

## DEV SANSKRITI VISHWAVIDYALAYA

The Utsav 2024 event, organized by Dev Sanskriti Vishwavidyalaya (DSVV), is a grand celebration of culture, spirituality, and education scheduled to take place from February 22 to February 25, 2024

This four-day extravaganza aims to showcase the rich heritage and values that DSVV embodies, while also providing a platform for intellectual discourse and cultural exchange.

### **Event Overview**

The Utsav 2019 to 2024 is designed to be a multifaceted event, incorporating various activities and programs that cater to different aspects of holistic development. The event is structured around several key components:

Spiritual Sessions: Daily spiritual discourses and meditation sessions are planned to nurture the inner growth of participants

Cultural Performances: The event will feature a diverse array of cultural performances, including music, dance, and theatrical presentations that highlight India's rich artistic traditions

Academic Symposiums: Scholarly discussions and presentations on topics related to Vedic wisdom, modern science, and their integration are scheduled throughout the event

**Exhibitions**: Various exhibitions will be set up to showcase the university's achievements, student projects, and traditional arts and crafts

### **Participation and Attendance**

The Utsav 2024 is expected to draw a large number of participants from various backgrounds:

- Students and faculty members from DSVV and other educational institutions
- Spiritual seekers and practitioners
- Cultural enthusiasts and artists
- Academicians and researchers
- · General public interested in Indian culture and spirituality

The event organizers anticipate thousands of attendees over the three to four-day period, making it one of the largest gatherings of its kind in the region

SHARAD PARDHY Vice Chancellor Dev Sanslutti Vishwavidyalaya Gayatrikunj, Shantikunj, Haridwar 249411

### Significance and Impact

The Utsav 2019 to 2024 holds great significance for DSVV and the broader community:

**Promotion of Cultural Values**: By showcasing traditional arts, music, and dance forms, the event plays a crucial role in preserving and promoting India's cultural heritage

Spiritual Awakening: The spiritual sessions and discourses aim to inspire participants towards inner growth and self-realization

Academic Exchange: The symposiums and presentations provide a platform for intellectual discourse and the exchange of ideas between scholars and students

**Community Engagement**: The event serves as a bridge between the university and the wider community, fostering a sense of unity and shared purpose

### **Organizational Efforts**

The successful execution of Utsav 2024 requires extensive planning and coordination:

Logistics: Arrangements for accommodation, transportation, and catering for thousands of participants are being made

**Program Scheduling:** A detailed schedule of events, ensuring a smooth flow of activities across multiple venues, has been prepared

Security and Safety: Measures to ensure the safety and well-being of all attendees are being implemented

Publicity and Outreach: Efforts to promote the event through various media channels and personal invitations are underway

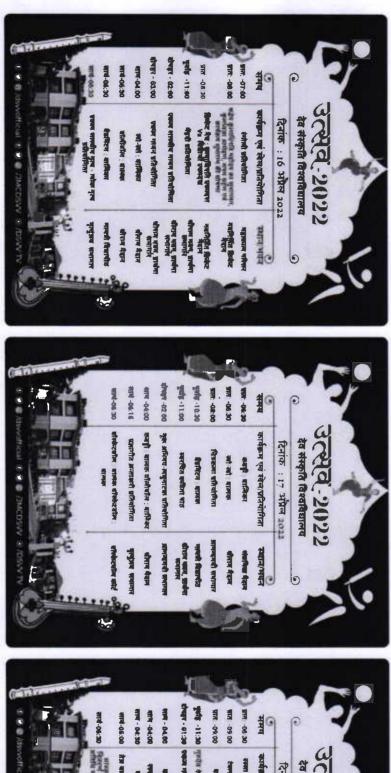
The Utsav 2024 at Dev Sanskriti Vishwavidyalaya promises to be a landmark event that celebrates the integration of ancient wisdom with modern education. It reflects the university's commitment to holistic development and cultural preservation. As the event unfolds, it is expected to leave a lasting impact on participants, fostering a deeper appreciation for India's spiritual and cultural heritage while promoting academic excellence and community engagement

