



Annual Intra College Techno Management Cultural Fest

VERVE

2K26

UNITE - IGNITE - CELEBRATE

20
FEB

21
FEB

#byjims_forjims

JIMS has been an institute of academic excellence, known for its total commitment to superiority in education & research with a holistic approach for quality of life, environment, society and ethics.

JIMS is proud to present its Annual Intra College Techno Management Cultural Fest "Verve 2026"

Verve 2026, a two day event, is a celebration of the dynamic youth, seeking to flaunt their talent by bringing together the creativity, intellect and wackiness.

"Now the stage is set for you to prove your vigour & unleash your talent; feel the beat of college fest and have the time of your life!"

RULES AND REGULATIONS

1. The last date for Registration for any event is February 16th, 2026.
2. There is no restriction on the number of events for individual/teams to participate.
3. All students must carry their Institute/College Identity Card with them.
4. Participant can be disqualified from any event on grounds of malpractice & indiscipline.
5. In case of any dispute, the decision of the judges shall be final & binding upon the participants.
6. Participants are required to reach the venue 1 hour before the scheduled time of the event.
7. For any further information please contact : verve@jimsindia.org

STUDENT ORGANISERS

Ansh	8700718448	Atul Aryan	9973079890
Bhavika	7082737028	Keenjal	9839360507
Devansh	9354310710	Chahak	9354553094
Shruti Raj	7667727338	Vaishnavi	9835259094
Aman Yadav	9667132885	Somay gahlot	8368345174
Gunjan Barua	9258165554	Drashti Singh	8439565783
Sarthak Singh	9717076489	Ishika Sharma	9811060695
Sanyam	7206889970	Aditya Pratap	7840060008
Chahat	7065614520	Pranav Malhotra	9643789203
Shobhit Jain	9654002057	Eshani Bansal	9811532340
Utkarsh	9968248631		
Maanit	8383007834		

A GLIMPSE - PAST VERVE



DJ NIGHT



on February 20th, 2026

Kr\$na



Performing live on February 21st, 2026

MR/MS VERVE 2026

- Individual participation
- Clothes and other accessories are to be arranged by the participants.
- The rounds will be proceeded as
Round 1 - Introduction
Round 2 - Talent Round (time limit 1min)
Round 3 - Question Answer Round



OPEN MIC

- Individual participation
- Categories:
 - Story Telling
 - Mimicry
 - Stand-up
 - Poetry
- Time Limit: 4-7 Minutes
- Language: Hindi/English
- Judgement will be done on the basis of: Creativity, Content, Time limit & Audience engagement.
- 2 best performances will be awarded in each category



BHARTIYA KALA KAUSHAL

- Team event: Individual participation or Maximum 2 members in a team
- Time limit : 2 hours
- Use of Internet is not allowed
- Material to be brought by students
- 3 best art forms will be awarded
(Few examples like Lippan art, Warli, Madhubani or any other Indian art form)



SUR SANGAM SOLO SINGING COMPETITION

- Individual participation
- Time limit : 3 minutes
- Songs: Hindi/English
- Karaoke allowed
- Instrument : Self guitar allowed or any other
- 3 best singers will be awarded



BUSINESS PLAN

GUIDELINES RULES

- All teams must submit their business plan in PowerPoint (PPT) format on or before 15th February, 2026 to the official email ID: monika.agarwal@jimsindia.org / teena.wadhera@jimsindia.org
- Late submissions will not be accepted under any circumstances.
- Each team must consist of a minimum of 2 and a maximum of 4 members.
- The business plan must strictly adhere to the prescribed format provided by the organising committee.
- A pre-screening process will be conducted prior to the event. Only 10 shortlisted teams will qualify for the competition.
- 3 best teams will be awarded

COMPETITION STRUCTURE AND EVALUATION

The competition will be conducted through PowerPoint presentations and evaluated in two stages:

1. Business Plan Evaluation (50%)

Teams will be assessed on:

- Quality of the business idea
- Practical feasibility
- Clarity and coherence of the plan

2. Presentation (50%)

This stage will evaluate:

- Communication skills
- Body language and presentation style
- Professionalism and confidence
- Perceived viability and sustainability of the business idea

Each team will be allotted 15 minutes for presentation, followed by a 10-minute question-and-answer session.

