

Event: Minute To Win It

Description

Minute To Win It is a collection of various 1 Minute fun games. The player has to perform the targeted task in a minute. At the end of the minute the player with the most points wins the event.

General Rules

1. Individual participation is only allowed. Maximum 5 players will be allowed in a round. Multiple rounds for each game will be conducted.
2. When the first group finishes playing a game and a winner is declared after that the next group of 5 players will start playing the same game.
3. The decision of the referee will be considered as final.

Event: Minute To Win It

Games and Specific Rules

1. Lemon Spoon Race - Use of hands is only allowed for placing the lemon on the spoon. In one minute, a player has to transport as many lemons as possible from one table to another. The player has to hold a spoon in his/her mouth and balance it while transporting it from one table to another. Once a player takes a lemon from one side to another and puts it on the other table, he/she has to run back to the first table and repeat the process. The player with the most lemons transported in a minute at the end of the event will be declared the winner. Distance between the tables is 5 metres.
2. Balloon Cup Transport - The player has to use balloons to lift the cups by blowing air into the balloon while keeping it inside the cup. He/she has to transport the cups from one table to another without using his/her hands. Once a player transports the cup from one side to another and puts it on the other table, he/she has to run back to the first table and repeat the process. The player with the most cups transported within a minute will be declared the winner. Distance between the two tables is 3 metres.
3. Scoop a Coin - Coins are to be scattered on a table. A jar has to be placed on the same table. The player has to use two spoons to lift the coins and put it in the jar. The player with the most coins lifted from the table and put into the jar at the end of one minute will be declared the winner.
4. Cup Stacking – Players have to stack cups in a pyramidal structure by placing them one above the other. The lowest level of the structure has to have 4 cups, 3 on the level above that, 2 on the one above it and 1 at the topmost level. The player with the most pyramids made at the end of a minute will be declared the winner.

Event: Minute To Win It

5. Sack Race – Two lines will be drawn. One will be the Starting line and the other will be the Lap line. The player will be wearing a sack on his/her legs and has to hop(not run) from the start to the finish line. Each time a player reaches the Lap line he/she has to turn around and reach back to the starting line. Every time a player crosses either of the line after the start of the race it will be considered a point. The player with the most points at the end of the race will be declared the winner.

6. Biscuit Eating Challenge – The player has to stand at the table. There will be packets of Parle G biscuits on the same table. When the game starts he has to start eating the biscuit from the packet. The player is only allowed to open one packet at a time. He/she can open the new packet only when the previous one is finished. The player with the most biscuits eaten in a minute will be declared the winner.

Faculty Coordinator

1. Prof. Danish Ansari +91-9106225654
2. Prof. Jigar Pandya +91-6352454575

Student Coordinator

1. Mr. Devansh Mehta (+91-9173746936)
2. Mr. Om Gajjar (+91-6356290010)
3. Mr. Romil Trivedi (+91-9924211139)
4. Mr. Heet Patel (+91-7016631922)
5. Mr. Devanshu Varneshiya (+91-7016259590)