

UNIVERSITY OF CENTRAL PUNJAB
PRESENTS



TAKRA
2024

RULE BOOK



About TAAKRA 2024

The University of Central Punjab is known not only for its phenomenal academic excellence but also for its meritorious curricular and co-curricular activities. After arranging the successful 5th Edition of TAAKRA, where 120+ leading institutions of Pakistan actively participated. Now UCP is organizing TAAKRA 2024; a multi-category five-day event from 28th February to 3rd March 2024. UCP TAAKRA 2024 will offer 56 competitions in 18 different categories followed by cash prizes of PKR 2,250,000/.

Let's celebrate the festivity of the event at the University of Central Punjab.

THEME FOR TAAKRA 2024



Every year TAAKRA comes up with a unique and an appealing theme. So this time Theme for TAAKRA 2024 revolves around the limitless boundaries of SKY.

For any further details kindly visit: <https://ucptaakra.com>



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Assalam-o-Alaikum Participants

We hope you all are well prepared and eagerly looking forward to UCP TAAKRA. This enclosed booklet will apprise you regarding the general rules and guidelines of all competitions.

Participants are required to have a thorough reading of this booklet to avoid confusion and misconceptions.

Kindly feel free to contact us. We are eager to welcome you on the 28th of February for five days of healthy competitions, friendly matches, exuberant social nights, and loads of fun.

Looking Forward

Cheers!

Team TAAKRA 2024



2. GENERAL EVENT RULES:

- Any institution registering for more than **9 categories** will be eligible for the team trophy.
- There should be **one head delegate in each team**.
- The head delegate is responsible for providing all details or information of the participants.
- Participants not registered with their institute's delegation will be considered individual participants and their points will not be counted in the team trophy of the said Institute.
- The Status of Team Registration will be confirmed after receiving the Registration fee.
- You are required to dress appropriately during the event.
- None of the participants is allowed to skip any of the competitions. In case of an emergency, you must inform the management. UCP management's decision will be considered final.
- UCP management has all the rights reserved to **disqualify and penalize any team and individual in case of violation of UCP** as well as event rules and regulations.
- The decision of the judges for every competition is final and cannot be challenged.
- The schedule or the event's proceedings can change; in that case, the participants will be informed properly before the event.
- Participants are requested to report at least half an hour before a competition to avoid unnecessary delays.
- Participants must carry their **Institute ID Cards and CNIC** with them throughout the event.
- Any competition with 6 or fewer participants will not take place
- Failure to comply with event/competition rules may result in disqualification or penalization.
- Any misconduct with fellow participants or UCP management can result in disqualification.
- The management is not responsible for any injuries caused by the irresponsible behavior of any participant.
- The participants are responsible for all their personal belongings. UCP Management is not responsible for any kind of loss.
- The participant who is registered shall NOT be replaced with another participant
- UCP is a smoke-free zone, any kind of vape or smoking is not allowed.

Your cooperation in this regard will be highly appreciated.



3. Categories and Competition Rules:

4.1. CODE MASTER

1. SPEED PROGRAMING

“It's a race against time.

Are you a code master who can solve our given real-time problem as the clock ticks?

If you have what it takes, speed Programming is the category for you to go against other IT fanatics in an attempt to find a solution, save time and beat them all.”

Guidelines:

- Each team must consist of 3 members. More than 3 members will lead to disqualification.
- Participants are not allowed to collaborate with anyone other than his/her team member during the contest. This includes discussing, sharing, or posting the problem statements or solutions. Any contestant found cheating or attempting to cheat will be disqualified. If you suspect another contestant of cheating, please report any claims.
- Any use of mobile phones is strictly prohibited; any contestant found using one will be disqualified at once.
- 1 PC per team will be allotted.
- Stationery will be provided to the participants.
- Participants cannot leave the room during the competition.
- Participants can only communicate with the organizers or volunteers of the competition
- All technical queries of the participants will be entertained during the practice session which will be held before the start of the main competition.
- Duration of the contest will be 5 hours.
- Each team will be given 10 algorithmic problems.
- Use of the Internet is Strictly Prohibited during the competition.



4.2. COOKING

1. MASTERCHEF

“UCP invites all the cooking enthusiasts from all over the city to UCP TAAKRA to participate in our exclusive competition. This will give you a chance to showcase your culinary talents. So join us in the battle of flavors to compete with the finest cooks in Lahore and discover whether you are worth your salt.”

Guidelines:

- Teams may consist of minimum of 2, maximum of 4 members
- Full names and CNIC no. of all the team members must be submitted at the time of registration, along with an active contact number
- Only registered participants will be allowed in the premises after the beginning of the competition.
- Competition will be theme based (Birds only).
- All participants shall observe personal hygiene
- All participants shall wear chef's hats or hairnets throughout the competition.
- Teams shall bring their required utensils and ingredients by themselves.
- Required crockery and cutlery shall be brought by the participants.
- Participants are required to arrive at the venue at least 1 hour prior to the competition time to check in and set up the equipment and supplies.
- Late comers will not be entertained and may result in disqualification.
- Participants shall be responsible for bringing any fresh produce or other raw ingredients required; no food may be cooked prior to the competition.
- The use of mobile phones/ helping material is prohibited for all participants during the competition.
- There will only be one round. Only 60 minutes will be provided.
- Quantity of food must serve 2 persons.
- When the specified time is over, all participants should leave the cooking arena, leaving behind their dishes on the table.
- Teams must complete everything within the given time, no additional time will be provided.
- Dishes will be judged on the basis of taste, presentation, hygiene, team coordination, serving, and time management.



4.3. DEBATING

1. ALL PAKISTAN TRILINGUAL DECLAMATION CONTEST:

TAAKRA brings you the University of Central Punjab's Sixth battle of Words, battle of opinions, and battle of expressions! To depict the real art of Public Speaking we are proud to announce our Sixth All Pakistan Trilingual Declamation Contest where teams from all over Pakistan would compete for a prestigious trophy! So gear yourself up and witness some serious opinions and some hilarious talks by orators from all over Pakistan. The mic and the podium await you. It's time to Stand Up and Speak!"

The contest will be held on a team basis. Each team is to be represented by three speakers; one speaks in Urdu, the other in English, and the third on a Punjabi topic. The choice of language is left to the team members. One speaker has to speak on a serious topic and the other has to speak on a humorous topic to participate as a team in the case of English and Urdu. The Punjabi Speaker can speak on any of the given topics.

Guidelines:

- A speaker may agree or disagree with the topic.
- The contest will consist of only one round.
- Each speaker will speak for a minimum of 3 minutes and a maximum of 5 minutes. Marks will be deducted for failing to observe the stipulated time.
- A speaker making offensive remarks about any important personage and passing controversial religious, political or sectarian remarks shall be immediately disqualified.
- Using words/sentences with any indecent connotation and passing derogatory comments against the chair and institution will lead to the instant disqualification of the speaker. In the event, the speaker may be asked to step down from the podium during the speech.
- Paper reading is not allowed. Those who do so will be disqualified.
- The team that gains the maximum points in aggregate will get the Team Trophy.
- Best speakers in Urdu, English and Punjabi will be awarded cash prizes



4.4 MUN

- **Pakistan National Assembly Committee (PNA):**
 1. **Objective:** The Pakistan National Assembly Committee aims to provide a platform for students to debate and discuss national issues, politics, and topics relevant to Pakistan's interests.
 2. **Participation:** Delegates will represent various political parties and political personalities in Pakistan, ensuring a diverse and inclusive environment for discussions.
 3. **Registration:** Delegates must register for the Pakistan National Assembly Committee and be assigned a specific seat based on their registration.
 4. Allotments shall be on a first come first basis. One member of a team will be allotted one personality.
 5. **Topics:** The topics for discussion will be chosen based on current events and relevant issues in Pakistan, such as politics, economy, and foreign relations.
 6. **Debate Format:** The debates will follow the rules of procedure outlined in the Model UN Rules of Procedure, with a focus on diplomatic behavior and respect for opposing views.
 7. **Chairperson:** The chairperson will guide the discussions and ensure that the debates remain focused on the topic at hand, maintaining a diplomatic and respectful environment. The decision made by the chair will be deemed as final.
 8. **Award Policy:** 1 Best delegate, 2 outstanding diplomats, Honorable mentions, and special mentions (chair's discretion)
 9. **Cash Prize:** Our shielded award winners will be getting cash prizes:
 - a. Best Delegate: 20,000/- PKR
 - b. Outstanding Diplomat: 10,000/- PKR (per OD)
- **United Nations General Assembly Committee (UNGA):**
 1. **Objective:** The United Nations General Assembly Committee aims to provide a platform for students to debate and discuss global issues, international relations, and peacekeeping.