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# **Poster Published for invents**

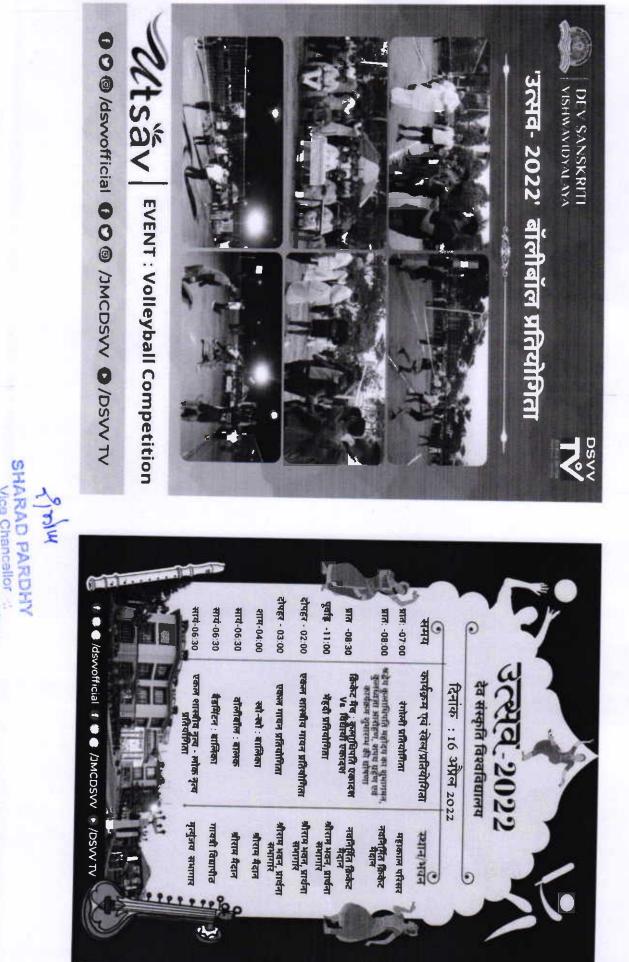
# https://www.dsvv.ac.in/utsav-2024/

SCHEDULE



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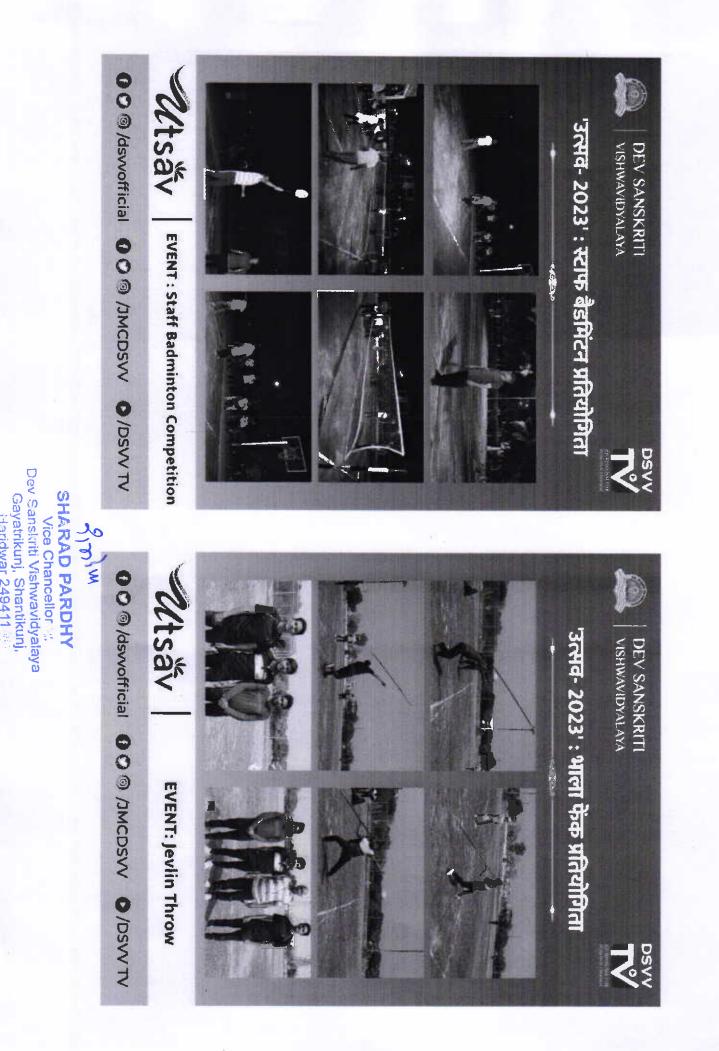
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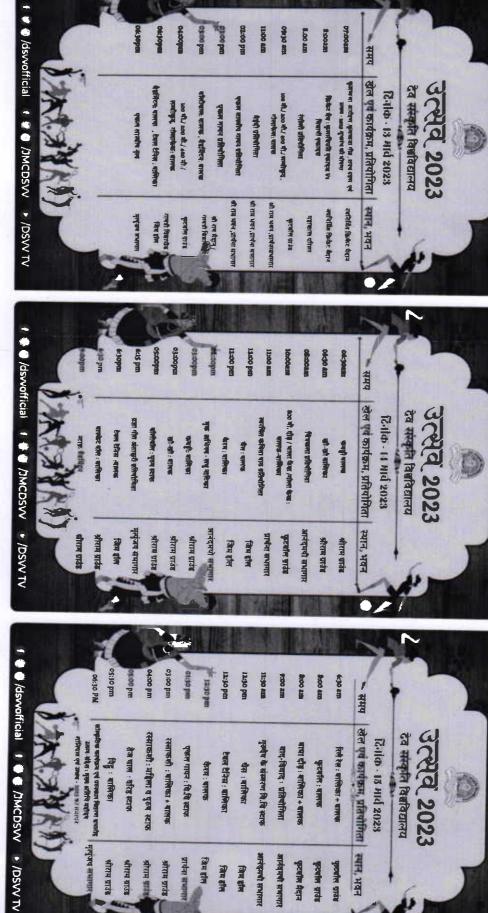
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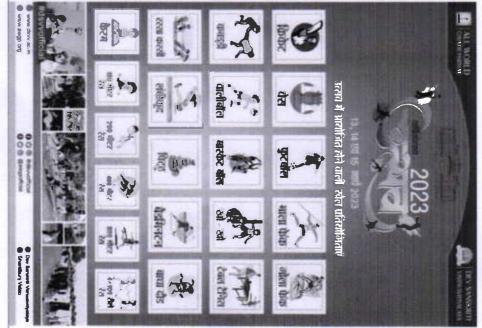
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# OUR REGISTRATION CENTER

Interested participants can register their name at our 2 registration center. You can enroll your name in your intrested games. So please kindly register your name and take participation and get a chance of wining amazing awards.

### LOCATION FOR REGISTRATION



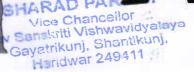
Mess Hall

Canteen

- 7
- Department of Tourism







# GAME ZONE



### Face Painting

### (Rules & regulation)

- Participants will have to take their own colors and other useful things. Department will not provide anything.
- Participants will have to take their partners with them.
- Time limit will be 30min.
- Participants will have to make the art according to the given theme.

### JAM

### (Rules and Regulation)

- 1. The competition is open for all.
- Topics will be given to the contestant before the JAM session starts and prior to that 1 minute will be given for thinking on that particular Topic
- There will be only 1 minute given to speak on the particular Topic.
- There is no self-introduction required in the beginning of the session.
- Not being able to speak on the particular topic provided will lead to disqualification
- The participant will be judged on the basis of fluency of communication, the way of delivering a speech within the time slot, and uses of vocabulary.
- There will be a negative marking if the participant gets stuck/stops in middle of his/her speech.



