cheating, sabotage, or unsportsmanlike behavior will result in immediate disqualification.
- 8.3. Respect for event organizers, judges, and volunteers is expected throughout the competition.

#### 9. Event Officials:

- 9.1. Event organizers and judges will be present to enforce rules, conduct inspections, and ensure fair play.
- 9.2. Teams must follow the instructions of event officials at all times.





## Rules and Regulations

### 10. Disqualification:

10.1. Teams may be disqualified for any violation of the rules, unsafe practices, or failure to comply with event guidelines.

10.2. Disqualified teams may forfeit any awards or prizes.

These rules are a starting point and can be adapted based on the specific requirements and goals of your mouse trap car competition.

### Material Round 2:

#### 1. Team Composition:

1.1. Each team should consist of a maximum of 5 participants.

1.2. All team members must be from the same school/organization.

#### 2. Safety:

2.1. All safety equipment for labs would be provided.

#### 3. Competition Format:

3.1. Each team will be provided with (different) samples of material strips having the same weight and dimensions.

3.2. Each team will have to analyze and identify which material were they provided with after performing different tests, which include:

1. Visual Testing 2. Magnetic Testing 3. Spark Test 4. Hardness Test 5. Density Calculations 6. Microscopy

#### 4. Scoring:

4.1. Scoring will be based on criteria such as accuracy of their answer and the time taken on tests.

4.2. Judges' decisions are final and may include subjective assessments based on their performance while testing.

#### 5. Code of Conduct:

5.1. Participants must exhibit good sportsmanship and respect for fellow competitors.

5.2. Any form of cheating, sabotage, or unsportsmanlike behavior will result in immediate disqualification.

5.3. Respect for event organizers, judges, and volunteers is expected throughout the competition.

# Know Your Metal

## Rules and Regulations

### 6. Event Officials:

6.1. Event organizers and judges will be present to enforce rules, conduct inspections, and ensure fair play.

6.2. Teams must follow the instructions of event officials at all times.

### 7. Disqualification:

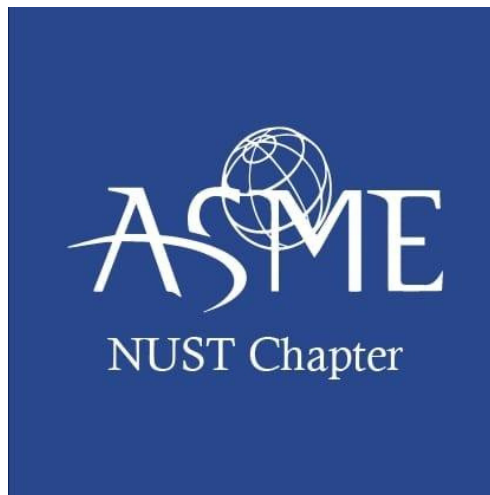
7.1. Teams may be disqualified for any violation of the rules, unsafe practices, or failure to comply with event guidelines.

7.2. Disqualified teams may forfeit any awards or prizes.

## Registration Price:

Know Your Metal (Team of 3-5)	PKR 3500
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## In collaboration with :



# Battle Bots - (Robo Wars & Sumo Wars)

## RULES AND REGULATIONS

### Technical Rules

- 1. Each team is allowed to have a maximum of 4 members.
- 2. The robot must not exceed a weight limit of 50kg in RoboWars and 3 Kg in SumoWars
- 3. No damaging weapons are allowed in SumoWars.
- 4. The robot must be controlled remotely. Autonomous robots are not allowed.
- 5. The use of any form of weaponry in SumoWars is prohibited. The aim is to push the opponent out of the ring or into the cutters.
- 6. Robots can use non-destructive weapons such as flippers, lifters, or grabbers. The aim is to immobilize the opponent or push them out of the ring.
- 7. The use of sharp weapons such as saws, drills, or blades is strictly prohibited to ensure the safety of all participants.
- 8. Robots are not allowed to use any form of projectile weapons. All weapons must be attached to the robot at all times.
- 9. The use of flamethrowers or any other type of heat or fire-based weapon is not allowed.
- 10. Robots cannot use electric shocks or electromagnetic pulses as weapons.
- 11. The weapons must not exceed the size limitations of the robot. They should be integrated into the design of the robot and not extend beyond its dimensions.
- 12. All robots and their weapons must pass a safety inspection before the competition. Any robot found to be in violation of these rules will be disqualified.