2. **Participation:** Delegates will represent different countries from around the world, ensuring a diverse and inclusive environment for discussions.
3. **Registration:** Delegates must register for the United Nations General Assembly Committee and be assigned a specific seat based on their registration. One member of a team will be allotted one country.
4. **Topics:** The topics for discussion will be chosen based on current events and relevant issues, such as climate change, human rights, and global security.
5. **Debate Format:** The debates will follow the rules of procedure outlined in the Model UN Rules of Procedure, with a focus on diplomatic behavior and respect for opposing views
6. **Chairperson:** The chairperson will guide the discussions and ensure that the debates remain focused on the topic at hand, maintaining a diplomatic and respectful environment. The decision made by the chair will be deemed as final.
7. **Award Policy:** 1 Best delegate, 2 outstanding diplomats, Honorable mentions, and special mentions (chair's discretion)
8. **Cash Prize:** Our shielded award winners will be getting cash prizes:
 - a. Best Delegate: 20,000/- PKR
 - b. Outstanding Diplomat: 10,000/- PKR (per OD)

General Rules for Both Committees

1. Research and Position Papers: Delegates must conduct research and formulate positions on the topics they will debate in their respective committees
2. Time Limits and Guidelines: Delegates must adhere to the time limits and other guidelines set by the organizers of the Model UN Conference

By participating in this Model UN Conference, delegates will have the opportunity to develop key skills such as public speaking, teamwork, and negotiation while engaging in simulated discussions and debates on pressing global and national issues.



4.5 ENTREPRENEURSHIP

1. YES- Young Entrepreneurial Summit

UCP TAAKRA brings an opportunity for all young entrepreneurs to showcase their innovative skills, impress our panel, and bag their initial investment!

Guidelines:

- **Eligibility Criteria:**

Participants must be enrolled in any undergraduate or post graduate program.

The idea should not be an already existing business or incubated anywhere.

- **Team Formation:**

The team should consist of a minimum of 3 and a maximum of 5 members.

One participant cannot be part of any other team in the Business Idea Competition.

Team structure cannot be changed once the team is registered.

- **Submission Guidelines:**

Teams are required to submit their ideas to taakra@ucp.edu.pk before February 5th, 2024.

Business Plan Report (MS Word document) should be saved with the team name.

Request for an extension in deadline submission will not be entertained.

- **Important Dates:**

The last date for business plan submission is February 5th, 2024.

Registration of selected ideas, February 10th– 15th, 2024.

Presentation Slides should be submitted 24 hours prior to the competition.

- **Competition Rules:**

In case your idea is based on a product, the prototype is essential to bring on competition.

All the teams will be given 5 minutes to present their idea followed by a Q&A session.



- **Pitch guidelines:**

Following are the guidelines on which you will be judged and your pitch should include the following:

- **The Problem:** Clearly define the issue you're addressing, emphasizing the uniqueness of your solution.
- **The Solution:** Present a user-friendly product or service that effectively resolves the identified problem.
- **The Customer:** Specify your target audience, focusing on those who need a straightforward tool for their daily needs.
- **Marketing Plan:** Detail your approach for reaching and engaging your audience, specifying channels and messaging.
- **Operational Plan:** Provide a step-by-step blueprint for implementing and sustaining your idea efficiently.
- **Financial Plan:** Outline your budget and revenue model, highlighting the financial feasibility and growth prospects.
- **Contingency Plan:** Anticipate potential challenges and showcase a well-prepared strategy to navigate unforeseen obstacles.

Feasibility Report is an important part of Business Plan that should not be missed

2. Case study:

TAAKRA invites all the corporate investigators to put their managerial skills to use and solve this one particular case to win the prize money and the ultimate title of the best investigator.

Guidelines:

- Team should have a minimum of 3 and a maximum of 5 members.
- Private Teams are allowed.
- The case will be released on the event day.



- Teams will be given 2.5 hours to analyze the case.
- The moderation Session will start at the given time.
- Marking Criteria will be disclosed on the event day.

4.6 FINE ARTS

1. CALLIGRAPHY:

“Calligraphy is an art form that uses ink and a brush to express the very souls of words on paper. UCP TAAKRA brings you a calligraphy competition to showcase your skills!”

Guidelines:

- The material will be provided but participants can bring their own material too.
- A script will be given on the spot.
- 2 hours and 30 minutes will be given to the Participants for calligraphy

2. SKETCHING:

“Sketching is almost everything. It is the painter's identity, his style, and his conviction. Sketch the spirit and soul of what you see! We bring you a Sketching Competition so that you can leave an accurate record of the experience of what one is not, of what one does not know.”

Guidelines:

- Basic Materials (Drawing Paper, Boards, Pencils, Erasers) will be provided but You are recommended to bring your Materials too.
- Use pencils or charcoals
- 2 hours and 30 minutes will be given to the Participants for sketching.
- Sketch only from life (Composition of objects will be placed), Sketching from photographs or other references is not allowed.



3. PAINTING:

“Painting, the expression of ideas and emotions, with the creation of certain aesthetic qualities, in a two-dimensional visual language. The elements of this language—its shapes, lines, colours, tones, and textures—are used in various ways to produce sensations of volume, space, movement, and light on a flat surface.”

Guidelines:

- A3 Canvas sheets will be provided for painting.
- The material will be provided but participants can bring their material too.
- Participants can see the reference picture already saved in their cell phones but on-spot googling is not allowed.
- 2 hours and 30 minutes will be given to the Participants for painting
- Individual participation without any help material from the internet

4.7 GAMING DEN

“THE CHAMPIONSHIP IS OPEN!”

Can you beat your opponent in FIFA or do you think CS2 is no big deal for you? Well then, come compete against some of the best gamers out there in intense, close-called matches where everyone has the eye to be named the ultimate champion.”

1. FIFA 23: PS 4 ONE:

- All participants must check in 10 minutes before play starts.
- The fixture schedule will be communicated to players in advance of kick-off.
- All participants must treat each other and the Organizers with respect.
- When a participant has displayed hurtful, offensive, or racist expressions toward his/her opponent, they may be immediately disqualified and disciplinary measures will be taken.
- Bad language and/or threats against the Admin result in an instant disqualification.
- If a player does not show up for his or her fixture a 1-0 walkover will be awarded to the opposing player



SPECIFIC FIFA GAME SETTINGS:

- Settings: Standard settings
- Match duration: 12 minutes (6 minutes per half)
- Game speed: Normal
- Level: Legendary
- Players are allowed to play with club and country teams
- A 'match' will see 2 players playing against each other.
- A 'fixture' is one 12 minute FIFA game (6 minute halves)

2. TEKKEN: 7/PS4:

- Participants are allowed to bring their own controllers based on the console being used.
- One-on-one matches will be held with three rounds each match and the winner of each pool will keep going ahead into further rounds and the player undefeated will go into the finals which will have more rounds relatively.
- You are not allowed to pause the game under any circumstances. In case that happens you'll be disqualified.
- If you're not there within 5 minutes of your match, you will be disqualified.
- The flow of matches will be decided on the basis of participants.
- In game Rounds: First to Three, Time: 99 seconds
- All rounds will be played in a Best of Three
- Games Won: First to Two (Best of 3), Timer: 60 seconds
- Stage Select: Players may agree beforehand on stage or else players will randomize a stage Character Customizations: Off

3. PUBG MOBILE (4vs4):

- The number of teams will be split in half.
- Both teams will play the final match.
- Players can bring their own internet.
- Hacker will be disqualified immediately.
- Abusing during the match is strictly prohibited.
- Screening will not be tolerated.