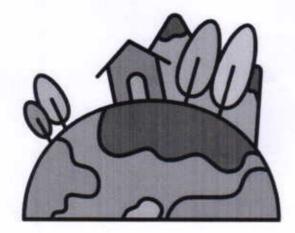
### Mehandi Competition

### (Rules & Regulation)

- Participants have to apply mehandi to their partner's hand or their own hand.
- Mehandi design should be on hand till the elbow.
- Judgment will be done on the basis of design and neatness and creativity.
- Time limit:- 30 min

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- Mehandi cones will be provided by the Dept.
- Mehandi design must be covered one hand.
   Amu



### RANGOLI COMPETITIONS

### **RULES:-**

- Rangoli will be made by using only white flour (aata) and turmeric powder (haldi).
- No other colors are allowed
- Rangoli materials will be provided on the spot to every participant.
- Rangoli should be based on a theme only.
- There will be only one round of competition.
- Maximum time to complete the Rangoli is one hour.

### Seven Stone

- The throwing seeker cannot come too close to the piled-up stones while attempting to knock them over. They have to do so from behind a line marked on the ground.
- If the person trying to knock down the pile cannot do it in three tries, they are considered out.
- If the thrower's ball does not knock down the pile and is caught by an opponent four times after the first bounce then the thrower is out.
- Each team contains an equal number of players.
- Piles of flat stones contain 7 or 10 stones.
   Hitters cannot run with the ball to bit the
- Hitters cannot run with the ball to hit the seekers.
- The seeker, after restoring the pile of stones, says the game's name to announce the reconstruction of the pile of stones.
- If the ball is thrown by the thrower and hits the piles and the opposite member catch the ball then the whole team is out





### Best Out of Waste Competition

**1**.Participants will show their creativity and talk about it in a two minute video

2. Waste material could be anything like tetra packs, bottles, newspapers, old utensils, jute material or any second hand items that otherwise would be thrown away.

3. The item would be rejected if not found to be a waste product or second hand item.

No ready or semi-finished model or matter would be accepted from participant in competition.

 Participants will be judged on creativity, utilization of resources, artistic composition & amp; design, ecofriendly

rating, utility of the product and overall Presentation. 6. The decision of the judges will be considered final and abiding.





### Lemon Race

The spoon should be in the mouth of the player going for the

race when the race starts till the ending of the game. If the

player drops it, the game is lost and he is out of the race.

□ The hands cannot be used to adjust the spoon or the lemon balanced on the spoon once the game kicks off

The participants should begin the race only when they see particular signal or hear a determined voice. They should all start at the same time.

If the player touches the spoon with a finger or any foul method as sticking the lemon to the spoon is found, a penalty can be imposed.

### lce water (Baraf paani)

In this game one paricipant from the all the participant will freeze

the other teammate by touching them. The player should freeze 3 participants of the other teamn to win.

Player should not push or harm the other participants, all have to play gently with joy.

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### POSTER MAKING COMPETITION

 Drawing / painting must be on white sheet of A4 size which will provided at the venue.

Acceptable tools of drawing / painting include pencil, crayon, sketch, pastel, water color, poster color, etc.

Participants should bring their own colors, brushes etc.

The theme should be the main focus of the poster.

Time limit is 60 minutes.

 Name and class/course of participant must be clearly mentioned on the back of poster.

Participants will be judged on the basis of creativity, innovation and design.



### CULINARY COMPETITION

□ It should be an individual effort of an individual .

Competitors must attend and participate on the date and at the time

allotted to them.

□ You will be given the cooking time. The food has to be prepared from the

hostel itself.

 Food should be unique whether it is sweet or spicy.
 Participants will be judged on

Participants will be judged on the basis of creativity, innovation and design.

### SLOGAN WRITING COMPETITON

• It is theme based competition above mentioned.

It must be on white sheet of A4 size.

 Slogans can be in both Hindi or English languages.