### Safety Measures

- 1. **Emergency Stop:** All robots must be equipped with a clearly visible and easily accessible emergency stop button. This allows the match to be stopped immediately if a safety issue arises.
- 2. **First Aid:** A first aid kit and trained personnel should be available on-site to handle any injuries.
- 3. **Fire Safety:** Since there's a potential risk of fire in any event involving electronics, appropriate fire safety measures should be in place. This includes having fire extinguishers readily available and ensuring all staff are aware of what to do in case of a fire.
- 4. **Equipment Check:** Regular checks on the equipment and the arena should be carried out to ensure they are in good condition and safe to use.



# Battle Bots - (Robo Wars & Sumo Wars)

## RULES AND REGULATIONS

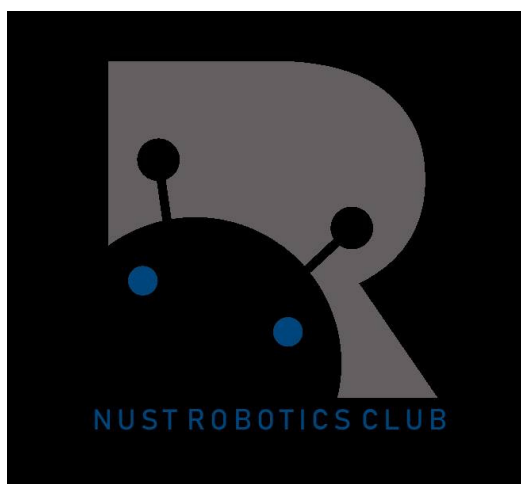
### Evaluation Rules

- 1. A match is won when a robot pushes its opponent out of the ring in sumowars or the robot is no more in a moving state in Robowars.
- 2. If neither robot is able to achieve this within the time limit, the match will be decided by a panel of judges based on aggression, control, and strategy.

## Registration Price:

Robo Wars (Team of 3-5)	PKR 500
Sumo Wars (Team of 3-5)	PKR 500

## In collaboration with :



# Line Follower Robot Competitoon

## Introduction

The Line Follower Robot competition is an exciting event launched under Battlebots, where participants build robots capable of following a line on a predetermined path. The goal of the competition is to foster creativity, innovation, and technical skills among students.

## Competition Rules

The first day will consist of robot inspection, and practice runs. The second day will be dedicated to the competition rounds.

The arena will consist of a black line on a white background, with a width of 3 cm. The path will include straight lines, curves, and sharp turns. The exact design will be disclosed on the day of the competition.

### Technical Rules

1. Robots must be autonomous and follow the line without human intervention.
2. Robots must not damage the arena or other robots.

### Safety Measures

1. All participants must wear safety glasses during the competition.
2. Robots must be turned off when not in use.

Robots will be evaluated based on their ability to follow the line without losing track. If a robot loses the line, it will be placed back on the last correct position.

Scoring will be based on the time taken to complete the course. The robot that completes the course in the shortest time wins. In case of a tie, the robot with the most accurate line following will be declared the winner.

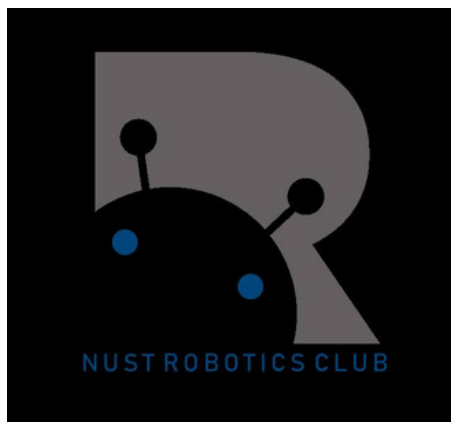
RoboRush considered Round : All teams will get two attempts. The best time will be . Teams with minimum time of completion would be considered as winners opting on the positions for Winner, runnerup and second runnerup

# Line Follower Robot Competitoon

## Registration Price:

Line Following	PKR 300
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## In collaboration with :



# Cultural Competition

## Introduction

### COMPETITION STRUCTURE

- One team will register for one culture.
- This segment will start with a band performance and the competition will start with the announcement of the Rules.
- Each team will represent their culture at their turn.
- Each will be given 10 minutes to represent their culture and performances.
- Each team will be provided a stall to decorate with their cultural props.
- The dhol performance will be at the end of the competition for students at this time the result will be made.
- The best team of any culture will be announced as the winner and the second best will be announced as the runner-up team. OR the best team from each culture can also be announced as the winner. This we will have 6 winners one from each.