All team members must participate in the final presentation.



JUDGING CRITERIA

- Opportunity Identification – Clarity and feasibility of the proposed business opportunity.
- Unmet Market Need – Ability to identify and address a genuine gap in the market.
- Strategic Fit – Alignment between the proposed strategy and the identified market need.
- Resource Allocation – Effective identification and utilisation of financial, human, and operational resources.
- Competitive Advantage – Sustainability and uniqueness of the competitive edge.
- Market Analysis – Depth, accuracy, and relevance of the target market assessment.
- Financial Viability – Practicality and realism of revenue, cost, and profit projections.
- Growth Potential – Scalability and realistic timelines for future expansion.
- Realistic time frame for company growth.

OUTLINE OF BUSINESS PLAN

1. Executive Summary

- 1.1 Objectives of business
- 1.2 Mission
- 1.3 Keys to Success

2. Company Summary

- 2.1 Company Ownership
- 2.2 Company History (for ongoing companies) or Start-up Plan (for new companies)
- 2.3 Company Locations and Facilities

3. Products and Services

- 3.1 Products, Services and Description
- 3.2 Competitive landscape and potential risks
- 3.3 Sales projections
- 3.4 Sourcing and Fulfillment
- 3.5 Technology
- 3.6 Future Products and Services

4. Market Analysis Summary

- 4.1 Market Segmentation
- 4.2 Target Market Segment Strategy
 - 4.2.1 Market Needs
 - 4.2.2 Market Trends
 - 4.2.3 Market Growth
- 4.3 Industry Analysis
 - 4.3.1 Industry Participants
 - 4.3.2 Distribution Patterns
 - 4.3.3 Competition and Buying Patterns
 - 4.3.4 Main Competitors

5. Strategy and Implementation Summary

- 5.1 Strategy Pyramids
- 5.2 Value Proportions
- 5.3 Competitive Edge
- 5.4 Marketing Strategy
 - 5.4.1 Positioning Statement
 - 5.4.2 Pricing Strategy
 - 5.4.3 Promotion Strategy
 - 5.4.4 Distribution Patterns
 - 5.4.5 Marketing Programs
- 5.5 Sales Strategy
 - 5.5.1 Sales Forecast
 - 5.5.2 Sales Programs
- 5.6 Strategy Alliances
- 5.7 Milestones

6. Digital Marketing Plans

- 6.1 Digital Marketing Strategy
- 6.2 Digital Marketing Tools

7. Management Summary

- 7.1 Organisational Structure
- 7.2 Management Team
- 7.3 Personnel Plan

8. Financial Plan

- 8.1 Key Financial Indicators
- 8.2 Break Even Analysis
- 8.3 Projected Profit and Loss
- 8.4 Projected Cash Flow
- 8.5 Projected Balance Sheet
- 8.6 Business Ratios
- 8.7 Long-Term Financial Plan

BATTLE OF THE BRAINS

QUIZ COMPETITION

- Only 2 members allowed in each team.
- The rounds will proceed as
 - Round I - Rapid Fire
 - Round II - Take your pick
 - Round III - Personality Guessing
 - Round IV - Brain Drain : Double Trouble
- 3 best teams will be awarded



Quiz Time

APPATHON

WEBSITE AND ANDROID DEVELOPMENT COMPETITION

- Team event: maximum 2 members
- Time limit : 2 hours
- All Participants have to choose a topic
- Participants have to design a website or a Mobile App
- 3 best teams will be awarded

MAIN BHI ACTOR HOON

- Individual participation
- Participant has to enact any scene of his/her choice.
- Language: English/Hindi
- Time limit : 3 minutes
- Judgement will be done on the basis of
 - Expression
 - Voice control
 - Dialogue Delivery
- 3 best actors will be awarded



CODING MANIA

CODING AND DEBUGGING COMPETITION

- Individual Participation or maximum 2 members
- The rounds will proceed as
 - Round 1 - Complete missing statements in the programs by understanding the logic.
 - Round 2 - Develop the code based on the logic given in the program.
- Programming language: C/ C++/ JAVA/ Python.
- 3 best coders/teams will be awarded



DEBATE

- **TOPIC : "SAVE THE EARTH: CHOICE OR RESPONSIBILITY ?"**
- Team event: 2 members in each team (1 for the motion & 1 against the motion)
- Language: English/Hindi
- Time allotted to each participant will be 4 mins + 1 min.
- 3 best teams and 1 best debater will be awarded.