 If the slogan is voiced, the entry copied from somewhere else will not be accepted.

• It should be clearly scanned and easy to read.

• Acceptable tools of writing include pencil, sketch, pens.



### SUDOKU

### Matches round Round 1

Each participants will be given 10 minutes for this round.

you can use pencil or either pen .

### Round 2

qualified participants will be given 08 minutes for this round.

only pen will be allowed.

### Round 3

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for final round time limit is 5 minutes only pen will be allowed.



### **Spelling Bees**

### **Matches round**

Round 1: preliminary round

- The pronouncer will repeat the word twice. the participant is allowed to ask the definition or origin of the word.
- Each speller will need to repeat the given word
- There is no reduction point in this round.
- Time limit 30 sec.
- 10 Question 1 mark.

### Round 2: Semi final round

- Qualified participants will be divided into groups. Participants are not allowed to ask the explanation of the word.
- Pronouncer will not repeat the word twice.
- Time limit 20 sec.
  5 question for each group.
  5 Question 2 marks.
  Round 3: final round

  - No Time Limit,
  - The candidate who will answer first and correctly would be the winner.

### Mantra Chanting

- Chanting the mantra loudly in a rhythm.
- Not chanting aloud but it in a low voice or simply recalling the mantra with lip movement.
- Read from the book.
- After chosing the slip according to that you read the mantra.

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### **Musical chair competition**

- Play the music and have the players walk around the perimeter of the chair circle.
- When the music stops, everyone must immediately sit in a chair.
- The one person left standing it out.
- Remove another chair and continue until only one person is left.

### **Poetry Compitition**

- Entries must be written in English and Hindi
- The poetry is based on tourism .
- Submit your poem as text .
- Submission date :
- The title of the poem should be clearly stated.
- The length of the poem should be a minimum
- of 60 words or a maximum of 180 words.
- Your poem can be neatly handwritten
- The entries should be original and not copied mu

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from any source.



### **Quiz Compitition**

- 1. Only Single participation is allowed.
- · 2. The medium of the questions will be only English.
- · 2. There will be no screening round.
- 3. All the participants can play all the rounds.
- 4. On the average score derives from all the rounds, winners will be declared.
- 5. There will be certain time span for each round.
- 6. If there is any tie up among the participants about average score, it will be solved by taking another round or set of rounds.





### Sack Race

- Have the groups form their lines. There must be 3 meters distance from each group. Give each group a sack. Big size of sack is preferable for comfortable movements.
- 3. Put a chair in front of the group at least 10 meters distance away from them. The chair will serve as their point of reference.
- 4. The first person in each the line will be the first participant of the race. The participant will step inside the sack, heads out holding the sides of the sack by his both hands.
- 5. Then the "GO" signal is given, they hop towards the reference point the chair) go around the chair and hop back to their lines.
- 6. When they reach back to their line in the group, the next participants will follow doing the same procedure until all of them in the group will be able to participate.

### **Slow Cycle Race**

- Riders must stay in their lane and cannot gobackwards.
- Riders cannot touch the ground with their feet or anything else on their person or bicycle.
- Any rider who goes backward, rides out of the lane or touches the ground is

disqualified.

- Last one across the finish line wins, and advances to the next round of heats
- Riders must wear helmets and ride a standard2-wheel bicycle.
- In a heat where no rider crosses the finish line, the last rider standing before

disqualifying wins



### **Treasure Hunt**

- Each group must have at least 3 and at most 5 members. Teams can be formed between any students of the college.
- Questions will be provided to the team leaders in batches as soon as the event starts.
- Answers must be sent as group selfies in front of / with the subject of the answer.
- Players will be allowed to change their answers to a question only once upon request. They can do so for a maximum of 3 questions, that too near the end of the event.
- The next batch of questions will be sent to the team leader when all the questions of the current batch are answered.
- Multiple wrong answers/spamming will lead to immediate disqualification from the game, and disciplinary action will be hetaken.