## Judgement Criteria

- Guest Judge, Faculty sponsor of NUST Bazm e Pakistan, Office bearers, and some of the faculty members of NUST will judge this competition.
- The judgment sheet will be made and a score will be given according to the rubrics made.
- The scoring will be based on Stalls, performances, dress and attire, authenticity and time management.
- The team with the highest score will be announced as the winner. The runner-up team will also be announced as having the highest scores.
- Judges will be given a break at the end of the competition to finalize the result during Dhol's performance

Stalls	Dress & Attire	Performances	Authenticity	Time Management



# Line Follower Robot Competitoon

## Registration Price:

Team (6-8)	PKR 2500
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## In collaboration with :



# Flight Wars

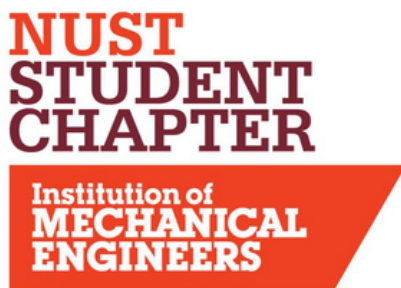
## RULES AND REGULATIONS

- 1. The competition will be individual.
- 2. Participants will be given 30 mins to design and construct their paper planes.
- 3. During the competition, the use of phones is not allowed.
- 4. The list of materials will be provided to the students beforehand.
- 5. No additional materials (other than the ones listed) can be used.

## Registration Price:

Flight Wars	PKR 300
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## In collaboration with :



# Kyudo Taikai (Archery)

## Introduction

NArC aims to hold a two-day archery competition as a sports module of Olympiad'24, on 23rd and 24th February 2024. This archery competition promises a thrilling showcase of skill, featuring pool matches, quarter-finals and semi-finals, leading to the highly anticipated finals. Individuals from diverse backgrounds and skill levels are encouraged to register. As the host, NUST Archery Club aims to captivate the Olympiad audience with the precision and elegance of archery. The ultimate prize awaits the most accomplished participant. We endeavour to celebrate the art of archery, while offering a memorable experience that champions the values of fair play, respect, and athletic excellence.

## Archery Competition Rules

The Competition will consist of four rounds.

The pool matches, quarter-finals, semi-finals and finals.

**Pool Matches:** Each participant will get 2 minutes to shoot 5 arrows. The top 16 participants according to the scores will proceed to the quarter-finals.

**Quarter-Finals:** Each participant will get to shoot 5 arrows in 2 minutes. The top 8 scorers will qualify to the semi-finals.

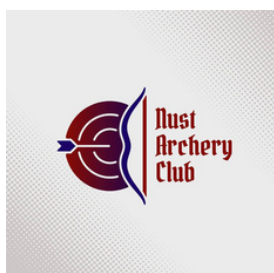
**Semi-Finals:** The participants will play an electrifying semi-finals with each participant getting 5 arrows to shoot in 2 minutes. Top 4 scorers proceed to the grand-finale.

**Finals:** The 4 finalists will go up against each other. They will have 10 arrows to shoot in 5 minutes

## Registration Price:

Kyudo Taikai	PKR 300
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## In collaboration with :



# Escape Room:

## RULES AND REGULATIONS

### Round 1:

- Each team to be given 5 minutes to complete the given task
- Participants will crack the clues which would tell them which wire to cut and defuse the bomb.
- A volunteer would enter the room with the team and evaluate their performance and give them appropriate marks.
- Teams would also be able to take hints in case they get stuck in a clue.

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### Round 2

- Each team to be given 7 minutes to complete the given task
- Participants will crack the clues which would tell them location of the clue.
- A volunteer would enter the room with the team and evaluate their performance and give them appropriate marks.
- Teams would also be able to take hints in case they get stuck in a clue.

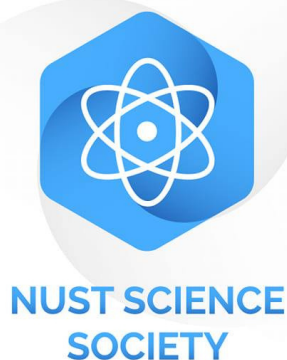
### Winner:

- Team with the most points will be declared winner of the module

## Registration Price:

Escape Room (Team of 3-5)	PKR 5,000
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## In collaboration with :





# Einstein's Enigma

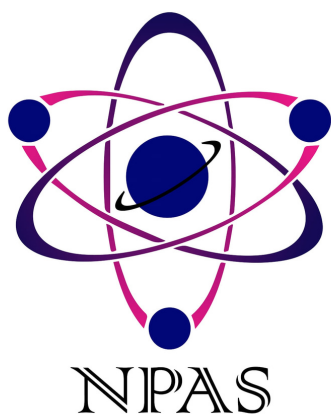
## RULES AND REGULATIONS

- Teams of three members each.
- Arrive 15 minutes before the scheduled start.
- 25 questions on a 5x5 BINGO Grid.
- Solve 5 questions in a row (side or diagonal) to qualify.
- Intermediate difficulty.
- Work together to solve questions.
- Raise one flag per team after completing 5 questions.
- Arbiter's decision on answers is final.
- Correct answers qualify; incorrect answers disqualify.
- First 12 teams to qualify.
- Promptly raise flag after completion.
- 1 Hour and 30 Minutes.
- Duration may vary based on question complexity.
- Maintain fair and sportsmanlike conduct.
- No cheating or inappropriate behavior.
- Teams not completing in time are disqualified.
- Promptly leave the venue if disqualified.
- Follow organizers' announcements
- Follow all rules and regulations.
- Non-compliance may result in penalties or disqualification