4. COUNTER-STRIKE 2:

Standards

- Roster submissions must include the following information:
- Team name & short handle
- Team logo (when requested)
- Contact person and details
- Starting lineup

Substitute players, if applicable

We reserve the right to request additional team information as required. Failure to provide any of this information may render the participant ineligible to compete in the tournament.

Team names

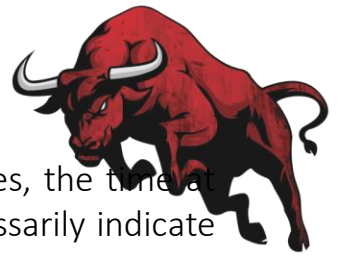
We reserve the right to shorten team names when necessary or appropriate. We may reject team names that include political, religious, or offensive matters or sentiments, as judged by the administration.

Game Specific Rules 2023

Map pool

The competition will be played on the current competitive map pool (Valve Active Duty Map Group) which consists of the following maps:

- Anubis
 - Inferno
 - Mirage
 - Nuke
 - Overpass
 - Ancient
 - Vertigo
-
- The offline map selection process has to start 60 minutes before the scheduled match starts. If a participant is 5 minutes late for the announced map selection process time, their remaining picks and/or bans will be



randomized by the tournament administration. In all instances, the time at which the map selection process is completed does not necessarily indicate the exact start time of the match. The map selection process may be completed (potentially significantly) earlier if ordered so by the tournament administration.

- Each participant has a total of 150 seconds to make all of their picks and bans, which can be split up into single steps as they prefer. When the time expires, the remaining picks and/or bans will be randomized by the tournament administration.
- When done in person, only two members of each team can participate in the map selection process.
- If a participant experiences a bug or issue with the vetobot system during the process of completing a match veto, they must make it known to the tournament administration immediately. The veto will be restarted and the bans and picks must be identical to any made in the original veto, up until the point of the issue occurring. If the tournament administration is not made aware of any issues with the veto until the process has fully concluded, the result will stand and the veto will not be remade.

Match settings

The following match settings will be used for tournament matches:

- Rounds: Best out of 24 (mp_max_rounds 24)
- Round time: 1 minute 55 seconds (mp_roundtime 1.92)
- Start money: \$800 (mp_startmoney 800)
- Freeze time: 20 seconds (mp_freezetime 20)
- Buy time: 20 seconds (mp_buytime 20)
- Bomb timer: 40 seconds (mp_c4timer 40)
- Overtime rounds: Best out of 6 (mp_overtime_maxrounds 6)
- Overtime start money: \$12,500 (mp_overtime_startmoney 12500)
- Round restart delay: 5 seconds (mp_round_restart_delay 5)
- Break during half time for Challenger level tournaments and above 3 to 4 minutes
- Break during half time in overtime: disabled
- Prohibited items: none (mp_items_prohibited "")



Timeout

- Each participant is allowed to invoke a timeout of thirty (30) seconds up to three (3) times in regulation rounds per map. Timeouts can be called by participants via the in-game vote system (ESC → Call Vote → Call Tactical Timeout). Participants are allowed to take all three timeouts at once by calling them all individually once the previous timeout expires.
- If a map reaches overtime (OT), all remaining timeouts will be removed and each team will receive one (1) timeout to be used in that OT (OT1) period. If the map progresses to another OT (OT2), the same process will happen - any remaining timeouts will be removed and each team will receive one (1) more timeout. Banked timeouts cannot be stacked higher than one (1) in overtime

4.8 LAW MOOT:

1. NATIONAL MOOT COURT COMPETITION:

Following are the brief rules and regulations for the TAAKRA National Law Moot Court Competition, 2024.

1. UCP Law Society, which shall be responsible for all matters regarding the National Law Moot Court Competition, 2024, and may be called as an Organizing Committee.
2. The Organizing Committee shall further issue detailed Rules in suppression to these rules for smooth and fair organization of the Competition.
3. The Organizing Committee shall have exclusive authority to interpret the Rules in the interest of fairness and equity.
4. A team can have a minimum of three members and a maximum of five members. In each of the oral rounds, only two members of the team shall be speakers accompanied by one researcher. A team may be accompanied by their coaches/advisors.
5. Each participating team must prepare one Memorial from the Appellant/Petitioner side and one from the Respondent side.
6. All Memorials and Oral arguments must be in English.



7. The deadline for submission of memorials is **February 18, 2024, till 4:00 PM**. There shall be no extension for this deadline and late submission of the memorial shall lead to the imposition of penalty on the team as described in detailed rules.
8. The teams shall be short-listed based on Marks of Memorials. Only a specified number of teams shall be allowed to participate in the oral rounds of the competition.
9. Memorial must be sent as a Word and PDF attachment for each side via electronic mail, at alishawaiz05@gmail.com, ucpls@ucp.edu.pk, taakra@ucp.edu.pk, and intimate to Organizing Committee via text and sending a screenshot of doing so, on WhatsApp (*Number shall be provided*).
10. Teams shall be required to submit **six hard copies** of each Appellant/Petitioner and Respondent memorials immediately upon arrival at the venue to the Organizing Committee. The memorials must be printed on A4 size sheets, with equal margins of at least one inch on all sides and with proper binding.
11. The hard copies must be exactly similar to the soft copy. Any changes in the hard copy vis-à-vis the soft copy shall entail disqualification. The decision of the Organizing Committee shall be final in this regard.
12. The written submission for the Appellant/Petitioner must have a “Blue” cover page and the written submission for the Respondent must have a “Red” cover page.
13. The text font for the Arguments Advanced and Prayer, including that of all headings and sub-headings, must be in Times New Roman, size 12 with 1.5-line spacing and the text must be justified.
14. The text font for the footnotes must be in Times New Roman, size 10 with 1.0-line spacing and the text must be justified. There must be no additional space between two footnotes and character spacing should not be condensed in any manner.
15. The total word count of each Memorial must be no longer than 8500 words.
16. The Competition shall consist of Preliminary Rounds and Advanced Rounds (Quarter-Finals, Semi-Finals & Finals).
17. Each team shall argue in two preliminary rounds: once as Appellant/Petitioner and once as Respondent.



18. In all other advanced rounds, each team shall either argue as Appellant/Petitioner or Respondent. The sides to be argued by the teams shall be determined by the process of Draw of Lots, before the commencement of respective advanced rounds.

19. The time allocation for all the rounds shall be described in detailed rules of the Competition.

20. In case of any inconsistency between these rules and any other rules and regulations issued by TAAKRA, the rules and regulations published later in time shall prevail.

Format of Memorials

Each Memorial must contain all of, and only, the following components:

- Cover Page;
- Table of Contents;
- Table of Abbreviations;
- Index of Authorities;
- Statement of Jurisdiction;
- Statement of Facts;
- Issues Raised;
- Summary of Arguments;
- Arguments Advanced/Pleadings;
- Prayer.

4.9 LIFE SCIENCES

1. SHERLOCK HOLMES

“UCP TAAKRA 2024” is proud to introduce “SHERLOCK HOLMES”, the one of its kind crime scene investigation competition.

