DARSHANA - THE BEST MANAGEMENT SQUAD

- 1. *Team Size:* 4 members per group
- 2. * Round1 Written test (30 mins):* All registered teams must attend the quiz (Reasoning Aptitude Managerial and GK) (maximum of 20 teams),. 30% of teams will be eliminated (14 teams will be move forwarded to next level)
- 3. * ROUND II:* TREASURE HUNT with Exciting clues

Guidelines for TREASURE HUNT

- · Team must consist of 4 members
- · All participants must register before deadline
- · Clues will lead to various checkpoints where the next clue can be found
- · Participants must solve each clue in order to proceed
- · Respect all participants volunteers and property
- · No cheating and sabotage of other items is allowed
- Teams may be disqualified for cheating, unsportsmanlike behaviour or no obeying rules
- · Organizers reserve the right to disqualify teams at their discretion.

Elimination Procedure - Based on time taken by team to finish the rounds total 10 rounds total time would be 90 mins (7 Teams will be moved to round III)

- 4. ROUND III Innovation Lab: (20 mins Each)* Only the best team will be awarded as best management team (from 7 teams), Participants are given a contemporary workplace problem to solve. Participants are first asked to role-play the problem scenario in a realistic business setting. They must act as managers, interacting with other team members (played by the judges or other participants) to present and identify the core issue they are trying to solve [There will be a ramp walk for each team before their role play]
 - They must present an innovative solution to the problem, including:
 - · How they identified the root cause of the issue.
 - The innovative steps they would take to resolve the problem.
 - The expected outcome of their solution.

Guidelines & Rules

Bonus Point - Students have to post the event with relevant photos in social media and gain maximum likes. Participants can bring laptops and net setters. **4 members (one post from each team)**

- 8. *Decisions:* The judges' decisions will be final and binding.
 - · A team must consist of 4 members
 - · Participants should bring their own laptops, mobile phones and net setters.
 - · Judges decision will be final
 - Each participant should wear the college identity card in all rounds.
 - Registration fee: Rs.400 PER TEAM

Judges - Third Round - (1 Alumni (Refreshment) and 1 Teacher)