## Registration Price:

Einstein's Enigma (Team of 3-5)	PKR 1,500
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## In collaboration with :



## RULES AND REGULATIONS

### Round 1: RIDDLES

Details:

- 10 riddles in time 30 minutes---15 minutes break after the round

### Round 2: Trivia Trek

Details:

- Route through places and answer questions (2 points will be awarded per question.)
- The first team to reach the final destination will be awarded 3 bonus points.

### Round 3: WEAKEST LINK

- The top 4 teams will qualify.
- Knockout rounds between teams.

## Registration Price:

Brainwave (Team of 3-5)	PKR 2,500
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## In collaboration with :



# Crimeline:

## RULES AND REGULATIONS

### Competition Description:

Participants are introduced to a hypothetical crime. They must solve the crime mystery within 3 days. They are provided with necessary information about the crime which will include Police Reports on the Crime, Character Profiles, the Overall Plot of the Crime, and a Crime Documentary. It will have the following rounds:

### Round 0:

Participants are given all the necessary material

- Character Profiles
- Police Reports
- Plot
- Documentary

### Round 1:

Participants visit the Crime Scene

They are allowed to take pictures (to attach them with their report)

We will place additional clues in the room (bonus points)

Participants are then asked to divide themselves into 2 groups.

**Group 1** will visit the Interrogation rooms where the Suspects will be present (5 in one room, we will require 2 rooms). Participants are allowed a maximum of 2 minutes with each Suspect, and a maximum of 5 teams are allowed in one room at one time. They can record the audio to attach it to their report. SCME New Building

**Group 2** will go to the Chemistry laboratory, they must have a laboratory coat with them. A maximum of 2 members from one team are allowed into the laboratory. There they will have to perform the Blood Group test of 2 different samples. They must submit the test results for marking, and after that they can collect the results. They can attach the result to their report.

After that, all the participants will be asked to make a comprehensive crime report in which they will clearly state the Murderer, Intent of Murder, and Method of Murder. They should provide proper evidence and reasoning for their claims.

Only the best 8 reports will be selected, these 8 teams will pass onto the 2nd round.

## Crimeline:

### RULES AND REGULATIONS

#### Round 2:

The 8 teams will be allowed inside the Courtroom one by one (Seminar Hall). Each team will be given 10 minutes to present their case. Marks in this round will be given based on:

- 1) Proper presentation of their Report
- 2) Answering all the questions raised by the judges
- 3) The details in their presentation

### Registration Price:

Crimeline (Team of 3-5)	PKR 5,000
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### In collaboration with :





# Literary Mind Challenge

## RULES AND REGULATIONS

1. The event will comprise of 3 rounds.
2. There are 4 modules for the event: Poetry, Prose, Drama/TV Shows, and Films.
3. In the first round, participants of all modules will be given a written quiz of their respective modules, with 20 questions and 15 minutes.
4. A total of 10 participants, having the highest scores will move on to the second round.
5. The second round will be a buzzer round, where participants of same modules will compete together on stage. Each question will be answered only by the person who pressed the buzzer.
6. After pressing the buzzer, a correct answer will award a point, and a wrong answer will deduct a point.
7. This buzzer round will last for 10 minutes for each module.
8. A total of 4 participants with the highest scores will move on the third round.
9. The third round will be Rapid Fire. Participants will have to answer questions for 2 minutes straight from their respective module.