It’s time to summon your inner detective skills, accumulated over the years through binge-watching shows like SHERLOCK, DEXTER, CID, NCSI, etc. and putting them to



the test. It's going to be a battle of the most cynical and skeptical minds. DO YOU HAVE WHAT IT TAKES TO BEAT THE LAHORE'S FINEST?"

Guidelines:

- Each team will have 30 minutes to solve their crime.
- Crime Play/Investigation must be appropriate for all audiences.
- Each team will consist of 4-6 members.
- Clues will be given to all participants.

A sample scenario is attached below for better understanding:

Dr. Franklin was found dead in his lab he was working on some top-secret project funded by the government and some people wanted to steal it from him so they could use it for heinous purposes. He was under a lot of stress because of the people that were after him and because he was working day and night on the project and it was near completion. Because of this stress, he was on medicines.

He was found dead in the lab but the gun was in his left hand. It is looking like suicide but it might be a murder. And there was no trace of his work some of his papers were present on his desk and the pen with which he was writing along with his coffee was on his right-hand side.

(First, the teams will have to guess if it was a murder or suicide because of stress)
hint: Murder.

Proceeding with the case. Some people visited him they were also scientists and they wanted to inquire about his research as it was confidential, he kept his mouth shut about it but they got in a fight and those two threatened him and went away. Their names were Dr. Redwing and Dr. Palmer.

Some people were also visiting him on a weekly basis but no one knew about their whereabouts, they might be people from the government but only Franklin knew who they were.

Now who killed him, there are some clues that Dr. Franklin left because he had some idea, who was about to harm him and how they be caught.



2. NEUROPEDIA:

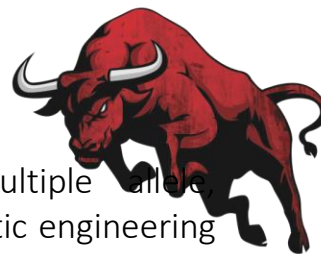
“Beware all the amoebas and Bacteria experts! If you think that these tiny creatures lurking everywhere make more sense to you than most humans, then put your knowledge against other such biological geniuses in our Neuropedia quiz and mark your territory.”

Guidelines:

- There will be 3 members in each team.
- There will be five rounds, with 10 questions each.
- Questions will be from a specific syllabus.
- If a candidate fails to answer the question in twenty minutes, the question will be passed to the candidate of another team.
- Teams who win will proceed to the next round.
- 3-4 Teams will compete at a time.
- Wrong answer will result in deduction of marks however; In case of “no answer”, marks will not be penalized.
- If Teams do not show up they will be disqualified after 5 minutes.

The syllabus outline is as follows:

- Cell structure and organization (organelles, specialized cells, tissues, organs, systems, and significance of their structure in accordance to their roles in the biological systems)
- Protein Biochemistry: (Amino Acids, Peptide Bonds; Protein Structure, Folding; Protein Denaturation, Proteolysis; Protein-Ligand Interactions, Enzymes)
- Enzymes (classification and characteristics)
- Circulatory system in mammals (emphasis on double circulation, the importance of arteries, veins, and capillaries. Candidates should be able to answer questions regarding cardiac diseases and their causes).
- Cellular Biophysics: (Motor proteins and cytoskeletal dynamics: Investigate the structure and function of motor proteins, such as actin, and myosin, and their role in cellular movement and cytoskeletal organization).
- Coordination and response (nervous and hormonal control).
- Sexual reproduction in humans (oogenesis, spermatogenesis, fertilization, sexually transmitted diseases and contraceptive methods)



- Genetics and heredity (monohybrid inheritance, multiple allele mutations, discontinuous and continuous variations, genetic engineering and selection)
- Microorganisms (classification)
- Role of microorganisms (decomposition, recycling nutrients, synthesis of useful products, synthesis of anti-biotic and applications in biotechnology)
- Biological macromolecules (nomenclature and structures of fats, carbohydrates and proteins)

➤ **NOTE:**

METABOLIC PATHWAYS ARE NOT REQUIRED FOR FATS, LIPIDS AND PROTEINS.

Candidates are suggested to prepare from the reference books of Ordinary and Advanced level biology courses. Questions will be from the specified syllabus outline. No question would be changed once delivered by our worthy host. Neither would the candidates be allowed to challenge the relevancy of the question at any cost. No discrimination shall be made. Judges will be an unbiased group of knowledgeable people. Results will be compiled with honesty and they will be announced the same day.

4.10 LITERATURE

1. BOOK TRIVIA:

“All these years of reading books tucked in the comfort of your own space is about to make you a winner, the book trivia competition at UCP TAAKRA is your chance to put your knowledge at war against other bookworms and win the glory”.

Guidelines:

- Books Allocated:
 - i. The Picture of Dorian Gray by Oscar Wild.
 - ii. 1984 by George Orwell.
- The total allocated time is 45 minutes.
- The competition will be held in the format of multiple-choice questions.



2. RHETORIC VISUAL WRITING (ENGLISH):

“Does your imagination run wild and you are looking for an opportunity to pour it out all on paper? This is a lucent opportunity for you to ignite the writer inside and satisfy the author craving inside of you. This is the place where you want to be.”

Guidelines:

- Visual writing in English will consist of one round only.
- Participants will have to write a story related to the image within the time limit of 40 minutes.
- The image will be displayed for the first 20 minutes of the given time limit.
- Grammatical mistakes will have a negative impact while judging the text.

3. RHETORIC VISUAL WRITING (URDU):

“Does your imagination run wild and you are looking for an opportunity to pour it out all on paper? This is a great opportunity for you to ignite and satisfy the writer craving inside of you. This is the place where you want to be.”

Guidelines:

- Visual writing in Urdu will consist of one round only.
- Participants will have to write a story (Kahani/Manzar-Nama) related to the image within the time limit of 40 minutes.
- The image will be displayed for the first 20 minutes of the given time limit.
- Grammatical mistakes will have a negative impact while judging the text.

4. POETRY SLAM ENGLISH:

Poetry is when an emotion has found its thoughts and the thoughts have found words”

~Robert Frost – this is the power of poetry. And if you have the power to paint your image in words, then join us at our exclusionary event of Poetry at UCP TAAKRA.

This is the place for you!"



Guidelines:

- Registration will be individual based in this competition.
- The poetry/prose pieces must be your own original work.
- A copy of the poetry/prose pieces must be handed in before the competition. details will be provided later.
- Participants will present their pieces in front of an audience, and the performance counts.
- Participants may use any props/music to enhance their performance.
- No paper reading is allowed.
- You may submit up to two poems/prose pieces.
- Plagiarism will not be tolerated and will result in immediate disqualification.

5. POETRY SLAM URDU:

"Nahi Tera Nasheman Qasr-e-Sultani ke Gumbad Par

To Shahin Hai Basera kar Paharon Ki Chatanon Mai" - Allama Iqbal. If you have the power to paint your image in words, then join us at our exclusionary event of Poetry at UCP TAAKRA.

This is the place for you!"

Guidelines:

- Registrations must be individuals for this competition.
- The poetry/prose pieces must be your own original work.
- A copy of the poetry/prose pieces must be handed in before the competition. Details will be provided later.
- Participants will present their pieces in front of an audience, and the performance counts.
- Participants may use any props/music to enhance their performance.
- No paper reading is allowed.
- You may submit up to two poems/prose pieces.
- Plagiarism will not be tolerated and will result in immediate disqualification.



6. SPELLATHON:

Are you ready to put your English spelling skills to the test? Gear up and join us now at UCP TAAKRA for Spellathon and take on the challenge to see whether you can spell everything you say.

