

## Rules and Directions:

**Hello Explorer,**

We are happy to announce that Harivandana College-Rajkot is bringing a unique treasure hunt experience for the young hearts of Rajkot, where a student will not only explore the beauty of Rajkot, but also will get to learn and realize various life values such as teamwork, time-management, presence of mind, logics & reasoning, empathy & a sense of helping others, etc...

Harivandana College-Rajkot expands its hands towards you to be a part of this wonderful inter-college treasure hunt game by registering your team(s) in the event.

So, fasten your seat-belt and get ready for a wonderful experience...

Regards,

Harivandana Team.

### **Qualifications:**

1. Any student(s) who is/are of minimum 18 years of age are qualified to take part in this quest/treasure hunt game.
2. Total 4 members per team are allowed. Every team have to choose their captain from them.
3. To handle the whole event in a better way, maximum 2 teams per college are allowed. The registration would be done on first come, first serve basis.

### **Registration Process:**

1. The team, who wants to participate in the event, has to register itself by the online form. Registration charges are Rs. 200/- per team. Which has to be paid on the registration spot (**Harivandana College, Munjka**) on **14<sup>th</sup> August, 2019, Wednesday**.
2. Every member is required to present their **College ID Card** whenever and wherever demanded by the organizing team.
3. The team has to add the contact **details of the Captain as well as of any of the College Faculty** who is going to represent the team and the college in this event.
4. The participants have to use their **own vehicle** during the event, to travel from one place to another. **Only two-wheelers are allowed and maximum 2 two-wheelers per team are allowed**. The team has to add the vehicle details such as vehicle model, owner name, PUC details, etc. In case of the team member who is going to ride the vehicle so registered, he/she has to present his/her valid license, valid PUC of that vehicle and other details. **Helmet for every member going through the vehicle is compulsory**.
5. The **last date for registration would be 12<sup>th</sup> August, 2019**. Any entry later than this would not be accepted.

### Reporting on the Venue:

1. The team needs to **pay Rs. 200/- on registration spot** as registration fees to get their entry confirmed.
2. Kindly note that every team has to **report on the above venue at 8:30 am (half an hour before flag-off) by latest** and confirm their registration by paying the fees. Only confirmed teams would be allowed to proceed further. Teams who would report later than the given time, would be stated disqualified.
3. Every team has to **report to the organizing team with their representative faculty** only when every team member is arrived on the venue.
4. The team has to submit their final decision about the team-captain and also **provide the contact details of the captain and representative faculty of their college.**
5. The team would receive a material which would be containing the **rules & regulations of the game and also would be having list of clues to proceed in the game.** (This material would be provided to the confirmed teams only).

### During the Game:

1. The team has to **solve the clues** given to them and **follow the tasks** accordingly. To follow and complete the tasks, the team has to **visit various landmarks across the city.** The team would find a volunteer on each of the venues who would guide the team for further process and validate your presence to that place. The presence of the team would be validly registered on each spot only when every participant would be present on the venue together.
2. **Not more than 2 vehicles are allowed per team.** Also, the vehicles the team is using would be properly maintained, fueled and must be having valid papers available.
3. The team or any of the team member would **not interfere/indulge into the other team or member.** The participant(s) doing so would be stated disqualified. In some cases, the organizing committee may decide to disqualify the entire team, which must be noted.
4. The quest will **begin at 9:00 am after the flag-off ceremony.** The team has to complete the quest in 3 hours. The top 3 teams which complete the quest the earliest and properly would be shortlisted for the winning teams.

### Disqualifications:

- Underage participant (Below 18 years)
- Late Entry/Registration/Reporting;
- Having unfulfilled requirements related to identity or license;
- Reckless behavior;
- Damaging any property;
- Misbehaving;
- Interfering/indulging with any of the teams/team members;
- Stealing from other team/member, etc.

### Note:

1. The final decision related to any matter of the event would be of management and organizing body.
2. Bring along your raincoats.
3. For any queries or information, call on +91 81 28 567842.