## Registration Price:

Literary Mind Challenge (Per Team)	PKR 1,500
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## In collaboration with :



# Bait Baazi:

## RULES AND REGULATIONS

1. A team of 2 participants is required for this competition, i.e individual participants are not allowed.
2. The competition will be based on two rounds.
3. In Round 1, a couplet will be read by one of the judges to start the competition. Team A shall recite a couplet starting from the ending letter of the starting couplet. This will be followed by team B in the same pattern. This session will last for 10 minutes. Then judges will compile their results and the other pairs of teams shall come up to the stage for their turns.
4. Round 1 shall have 2 teams each for every turn and will be an eliminator round with multiple sessions.
5. Winning teams from all turns of Round 1 shall compete all at once in round 2.
6. In round 2, a word will be given to the participants by the respected judges. Each team must use that word in a couplet/verse. This session will last for 5-10 minutes.
7. If any team fails to read a couplet/verse, they will lose points.
8. In the case of a tie, a buzzer round will be conducted. Judges will give a word and the first team to read a correct couplet/verse will win. If a team reads an incorrect couplet/verse, they will be eliminated.
9. The decision of the judges will be final and unquestionable.
10. The participants will not be allowed to use the following stuff: Books, notes, electronic devices such as mobiles, laptops etc.
11. Self-written verses are not allowed and will be strictly penalized.

## Registration Price:

Bait Baazi (Team of 2)	PKR 1,000
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## In collaboration with :



# Debates Open

## RULES AND REGULATIONS

Our event will follow the rules of British Parliamentary debates, where each team consists of 2 speakers. In the British Parliamentary format, four teams are competing in a match:

- Opening Government
- Opening Opposition
- Closing Government
- Closing Opposition

### Motions

The motions are usually decided based on current issues and matters of social importance

- THBT International development institutions (such as the World Bank) should not finance natural resource extraction projects in corrupt states.
- This house believes in poetic license.

## Registration Price:

Debates Open (English)	PKR 1,500
Debates Open (Urdu)	PKR 1,500

## In collaboration with :



# Literature Labyrinth (Scavenger Hunt)

## RULES AND REGULATIONS

### Round 1

- 1. All participants will gather at the SCEE seminar hall at 3;30 PM sharp.
- 2. Only 2 members per team are allowed to give the quiz.
- 3. Use of mobile phones is not allowed.
- 4. Bring your pens everything else will be provided.
- 5. The quiz will be 20 minutes and will hold 50 marks.
- 6. These marks will be added to the total score of the hunt to decide the winner.

### Round 2

- 1. All participants will gather at the SCEE seminar hall at 4 PM
- 2. Use of motor vehicles is strictly prohibited. Upon being caught the team will be disqualified immediately
- 3. All tasks needed to be completed on one point before moving on to the next
- 4. All tasks will need to be completed before 7 PM.
- 5. Teams will meet at Coffee Lounge at 7:15 PM sharp
- 6. The winner will be announced at 7:30 PM.

## Registration Price:

Literature Labyrinth (3-5 Team)	PKR 2,500
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## In collaboration with :





# Battle of the Bands

## RULES AND REGULATIONS

- 1.The NUST Music Society Battle of the Bands is a one-night event featuring legendary judges and bands comprised of 3 to 7 members.
- 2.Participants from top universities and schools across Pakistan will compete, presenting one song each in front of the distinguished panel of judges.

## Registration Price:

Battle of the Bands (Team)	PKR 5,000
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## In collaboration with :



# Rapid Chess Duel

## RULES AND REGULATIONS

- Adherence to International Chess Federation (FIDE) standard rules.
- Specific regulations for tie-breaks, facilitated by software.
- Format: Swiss with 10+5 rapid matches.
- Scoring: 1 point for a win, 0.5 for a draw, 0 for a loss.
- Software: Tournament software for match pairings.

## Registration Price:

Rapid Chess Duel	PKR 1,500
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**In collaboration with :**

**NUST Chess Club**

# Rope Rumble (Tug of War)

## RULES AND REGULATIONS

- The event will be knock out style, each team will face another team and losing team will be knocked out of the tournament.
- Each match will consist of 3 rounds.
- The teams are required to be in position for next round within 60 seconds of completion of previous round.
- Team not ready within 60 seconds will be disqualified.

## Registration Price:

Tug of War (male)	PKR 1,000
Tug of War (female)	PKR 1,000

## In collaboration with :



# Wall Climbing

## RULES AND REGULATIONS

- Participants will navigate challenging ascent, aiming to reach the top in record time.
- The climber with the shortest time to the summit will claim the coveted title.
- In case no one conquers the peak, triumph goes to the one who ascends the highest.
- The competition will commence for male and female category separately, with one winner and one runner up in each category.
- Every participant will be given 10 minutes to complete the ascent.
- They will be judged based on the height achieved within those 10 minutes (best case scenario will be to reach the ascent in given time).