Guidelines:

- The Spellathon will consist of four rounds and only individuals can register.
- Each round will consist of six words each or more depending on how many participants spell the previous words.
- The person who hits the buzzer first will be given the priority to answer.
- The Pronouncer, judge(s), and other officials will be in complete charge of the contest. Any questions or protests about the spelling(s) of a word or the running of the contests must be referred to the officials immediately (before the beginning of the next round). Their decisions will be final in all matters.
- NO PROTEST WILL BE ENTERTAINED AFTER THE CONTEST HAS ENDED!
- The competition will be oral; contestants must spell the words orally and the use of pens and/or pencils and paper will be allowed only when the judges require the participant to write the word.
- Once a contestant has begun to spell a word, he or she may not ask for a word to be re-pronounced, defined, or used in a sentence.
- The judge can ask the participant to repeat the spellings.
- For all words with capitals, the speller must indicate the capital. For example, in Ottawa, the speller must say “Capital O-t-t-a-w-a”.
- If a word taken from the manual is unclear to a contestant, he or she may ask for the word to be re-pronounced, but will not be given a definition or a sentence.
- Officials may disqualify any contestant who ignores a request to start spelling his or her word within a reasonable length of time.
- A SPELLER WHOSE SPELLING OF A WORD IS NOT AUDIBLE TO THE OFFICIALS MAY HAVE HIS OR HER SPELLING RULED INCORRECT.
- The elimination procedure changes when the number of contestants is reduced to two. At this point, when one contestant misspells a word, the other contestant will be allowed to spell the same word.
- If the second contestant spells the word correctly, plus the next word on the pronouncer’s list, then he or she will be declared champion. If the



- contestant misspells the word on the pronouncer's list, then both spellers continue in the contest.
- If both contestants misspell the same word, then both continue in the contest

4.11 MECH TECH

Technical:

i. F.Y.O.P (Fly Your Own Plane):

“Race through the air and be the ultimate champion of our design, build & fly competition.

Follow the rules below, build your plane, and get ready for the ultimate race”

Guidelines:

- Students must design, fabricate, and fly the aircraft they think to be capable of achieving the highest score on the specified mission profile(s). Flight scores will be based on the demonstrated mission performance obtained during the contest.
- Each team must also submit a written Design Report. A maximum of 100 points will be awarded for the team design report. Scores for the written reports will be announced at the beginning of the fly-off. Grading of the complete event will be as follows:

Flying 55%

Viva 20%

Design report 25 %

- The overall team score is a combination of the Design Report and Flight scores. The team with the highest overall team score will be declared the winner.
- All teams are allowed to register from their institution as well as privately but the participant must have their student cards with them
- A member of one team cannot be a member of another team.
- Each team should not consist of more than 5 members.



- Teams may solicit and accept sponsorship in the form of funds, materials, and components from commercial organizations. All design, analysis, and fabrication of the contest entry is the sole responsibility of the student team members.
- **Schedule:**

Design reports must be sent 15 days before the event, to the Society of Mechanical Engineers, Student Affairs Department, University of Central Punjab (UCP), 1-Khayaban-e-Jinnah, Johar Town, Lahore.

Reports will be judged “as received”, no “corrections/additions/page changes after the due date and time” will be made by the organizers so check your reports carefully before sending them. Teams must submit one electronic copy in PDF format through email. Please note that tech inspections will be available on the day of the event. All teams are encouraged to be prepared to have their plane inspected on the due date. Late entries will NOT be accepted. Late report submissions will NOT be judged. Teams who do not submit the required written reports will NOT be allowed to fly. It is the team’s responsibility to ensure that all deadlines are met, as they will be strictly enforced.

Design Requirement:

- The aircraft may be of any configuration except rotary wing or lighter-than-air.
- No structure/components should fall from the aircraft during flight.
- No form of externally assisted take-off is allowed. All energy for take-off must come from the onboard propulsion battery pack(s).
- The battery should have a maximum rated capacity of 2200 mAh and the rated voltage should not be more than 12 Volts.
- Aircraft should be less than 2.5 Kg for all missions.
- Wingspan should be less than 2m.
- Must be propeller-driven and electric powered with an unmodified over-the-counter model electric motor. May use multiple motors and/or propellers. May be direct drive or with gear or belt reduction.
- The team must use the transmitters and receivers with telemetry capability.
- The receiver should relay the voltage of the battery during flight to the transmitter using an on-board sensor.



Aircraft Requirements – Safety:

All aircraft will undergo a safety inspection and may include the following as a minimum.

- Physical inspection of aircraft to ensure structural integrity.
- Verify all components are adequately secured to the vehicle. Verify all fasteners are tight and have either safety wire, locking nuts. Clevises on flight controls must have an appropriate safety device to prevent their disengaging in flight.
- Verify propeller structural and attachment integrity.
- Visual inspection of all electronic wiring to ensure adequate wire gauges, and connectors in use.
- Radio range check, motor off, and motor on
- Verify all controls move in the proper sense.
- The pilot must be competent to handle the aircraft.

Mission Requirements:

- Aircraft will use ground rolling take-off and landing.
- The maximum number of flight attempts is 3.
- Aircraft must take off in 70 feet.
- On all flight laps the aircraft must complete one 360° turn in the opposite direction of the flight pattern.
- Aircraft must complete a successful landing at the end of each mission.

Mission 1

- Mission 1 will be without payload.
- Aircraft will have to perform all the prescribed maneuvers within the given time
- All maneuvers should be completed within 4 minutes.
- Time starts when the throttle is advanced for the first time take off (or attempt).
- A successful landing is mandatory to get a score for the mission.



Mission 2

- Mission 2 will be with payload. The payload should be 200 grams.
- The payload should be a separate entity.
- Take off within the prescribed area with payload.
- Perform circuit patterns and establish the final approach for landing.
- A successful landing is mandatory to get a score for the mission.
- The payload must be secured in place to ensure that it does not move around during flight.

Mission 3

- There will be an endurance check with a payload of exactly 200 grams.
- The goal of the mission is to stay in the airborne for as long as possible with the predefined battery capacity that is 2200mAh with 12V.
- Take off within the prescribed area with payload.
- Perform circuit patterns and establish the final approach for landing.
- A successful landing is mandatory to get a score for the mission.
- The goal of the mission is to stay in the air until the voltage drops from 12 V to 10 V.
- Successful landing will have points.

General Mission Specifications and Notes:

- The aircraft propulsion system(s) must be disarmed or "safe" during any time when crew members are preparing the aircraft.
- Maximum flight support crew is pilot, observer, and 3 ground crew.
- The upwind turn will be made after passing the upwind marker. The downwind turn will be made after passing the downwind marker. Upwind and downwind markers will be 500 Ft from the starting line. Aircraft must be "straight and level" when passing the turn marker before initiating a turn.
- Aircraft must land on the paved portion of the runway. Aircraft may "run-off" the runway during roll-out.
- Aircraft may not "bounce" off the runway.
- After landing, the aircraft may taxi back to the starting line. Alternatively, aircraft may be carried back to the starting line; however, the team may not leave the pit



area to retrieve the aircraft until the aircraft has come to a complete stop, and they are signaled it is "OK" to retrieve.

- **Flight Course:**

- Flight altitude must be sufficient for safe terrain clearance and low enough to maintain good visual contact with the aircraft. Decisions on safe flight altitude will be at the discretion of the Judge and all rulings will be final.
- The orientation (direction) of the flight course will be adjusted based on the prevailing winds as determined by the Judge. The flight course will be positioned to maintain the greatest
- Possible safety to personnel and facilities. The nominal flight course is shown in the Figure below. (All dimensions are in feet)
- Design report
- All section scores will include format, completeness, and readability
- Executive Summary: (10 points):
- Maximum of 2 pages. If a section exceeds the page limit it will be scored as 0 points.
- Provide a summary description of your selected design and why it is the best solution to the specified mission requirements.
- Describe your key mission requirements and design features keyed to those requirements.
- Document the performance/capabilities of your system solution.