RANG MANCH NUKKAD NATAK

- Team event: 15-20 members are allowed in each team
- Time limit : 10 minutes
- No mics will be provided
- Theme - **"Childhood on Silent Mode "**
- 3 best teams will be awarded





VISUAL VIBES

VLOG/ REEL/ SHORT- FILM/ DOCUMENTARY



Rules for Vlog Making Competition

- Team event: minimum 2 & maximum 4 members
- Theme: **Delhi through my lens**
- The vlog must be **3 to 5 minutes long**, including opening and closing credits.

Rules for Short Filmmaking Competition

- Team event: minimum 2 & maximum 4 members
- Theme: **Delhi through my lens**
- The short film must be **7 to 15 minutes long**.

Rules for Reel Making Competition

- Team event: minimum 2 & maximum 4 members
- Theme: **Delhi through my lens**
- The reel must be **30 to 60 seconds long**.

Rules for Documentary Competition

- Team event: minimum 2 & maximum 4 members
- Theme: **Delhi through my lens**
- The documentary must be **5 to 15 minutes long**.



3 best teams will be awarded in each category

Deadline to submit vlog, reel, short-film & documentary is 16th February 2026 on visualvibes2k26@gmail.com

***All content must be original and not violate copyright, trademarks, or intellectual property rights.**

The vlog must not contain any offensive, obscene, or inappropriate material.

KUCH KOOK HOTA HAI

- Team event: 2 members in each team
- All teams are required to carry their own set of kitchen tools kits (knives, peelers, spoons, etc.) and crockery for food presentation.
- Participating teams have to prepare 3 dishes in which 1 starter, 1 main course, 1 dessert is mandatory for which all raw material will be provided by the organizers.
- The teams are expected to submit a list of ingredients which they will require for preparation one week before the event to the faculty incharge.
- Use of ingredients other than those issued will lead to disqualification.
- All participants must ensure that they reach the venue at least 30 minutes prior to the time of commencement of the competition & get themselves registered.
- Students have to carry their written recipes which will be displayed at the time of food presentation.
- All the participants must leave their working area clean after the food preparation.
- Winners will be decided on the basis of taste, texture and presentation of food and on the basis of wastage.
- The decision of the judges will be final and no queries in this regard will be entertained.
- 3 best teams will be awarded



CLICK O MANIA



- **Theme: LIFE ON THE MOVE**
- Individual participation
- Photograph should be 8" X 10" size on glossy/matte finish paper.
- Name of the participant, Institute/College and contact number should be mentioned at the back of the photograph.
- All the entries will be displayed in a gallery.
- Decisions will be taken on technical and aesthetical grounds by the judges and will be final.
- 3 best photographs will be awarded
- Deadline to submit your photograph is **16th February 2026.**

MIXOLOGY INNOVATIVE BARTENDING

- Individual participation
- Time duration: 30 minutes
- Bar will be setup with the following ingredients :
 - Juices - Orange, Cranberry, Pineapple & Mix Fruit
 - Syrups - Sugar & Flavoured Syrup
 - Seasonings
 - Fruit & Vegetables for garnish
 - Carbonated Drinks

(Participants are required to bring their own glassware, accessories and any special ingredient) .

- Participants will be judged on the basis of their innovative skills, taste and presentation and on basis of wastage.
- 3 best participants will be awarded



PSYCH FIESTA

THEME: HAPPINESS HACKS

Stress is an inevitable part of life. While we are often told to “avoid stress,” we are rarely shown how. The event, 'Happiness Hacks' offers students a space to explore what truly helps them unwind, and discover personal ways to de-stress. During the event the participants would learn and create meaningful pathways to wellbeing and happiness.

RULES

- 2-4 participants in each team.
- Time limit : 1.5 hrs of preparation time
- Students have to give their stall a name
- Students have to carry all the material they require for setting up the stalls
- The team members also have to give a brief presentation about their respective stalls to the judges.
- The best 3 teams will be awarded.