## Registration Price:

Wall Climbing	PKR 1,000
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## In collaboration with :





# Paint Warriors

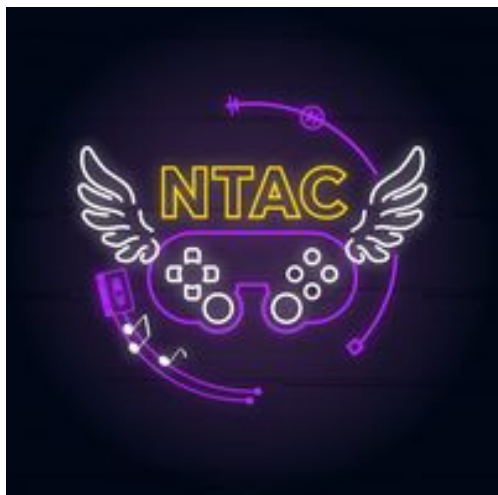
## RULES AND REGULATIONS

- Matches of max duration of 15 minutes will be played in all rounds.
- 5 a-side matches in all rounds, if a team has less members two or more teams can be combined together.
- Each member of team will be given 25 pellets(no more pellets for anyone) for the whole match (lasting best of 3 or a single round match)
- Each Match will have 2 objectives... points Scoring and Capture the Flag(30 points for flag capture)
- Each Body shot gives you 5 points...Each Headshot gives 10 points
- Every team will play at least 1 match.
- From the first 20 matches(40 teams) we'll pick top 16 for next round, based on number of points scored, Time objectives achieved in
- From the selected 16, we'll have a draw and then knockout matches
- Every Knockout Round (RO16, Quarters, Semis, Final) ends when a team captures the flag. (no weightage of point scoring anymore)
- We'll eventually have a final and a third place match

## Registration Price:

Paint Warriors (Team of 5)	PKR 7,500
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## In collaboration with :



## Valorant

Valorant will be held online and will be managed by Team Technical Experts. The Tournament will be single elimination and the finals will be streamed online at NTAC socials.

### Rules

- 5 v 5 matches
- No rematch
- Connectivity check before match
- Participants can bring their own peripherals
- Basic TEAM MATCH of Valo.
- Knockout style tournament

## Tekken 7

### Rules

- 1v1 matches
- No rematches
- Connectivity check before match
- Participants can bring their own peripherals
- Basic 1V1 Match
- 3-5 round matches
- Knockout style tournament

## Fifa 22

### Rules

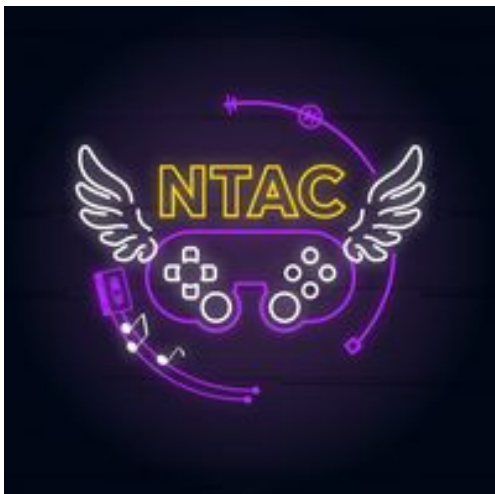
- 1v1 matches
- No rematches
- Connectivity check before match
- Participants can bring their own peripherals
- Basic 1V1 Match
- 3-5 round matches
- Knockout style tournament

# E-Gaming

## Registration Price:

Fifa	PKR 750
Valorant (5 per Team)	PKR 3,000
Tekken	PKR 750

## In collaboration with :



# Cinematic Clash (Photography)

## RULES AND REGULATIONS

### Round 1: Battle of the Minds (2.5 hours)

Teams are required to showcase their knowledge of famous movies (animal-themed included) and animes. The round will consist of two parts. Part one will be a buzzer round consisting of multiple questions and points will be awarded to the team which answers the question correctly and quickest. In Round Two all of the teams will be provided with a few riddles which they will be required to solve to the best of their ability and share the written solution. Points will be awarded based on the written solution provided by the teams.

### Round 2: Build Battle / crafty critters challenge (2.5 hours)

40% of the teams will proceed to this round. Each team will be provided with a certain number of materials which they will use to complete the required task. 3 teams that use their resources in the best possible manner will carry out the task in the most efficient manner and will proceed to the final round.

"Crafty Critters Challenge" is an engaging game where participants embark on a creative journey to construct whimsical animal-themed objects. Armed with an array of materials, players sculpt charming birdhouses, bug hotels, and animal figurines within a time limit. The challenge encourages imagination, teamwork, and precision as players bring their favorite creatures to life. Whether fashioning a cozy bird abode or a quirky insect sanctuary, the game celebrates both artistic expression and the beauty of the animal kingdom. Get ready to unleash your inner craftsman and let the wild creations take flight!

### Round 3: Family Feud / claws and paws feud (1.5 hour)

Yes, the famous American television game show. Two teams will compete to name the most popular answers to survey questions asked from university students in order to win the round and the event.