Management Summary (5 points):

- Describe the organization of the design team.
- Provide a chart of design personnel and assignment areas.
- Provide a milestone chart showing the planned and actual timing of the design
- Fabrication/testing processes.

Conceptual Design (15 points):

- Describe mission requirements (problem statement).
- Translate mission requirements into design requirements.
- Review solution concepts/configurations considered.
- Describe concept weighting and selection process and results.

Preliminary Design (20 points):

- Describe design/analysis methodology



- Document design/sizing trades
- Describe/document mission model (capabilities and uncertainties)
- Provide estimates of the aircraft lift, drag, and stability characteristics.
- Provide estimates of the aircraft mission performance.

Detailed design (30 points total, 15 points for discussion items, 15 points for drawing package)

- Document dimensional parameters of the final design.
- Document structural characteristics/capabilities of the final design.
- Document systems and sub-systems design/component, selection/integration/architecture.
- Document Weight and Balance for final design. Must include a Weight and Balance table for the empty aircraft and with each of the possible payloads
- Document flight performance parameters for the final design.
- Document Rated Aircraft Cost
- Document mission performance for final design. Drawing Package
- 3-View drawing with dimensions.
- Structural arrangement drawing.
- Systems layout/location drawing.
- Payload(s) accommodation drawing(s).

Manufacturing Plan (5 points)

- Document the process selected for the manufacture of major components and assemblies of the final design.
- Detail the manufacturing processes investigated and selection process/results.
- Include a manufacturing milestone chart showing scheduled and actual event timings.

Testing Plan (5 points)

- Detail testing objectives, schedules, and check-lists.

4.12 MUSIC MANIA

1. BATTLE OF THE BANDS

“Ever wanted to make that dream come true where you were just in a teenage wasteland, playing with your psychedelic space Rock - Slash - Dhruvad band in your



parent's garage, with all the neighbor complaining while you just wanted to keep the spirit of music alive in a world to run by war and hate? Well, this dream is partly faulty because no band practices in garages in Pakistan, but that's alright, don't worry; THE DREAM CAN STILL COME TRUE. Our Battle of the Bands competition provides you with the chance to perform at the concert venue each day and subsequently will let you bathe in the glory of it all BECAUSE YOU MADE IT!"

Guidelines:

- Two rounds in total.
- Each band must comprise of 3-8 members.
- Bands may perform any song of their choice, i.e. originals or covers.
- Mashups and medleys are not allowed.
- Battle of the Bands will take place before the Social Night each day.

2. SUROUN KA TAAKRA:

a. EASTERN SINGING:

"If you think you've got the sur and raag to blow our minds away, then the Eastern Singing Competition is most definitely for you. Don't be afraid to unleash your inner qawwal or Atif Aslam out! There will be three rounds in total, out of which the final will be held at the concert venue. Now is the time to start practicing your sa re ga ma pa."

Guidelines:

- Two rounds in total.
- Participants are allowed to perform any song of their choice, i.e. originals or covers.
- Mashups or medleys are not allowed.
- Participants are not allowed Karaoke/MIDI tracks.
- Maximum time per performance (including sound check): 4 minutes.
- Participants are allowed to bring along one other musician/instrumentalist.
- Participants are not allowed to repeat the same song in subsequent rounds.



b. WESTERN SINGING

“Are you one of those crazy Elvis Presley fans, or those who follow Michael Jackson, word to word, step to step, and spirit to spirit? Or do you have a Countryside and occasionally burst out into song about how your other half broke your heart and left you crying in the stables? Well, whatever style you may prefer, UCP Taakra is providing you with an opportunity to rock and roll on our stage, in the Western category of Individual Singing.

Guidelines:

- Two total rounds, with 4 minutes’ maximum for performance including sound check
- Participants are allowed to perform any song of their choice, i.e. originals or covers. Mashups or medleys are not allowed.
- Participants are allowed Karaoke/MIDI tracks.
- Participants are allowed to bring along one other musician/instrumentalist.
- Participants are not allowed to repeat the same song in subsequent rounds.

3. RAP WARS:

“Battle must be held with either 16 or 8 Emcees; once all the 16 or 8 slots are already final it will be divided into two brackets. Winners will advance while losers are eliminated without a chance of returning. “

Guidelines:

- Do not copy someone else work. Your freestyle must be 100% original material and shall not infringe upon any third party copyrights, trademarks, or other intellectual property rights nor shall it contain any vulgar words and sexually explicit lyrics.
- The language and dialect to be used in the battle are English, Tagalog, or Taglish.
- The punch-line should focus more on humor whether you mock or ridicule your opponent, while each Emcee must rhyme over the same beat as the opponent.
- The organizer/promoter will appoint the timekeeper. He/ She will be provided with a stopwatch and will be responsible for indicating the end of each round. The clock starts from the beginning of the first line spoken by the competitor.



- For the preliminary round of competition each emcee will be given two rounds each for 1 minute, for the semi-final round each emcee rhymes twice for one minute per round, in the final round each emcee rhymes twice for one minute. In case of a tie another round (OT) will be provided to break the tie.
- By participating in this event you permit the recording of your contributions and assign to the organizers the complete copyright and all other rights in your contributions for use in all media.

4. INSTRUMENTAL:

Are you ready to let your instrumental prowess shine? Join us for the Instrumental Competition, a captivating celebration of musical talent that transcends boundaries and showcases the beauty of instrumental mastery.

Guidelines:

- Individual performers can perform only
- Backing track is allowed considering the entire track is not being played in the background.
- Repetition of any riff should not be more than three times.
- One instrument is allowed at a time
- You can bring your gear along with you.
- There will be two rounds. The top two qualifiers will compete in round two
- Time duration is 5 minutes (3minutes for performance, 2 minutes for sound check)

4.13 HAMD-O-SANAA:

1. Naat Recitation:

To commemorate the holiest of figures, our beloved Prophet, TAAKRA 2024 has initiated the Naat Recitation competition. Register yourself and join us in glorifying our beloved Prophet.



Guidelines:

- There will be a separate category for Males and Females.
- Naat should be in Urdu Language.
- Each delegation may send more than one particular (Male or Female) for this category.
- Selected Naat must not be on the tune of some song.
- The lyrics of selected Naat should not be contradicted.
- Each participant will be given a time limit of 3 to 5 minutes.
- Participants failing to observe the stipulated time shall be penalized.
- Decisions given by the judges would be considered final.
- Paper reading will not be allowed.
- The decision of judges will be based on your voice, the way you recite, and the selection of kalaam.
- As the theme for this year's TAAKRA is sky, the candidates who will recite Naats having the following words will be given preference: asmaan, darakht aur paani.

2. Qirat Recitation:

Qirat: "The best amongst you is one who learns the Qur'an and teaches it to others."
TAAKRA'24 is hosting a Qirat Competition in the supremacy of the Holy Quran.

Guidelines:

- There will be a separate category for Males and Females.
- Each delegation may send more than one particular (Male or Female) for this category.
- Qari can recite any verses of Holy Quran of his own choice.
- Each participant will be given 3 to 4 minutes.
- Repetition of verses is not allowed.
- The decision given by the honorable jury would be final.
- As the theme for this year's TAAKRA is sky, the candidates who will recite Ayaat having the following words will be given preference: asmaan, darakht aur paani.



4.14 PERFORMING ARTS

1. DEKH TAMASHA (Theater):

“Bring to life, a story of your choice! Dekh Tamasha is UCP's invite for you to showcase your acting and directorial skills as you light up our stage to weave your tales. So gear up, and dust off the rust because it's time for some; Light, Camera, and ACTION!”