DRESS A CAKE

- Team event: 2 participants in each team
- All participants are required to bring their own tools and small equipments such as turntables, palette knife, base, cake knife etc.
- All Participants have to dress a cake according to theme of their choice.
- The participants have to explain the theme that they have chosen.
- The organisers will be providing work table, sponge, whipped cream, dark & white chocolates.
- Any decoration material, such as colours, moulds, sprinklers, piping bags, nozzles etc will not be provided.
- All the participants must leave their working area clean after the preparation is over.
- 3 best teams will be awarded



GAMERS DEN

A MULTIPLAYER LAN GAMING COMPETITION

“Valorant”

- Team event: 5 members in each team
- Participants must bring their own headphones and mouse
- 3 best teams will be awarded

“Rocket League”

- Individual participation
- Participants must bring their own headphones and mouse
- 3 best participants will be awarded



DANCING FEET

SOLO / DUET / GROUP

- The participants are required to prepare their performance as per the theme decided by them.
- Participants must carry the pen-drive
- Time limit : 3-4 minutes
- In group dance category minimum 4 and maximum 15 members are allowed.
- 3 best performances will be awarded in each category.



FASHION SHOW

ENVOGUE

- Minimum 10 & maximum 15 members in a team will be allowed.
- Time limit : 6-7 minutes
- Participants must carry the pendrive with their songs/music.
- 3 best teams will be awarded



DRAMATIC MONOLOGUE

Dramatic Monologue to be performed by individual participant.
Characters can be chosen from history, literary books, and movies.
Medium of Communication is English (must be strictly adhered to).

Time limit: 3-5 minutes

Students may wear the costumes and use the props as necessary

Recorded sound effects are permitted

Criteria for judging:

1. Costume & Presentation
2. Content & Delivery
3. Poise
4. Question/Answer (Questions will be asked after the respective performance)

3 best participants will be awarded



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FEB

FIESTA SCHEDULE

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FEB

Events	Timings	Venue
INAUGURATION	10:00AM - 11:00AM	MAIN STAGE
SUR SANGAM	12:30PM - 02:30PM	MAIN STAGE
OPEN MIC	01:30PM - 03:30PM	SEC-3 AUDITORIUM
MAIN BHI ACTOR HOON	03:30PM - 04:30PM	CENTRE STAGE
ENVOGUE: FASHION SHOW	04:30PM - 6:30PM	MAIN STAGE
PSYCH FIESTA	11:00AM - 01:00PM	LAWN 1
BUSINESS PLAN	11:00AM - 02:00PM	SEC-5 AUDITORIUM - B
DEBATE	02:00PM - 04:00PM	SEC-5 AUDITORIUM - A
CLICK-O-MANIA	11:30AM - 01:30PM	OPEN AREA~(NEAR SEC - 3 AUDITORIUM)
KUCH KOOK HOTA HAI	11:00AM - 02:00PM	JIMS KITCHEN / BAKERY
APPATHON	11:00AM - 02:00PM	SEC-5 COMPUTER LAB
BATTLE OF THE BRAINS (QUIZ COMPETITION)	11:00AM - 01:00PM	SEC-5 AUDITORIUM - A
GAMERS DEN	02:00PM - 04:00PM	SEC-5 COMPUTER LAB

Events	Timings	Venue
DANCING FEET	12:00PM - 03:00PM	MAIN STAGE
MR. & MS. VERVE	03:30PM - 05:30PM	MAIN STAGE
RANG MANCH	10:30AM - 12:00PM	CENTRE STAGE
BHARTIYA KALA KAUSHAL	11:00AM - 02:00PM	LAWN 1
DRAMATIC MONOLOGUE	10:30AM - 12:30PM	SEC-3 AUDITORIUM
VISUAL VIBES	01:00PM - 03:00PM	SEC-3 AUDITORIUM
CODING MANIA	11:00AM - 02:00PM	SEC-3 COMPUTER LAB
MIXOLOGY	11:00AM - 12:00PM	OPEN AREA~(NEAR SEC - 3 AUDITORIUM)
DRESS A CAKE	01:00PM - 03:00PM	OPEN AREA~(NEAR SEC - 3 AUDITORIUM)

STAR NITE: KR\$NA
6:00PM-7:30PM | MAIN STAGE

DJ NIGHT

6:30PM ONWARDS | MAIN STAGE



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Log-On & Register Via JIMSROHINI.ORG/VERVE2026

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