"Claws & Paws Feud" is a wildly entertaining animal-themed game inspired by "Family Feud." The final teams compete in a series of hilarious and heartwarming challenges centered around the animal kingdom. Survey questions cover everything from favorite pets to quirky animal behaviors, guessing names of several NUST strays to making up the best and funniest captions for our stray animal photos, creating a whimsical atmosphere. Teams engage in friendly face-offs, showcasing their knowledge and creativity. With fast-paced rounds and unexpected twists, "Claws & Paws Feud" guarantees laughter, camaraderie, and a paw-some time for players and spectators alike.

### Bonus Round

On completion of bonus tasks, bonus points will be awarded during round 1 & 2.

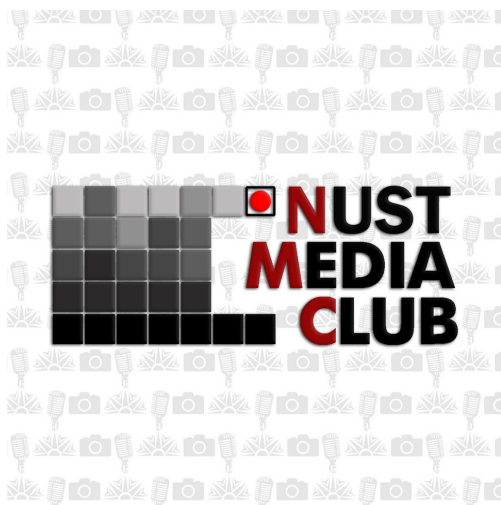


# Cinematic Clash (Photography)

## Registration Price:

CinéPaws Fusion / Cinematic Clash	PKR 1,500
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## In collaboration with :







# SOCIAL EVENTS

## CULTURAL FEST

A diverse variety of food and rides paired with a majestically ambient atmosphere makes for a fun-filled night that is sure to be full of excitement. Something we plan to create just for you on the NUST Olympiad Carnival Fest.



# SOCIAL EVENTS

## Orphan Know More

Orphan Know More (Campus Visit and Interaction Day):

The purpose of this event is to provide a memorable day for orphaned children, fostering a sense of belonging and connection within the NUST community. By interacting with NUST students, engaging in team games, and exploring the campus, the event aims to create a positive impact on both the orphans' lives and the students involved, promoting empathy, friendship, and mutual enrichment. The event will primarily involve an on-campus visit: children from Aghosh Orphanage (Korang Town Islamabad), Noreen Zindagi Welfare Trust (Ghauri Town Islamabad) and Muskurahat Trust (Madina Town Islamabad) will participate in this even

**In collaboration with : NUST Community Service Club**



# SOCIAL EVENTS

## DRAMA PLAY

With a harmonious blend of tradition and creativity, NUST Dramatics Club is thrilled to host the audience for an evening of mesmerizing performances on the first day of the Olympiad. This special event promises to transport spectators into the rich realms of storytelling. Join us as we embark on a theatrical journey, celebrating the timeless allure of folklore with enthusiasm and artistic flair.

The audience is requested to adhere to the following SOPs:

- Refrain from talking or making excessive noise during the performance.
- Avoid using electronic devices, including phones, during the play.
- Arrive on time to minimize disruptions.
- If you must leave during the performance, do so quietly and during an appropriate break.
- NUST reserves the right to confiscate any item deemed inappropriate or a potential threat to the safety of attendees.
- Turn off or silence all electronic devices to prevent disruptions.
- Consume food and drinks in designated areas before or after the performance.
- NUST is not responsible for any personal belongings lost or damaged during the event.
- Refrain from smoking in any area of the venue, including the hall.
- Please avoid bringing any outside food and drinks into the hall to maintain a clean and enjoyable environment.
- Be mindful of your space and avoid obstructing the view of others.
- All attendees are subject to security checks upon entry to ensure a safe and enjoyable experience.
- NUST reserves the right to refuse entry to anyone carrying prohibited items.

**In collaboration with :**



# SOCIAL EVENTS

## CONCERT

It is said that music heals the souls and speaks straight to the heart. We, at NUST Olympiad, will make sure that your hearts feast on some great music, with a concert night that is sure to be etched in your memories for years to come.