Guidelines:

- It should be a proper theater play, not a mime but you can perform mimes in your play related to them.
- Time: 5 minutes for the stage setup will be provided 30 minutes' maximum for the play.
- After 30 minutes' drama will be disqualified from competition.
- Theme: it's an open theme competition but your play must have a social message.
- Lights: 1 Spotlight will be provided.
- Members: 12-15 members will be allowed in a team, including backstage and light and sound team.
- Script: Script should be provided before the performance.
- Content: No vulgar dialogues/action/Dance steps allowed in performance.
- Props: Basic props like 1 table, and 2 chairs will be provided other than that all props are your team's responsibility
- There will be a single round in this category.

2. KINETICS (Dance):

“Martha says and we quote: "Dance is the language of the soul" And well we agree in the form of ART OF MOTION; a platform for you to show off your dancing skills.

So ladies and gentlemen, pump up the beat, practice your moves, and get ready to show something new something real to our audience.



Guidelines:

Solo:

- A solo performance should be a minimum of 2 minutes and a maximum of 4 minutes.
- 5 minutes will be provided for stage settings, before performance.
- Negative marking will be done if a performance exceeds the time limit.
- The theme or props of round 2 will be announced after round 1 to the qualifying participants.
- All steps must follow ethical and moral standards, failure to do so will result in immediate disqualification.

3. LAUGHTER PUNCH (Stand-up Comedy):

“Do you have what it takes to make an audience roll on the floor laughing? If yes, then you are at the right spot. Laughter Disaster is for all those amateur stand-up comedians, who don't let any chance of throwing in a punch line, here and there when they go anywhere. So, in this time of semester issues and GPA worries, we look forward to seeing you at UCP TAAKRA to laugh it all off.”

Guidelines:

- There will be two rounds.
- There is no theme for round 1.
- The theme or topics of round 2 will be announced after round 1 to the qualifying participants.
- The language of the standup comedy is English, Urdu and Punjabi.
- The time limit of the performance is 5-7 minutes
- The punch line should follow a moral and ethical limitation. Failure to do so will result in immediate disqualification.

4.15 PHOTOMANIA:

1. “PHOTOMANIA” (Theme Based Photography):

“UCP TAAKRA provides all the aspiring and passionate young photographers of Pakistan with an opportunity to ward off monotony and compete with each other on creative themes. We will give the photographers complete freedom to



experiment with backgrounds and ventures to bring the best out of their photography skills. So, get ready to SHOOT on sight!”

The Photomania is divided into Two Competition:

Rules for Mobile Photography:

a) 1st Competition:

Participants have to submit pictures of the theme (disclosed after registration). Pictures should be submitted five days before the event. The maximum number of pictures a participant can send is three with a minimum of one picture. Further details regarding the submission of the pictures will be provided upon registration.

b) 2nd Competition:

Participants will be taking pictures within the premises of UCP on day two and submitting them at the end of day two. The minimum number of pictures to be submitted is three and maximum number of pictures that can be submitted is five. Further details regarding the submission of the pictures will be provided upon registration.

c) 3rd Competition:

Participants will be taking pictures within the premises of UCP on day three and submitting them at the end of day three. The minimum number of pictures to be submitted is three and maximum number of pictures that can be submitted is five. Further details regarding the submission of the pictures will be provided upon registration.

d) 4th Competition:

Participants will be taking pictures within the premises of UCP on day four and submitting them at the end of day four. The minimum number of pictures to be submitted is three and maximum number of pictures that can be submitted is five. Further details regarding the submission of the pictures will be provided upon registration.



Guidelines:

- It is mandatory to participate in all competitions.
- Participant who fails to participate in any of the competition shall not be eligible for the next round.
- Copying from any other sources (Internet, etc.) will result in disqualification from the event.
- After the due date/time no entry will be accepted for any of the competitions.
- The decision of Judges will not be questionable.

Rule for DSLR Photography:

a) 1st Competition:

Participants have to submit pictures of the theme (disclosed after registration). Pictures should be submitted five days before the event. The maximum number of pictures a participant can send is three with a minimum of one picture. Further details regarding the submission of the pictures will be provided upon registration

b) 2nd Competition:

Participants will be taking pictures within the premises of UCP on day two and submitting them at the end of day two. The minimum number of pictures to be submitted is three and the maximum number of pictures that can be submitted is five. Further details regarding the submission of the pictures will be provided upon registration.

c) 3rd Competition:

Participants will be taking pictures within the premises of UCP on day three and submitting them at the end of day three. The minimum number of pictures to be submitted is three and the maximum number of pictures that can be submitted is five. Further details regarding the submission of the pictures will be provided upon registration.

d) 4th Competition:

Participants will be taking pictures within the premises of UCP on day four and submitting them at the end of day four. The minimum number of pictures to be submitted is three and the maximum number of pictures that can be submitted is



five. Further details regarding the submission of the pictures will be provided upon registration.

Guidelines:

- It is mandatory to participate in all competitions.
- Participant who fails to participate in any of the competition shall not be eligible for the next Round.
- Copying from any other sources (Internet, etc.) will result in disqualification from the event.
- After the due date/time no entry will be accepted for any of the competition.
- The decision of Judges will not be questionable.

4.15 SCREEN DUELS:

1. DOCUMENTARY:

“Look around you. Do you see something in our society that needs to be changed? Is there something you want to educate our audience about or simply preserve some event? All you need to do is capture it through the eye of the camera and document it at UCP TAAKRA’s Documentary Competition.

A category designed for all our non-fiction motion picture addicts to show their love for this form of media.”

Guidelines

- The films and documentaries should be a maximum of 7-10 minutes’ duration.
- Team members for each film and documentary should not be more than 5-7
- Required format for films is: AVI, VLC format, MP4 (no exceptions).
- Content having obscenity and exploitation of national interest will not be displayed in the competition.
- Only the films produced in the duration of year 2022 & 2023 will be accepted



- The Films and Documentaries will be judged on the basis of concept, script, and camera work and editing.

2. THE TAAKRA VLOG:

“Are you always walking around with a camera just to tape the happenings of daily life? Have a habit of recording your daily life routine? Then you are at the right place. Vlog your first 4 days at UCP TAAKRA 2024.

Something new, something cool, and something very different is what will catch our eye.”

Guidelines:

- The vlog should be a minimum of 3 minutes and a maximum of 6 minutes of duration.
- Team members for each vlog should not be more than 1.
- Required format for films is: AVI, VLC format, MP4 (no exceptions).
- Content having obscenity and exploitation of national interest will not be displayed in the competition.
- Only the vlog produced in the premises of UCP and in the first 4 days of the competition held at UCP TAAKRA 2024 will be accepted.
- The vlog will have to be submitted on Day 5 before (a specified time).
- The vlog will be judged on the basis of creativity; relevance to the theme; editing, and camera work.
- Only one vlog will be accepted by each person.
- Stealing or Copying anyone’s content or vlog is completely prohibited and will result in cancellation of entry in the competition.
- The vlogs should be in landscape orientation.
- Vlog should not contain double meaning or foul language.
- Vlog should not defame any figure or institution.
- To ease the process of receiving and sending (heavier files), attach the YouTube link of your vlog along with your entry.



3. SHORT FILMS:

Lights, camera, action! The UCP TAAKRA is back, and we're on the lookout for the next generation of storytellers and visionaries in the world of short films. Unleash your creativity, captivate audiences, and make your mark in the world of filmmaking!

Guidelines:

- Short film must be 6-8 minutes
- Make on every topic but did against our national interest
- Plagiarism will lead to instant disqualification
- There will be no penalty for using copyrighted music as BGM
- Finalized project must be submitted in format render of 1080P or 720P and must be supported by VLC player
- Judgement criteria will be cinematography, script and acting
- Only two members will be catered alongside one project

4. TAAKRA Reels:

Lights, camera, REEL! The spotlight is on you at the UCP TAAKRA 2024, where we're searching for the most dynamic and captivating reels that showcase your talent in a bite-sized format. Get ready to make a splash in the world of short-form content and let your creativity shine!