# REGISTRATION DETAILS

# Registration Details

## How to Register

- 1) Create an account on the website
- 2) The system will automatically verify your E-mail
- 3) Next, you must enter your basic information, i.e your name, CNIC number, phone number, guardian/parent information, their CNIC information and phone numbers.
- 4) After that, you have to select if you're from NUST or some other institute
- 5) Here you can enter ambassador code, if you have any given, this is optional.
- 6) After filling in your basic information, the website will take you to your dashboard.
- 7) You can participate in any event at the click of a button.
- 8) There are two types of events, individual and team-based, if you're opting for the team based one, you can either join a team based on the code provided to you by the team leader, or create your own team with a unique code you can share with your team members on their respective dashboards.
- 9) All the events you sign up for will have their challans generated in the payment section of the dashboard.
- 10) Total will be displayed in the payment challan section, along with the registration fee.

## Registration Packages:

### EARLY BIRD: (Till 11th February 2024)

	Base Fees	Qawali	Concert
Nustians	500	500	1250
Non-Nustians	1000	700	1250



# Registration Details

## Registration Packages:

**REGULAR FEE: (12th February – 25th February 2024)**

	Base Fees	Qawali	Concert
Nustians	1000	500	1500
Non-Nustians	1500	700	1500



# CONTACT US

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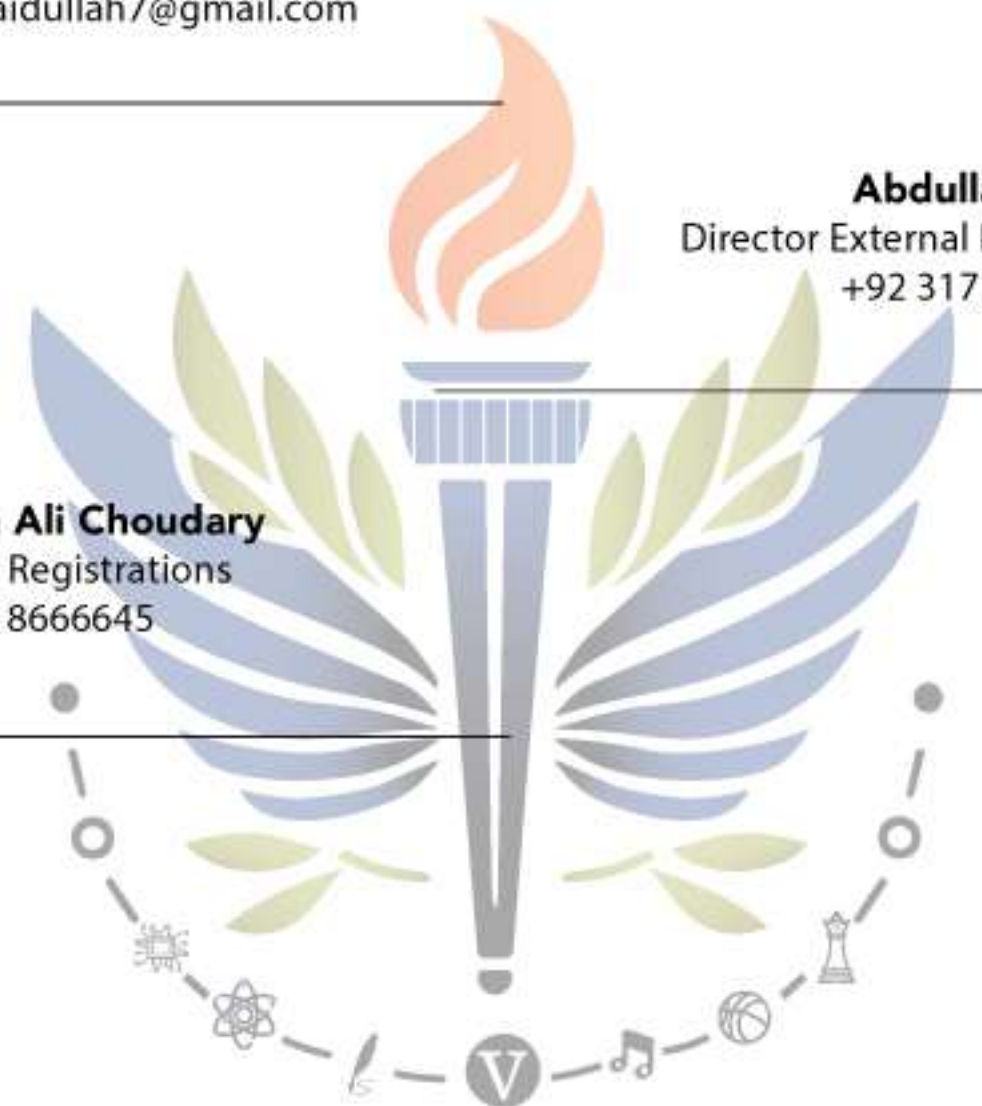
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**REGISTER AT**  
[olympiad.nust.edu.pk](https://olympiad.nust.edu.pk)  
**OR SCAN THE QR**



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