Guidelines:

- Reels should be shot with mobile phones.
- Reels should not be more than 1.5 minutes.
- Archival footage is not allowed.
- Reels should be about TAAKRA theme activities.
- Filters and color grading are allowed.
- Typography is allowed.
- Shooting any unethical activity is not allowed.
- Only the reels produced in the premises of UCP and in the first 4 days of the competition held at UCP TAAKRA 2024 will be accepted.
- The reel will have to be submitted on Day 5 before (a specified time).



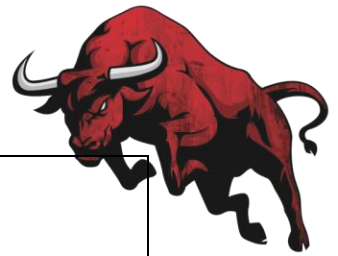
4.17 SPORTS

“It’s time to show your muscles.

The UCP TAAKRA 2024 calls out all those who are sports maniacs and are ready to compete in the battlefield of sports to achieve and win the hearts of all sports lovers. UCP itself being the sports champions warmly welcomes all those who want to play, compete, and take the tag of Champions.”

The table shows all the sporting categories and their rules followed by the general rules.

Sr. #	Games	Rules
1.	Arm Wrestling (Boys)	<ul style="list-style-type: none">• Open Weight Category• One-on-One Match. Knock-out Round
2.	Cricket (Boys)	<ul style="list-style-type: none">• 11 A Side Team• 1 Substitute is allowed as a water boy and in case of any injury• The umpire’s decision will be Final. Over limit 2,1,1
3.	Tug of War	<ul style="list-style-type: none">• 8 side team• No substitute allowed
4.	Table Tennis (Male)	<ul style="list-style-type: none">• Doubles only• Knock-out Matches
5.	Table Tennis (Female)	<ul style="list-style-type: none">• Single only• Knock-out Matches



6.	Badminton (Male)	<ul style="list-style-type: none">• Doubles only• Knock-out Matches
7.	Badminton (Female)	<ul style="list-style-type: none">• Single only• Knock-out Matches
8.	Futsal (Boys)	<ul style="list-style-type: none">• 7 A Side Team• No Studs are allowed• 15 Minutes per Half
9.	Chess	<ul style="list-style-type: none">• Individual Matches• One-on-One Match. Time Check Matches
10.	Ludo	<ul style="list-style-type: none">• Individual Matches• Knock-out Matches• One-on-One Match• Knock-out Matches
11.	Swimming: Free Style. (50 M)	<ul style="list-style-type: none">• Winners would be decided on the basis of best time in every race

General Rules of Sports:

- Matches will start sharp at their given time.
- Matches will strictly follow, the Knock out Format.
- Every team member should have their UNIVERSITY ID CARD visible in order to play the match.
- Without displaying ID Cards and CNIC no one will be allowed to play the match.



- There shall be no representation of misconduct or misbehavior during the match.
- No OUTSIDER is allowed to be the part of team or play the match. Only the registered players will be allowed to participate.
- The umpire's decision will be Final Decision. No Challenges of any sort will be entertained.
- Teams shall be on the grounds at least half an hour before the start of their match.
- If teams are 10 minutes late before the starting time. Their opponent team will be directly given a Walkover.
- It is the sole duty of every team head delegate and team captain to maintain discipline among their teams. If any observance of misconduct is found the team will stand direct disqualification from Matches.
- Participants should come to the venue on their own.

4.18 SOCIAL EVENTS:

The object of the Hunt is to have fun. Recognize that the success of the Hunt is designed to be based upon clue complexity and your ability to solve them. In addition, clues are almost a glimpse away and some are based upon your intellect. Random spots should be checked and a time limit should be followed. The clues will be provided at certain sites by Hunt coordinators which can also be a clue or any other hint. If there is any sign of cheating as judged by a Hunt coordinator, that team will be disqualified and may not be allowed to participate in future hunts. All decisions in this matter will be made by team TAAKRA Management and the decisions will be considered ultimately final!

1. Trophy Heist:

Objective:

The Trophy Heist competition is a thrilling adventure that combines problem-solving, teamwork, and strategic thinking. Participants will embark on a quest to decipher clues, solve puzzles, and crack codes to locate hidden boxes. The ultimate goal is to reach the final destination, complete a final challenge, and secure a selfie with the coveted Trophy.



Team Composition:

- Each team can consist of 2 to 4 members.
- All team members must stay together and actively participate in solving challenges.

Game Flow:

a) Registration and Briefing:

- Teams register at the designated starting point.
- Organizers will provide a brief overview of the competition, safety guidelines, and an introduction to the Trophy Heist challenge.
- This will be a time-based task that will be played by teams one at a time.

1. Initial Clue:

- The team will be given the first clue to kick-start the competition.
- Clues may involve riddles, equations, or puzzles that lead to the location of the first hidden box.

2. Box Challenges (3 Boxes in Total):

- Once a team deciphers a clue, they will proceed to the corresponding location to find a locked box.
- The box contains a code that needs to be cracked to unveil the next clue.
- This process repeats for three boxes, each leading to a new location with a more challenging clue.

3. Final Destination:

- The third box's clue directs teams to the final destination where The Professor awaits.
- Teams must successfully solve the last challenge presented by the Professor to unlock the Trophy.
- The final challenge could be a physical task, a complex puzzle, or a combination of challenges.

4. Trophy Selfie and Return:

- Upon successful completion of the final challenge, teams take a selfie with the Trophy.
- The whole team must return to the starting point to officially complete the competition.



GENERAL RULES:

- Rules can be changed by the organizing team on the day of the event as well.
- The riddles or questions in the form of clues will be related to the season **MONEY HEIST**.
- Participants must keep all the clues with them till the end.
- At one of the 3 boxes, a person wearing a Dali-Mask will start the stop-watch, you will have approximately 3 minutes to crack the code without using any helpful material.
- If the time exceeds, one of your members will be taken away by the Dali-Mask person.
- Upon reaching the final destination, The Professor will be waiting for you, you have to complete a challenge given by him and he will give you a clue about your member.
- You have to make it to the starting point with all of your team members.

Rules:

Safety First:

- Participants must adhere to all safety guidelines provided by the organizers.
- Respect public and private property; no trespassing or illegal activities are allowed.

Fair Play:

- No sabotage or interference with other teams.
- Teams must follow the designated route and not share answers or clues with other teams.

Time Limit:

- There will be a time limit of maximum 10 minutes.
- Team who will complete the competition in the least time will be the winner.

Equipment:

- Participants will be asked to submit their mobile phones at the start of the competition.
- Organizers will provide necessary materials for solving challenges.



Team Integrity:

- Teams must stay together throughout the competition.
- No team member swaps are allowed once the competition begins.

Environmental Responsibility:

- Teams must not damage or litter the environment during the competition.

2. Minute to Win it:

Objective:

The objective of Minute to Win It Games is to successfully complete a series of challenges within a one-minute time frame. These challenges vary in nature, requiring participants to use their creativity, dexterity, and quick thinking to achieve success.

Participation:

- This game will require individual participation.

Rules:

Game Duration:

- All games have a one-minute time limit. Participants must complete the challenge within this time frame.

Objective Clarification:

- Clearly understand the objective of each game before attempting it. No practice rounds are allowed.

Fair Play:

- Participants are expected to follow the rules and guidelines provided for each game. Cheating will not be tolerated.

Equipment Handling:

- Use only the provided equipment for each game. Using additional items or tools not specified in the rules may result in disqualification.



Scoring:

- Each game will have a specific scoring system, whether it's based on completion time, accuracy, or a specific task. Points will be awarded accordingly.

Safety First:

- All games are designed with safety in mind. However, participants should be cautious and follow any safety guidelines provided.

Tiebreakers:

- In case of a tie, tiebreaker rules will be in place. This could involve a sudden death round or an additional challenge.