

# NATRAJ

## BLISS (GROUP DANCE)

### ABOUT

“Talent is not rare, but the opportunity to show case is.” Kashiyaatra unfolds to you “Bliss - the Group Dance Competition” where synchronicity, energy and creativity unfold themselves and the stage echoes with the thud of your steps, diverse with every leg yet unified with every beat.

### RULES

#### Preliminary Round

Time limit: 3-5 minutes. Exceeding this will lead to penalization in marks.

Team size:-Minimum of 5 and a maximum of 35 members are allowed in a team, with at least 3 and at most 20 members on stage at any point during the performance.

1. All dance forms except folk are allowed.
2. Participants can use props suited to their performance. Props which might cause inconvenience to the other teams or cause damage to the stage or the surroundings, will not be entertained under any circumstance (this applies to any fluid, flame, powders, colours, confetti, glass etc.).
3. The performance must be a part of their set to be presented in the final round.
4. Participants are required to give the corresponding edited audio songs of both the rounds in .mp3 format, in PENDRIVES ONLY and must be submitted at the time of registration. Other devices such as CDs or mobile phones etc. will not be accepted.
5. The decision of the judges and the coordinators will be considered as final and binding and will not be changed under any circumstances.
6. The obscenity of any kind will lead to immediate disqualification.

## Final Round

Stage setting time: 2 minutes (maximum).

Time limit: 6-10 minutes. Exceeding this will lead to penalization in marks.

1. Participants can use props suited to their performance.
2. Participants are required to give the corresponding edited audio songs in .mp3 format, in PENDRIVES ONLY along with the final round track and must be submitted at the time of registration.
3. No substitutions are allowed. Only the same team that was registered for the eliminations will be allowed to perform in the finals if it qualifies.
4. Any specific requirements regarding lights and smoke must be discussed with organizers well in advance.

[NOTE: The pen-drive must contain two tracks, one for preliminary round and the other for final. Named as: BLISS-your\_group\_name/college\_name-round (PRELIMS/FINAL), e.g.: BLISS-IITBHU-PRELIMS indicates IITBHU's track for PRELIMINARY round]

## **CUT-A-RUG**

### **(SOLO DANCE)**

### **ABOUT**

Natraj is the name of Shiva that symbolizes dance: the dynamic and static divine flow of energy. It lets you dive deep into the oceans, swim without hurdles and breathe freely. So loosen up yourself and go solo on the stage as Kashiyatra unveils to you “Cut-A-Rug - the Solo Dance Competition”.

### **RULES**

1. All dance forms are allowed.
2. There will be three rounds present in the competition.
3. In the first round, participants will perform for not more than 1 minute. The performance must be a part of the routine that is to be presented in the second round.
4. In the second round, participants will have 4 minutes (maximum) to perform.
5. The final round will be a one-on-one face-off competition in which the finalists will perform on the spot to a music piece randomly selected which will be given to the participant 5 minutes before their performance.
6. Participants can use props suited to their performance. Use of any fluid, flame, powders, glass and colours is not allowed.
7. Participants are required to give the corresponding edited audio songs in .mp3 format, in PENDRIVES ONLY along and must be submitted at the time of registration. Others devices such as CDs or mobile phones etc. will not be accepted.
8. The decision of the judges and the coordinators will be considered as final and binding and will not be changed under any circumstance.

[NOTE: The pen-drive must contain two tracks, one for the first round and the other for a second. Named as: CAR-your\_name-round\_name (PRELIMS/FINAL), e.g., CAR-P\_Ashutosh-PRELIMS indicates P Ashutosh's track for PRELIMINARY round]



## **ECSTASY**

### **(DUET DANCE)**

### **ABOUT**

Come into an alliance with your partner and arm yourselves with all the grooves and moves, and prove it to us that you got what it takes to be a doublet for each other dancing against the world.

### **RULES**

#### **Preliminary Round**

Time limit: 2 minutes. Exceeding this will lead to penalisation in marks.

1. All dance forms are allowed.
2. There is no gender restriction.
3. Participants can use props suited to their performance. Props which might cause in convenience to the other teams or cause damage to the stage or the surroundings, will not be entertained under any circumstance (this applies to any fluid, flame, powders, colours, confetti, glassetc.).
4. Participants are required to give the corresponding edited audio songs of both the rounds in .mp3 format, in PENDRIVES ONLY and must be submitted at the time of registration.
5. The decision of the judges and the coordinators will be considered as final and binding and will not be changed under any circumstances.

#### **Final Round**

Time limit: 5 minutes. Exceeding this will lead to penalization in marks.

1. Use of water, fire and glass isprohibited.
2. Participants are required to give the corresponding edited audio songs of both the rounds in .mp3 format, in PENDRIVES ONLY and must be submitted at the time ofregistration.
3. Any specific requirements regarding lights and smoke must be discussed with organizers well in advance.

[NOTE: The pen-drive must contain two tracks, one for preliminary & other for final. Named: ECS-participant1,participant2-round (PRELIMS/ FINAL), e.g.: ECS-John,Jane-FINAL indicates John & Jane's track for FINAL round]

# CYPHER OF MOBS

(STREET DANCE)

## ABOUT

Street dancing is the trendiest dance form today. It brings you out of the four walls into the urban streets and fills the settings with vibes that set every foot on the move!

Kashiyatra brings best dancers from across the country to come together and compete. If you think you have the perfect skill set to set the streets on fire, then grab this chance fast for the winner's position is at stake!

## RULES

1. Minimum 5 and maximum 10 dancers per team.
2. All the participating teams should send a playlist containing five songs on which they would like to perform in the street dance faceoff.
3. These playlists once collected from all the participating teams will be shuffled entirely and played at random for the faceoff.
4. The faceoff can have a solo dancer, duo or the entire team.
5. There will be only knock out rounds. The last two best teams remaining will faceoff for the winner position.
6. Teams should bring their portable music systems for practice.
7. The dance floor area must be in the same condition after the performances as before.
8. No props will be provided.
9. Individuality and originality of the dance are encouraged as well as interaction and contact with the spectators and the other dancers.
10. Dancers are not restricted from performing any move, but they must be aware that it is their responsibility to ensure that they do not perform critical steps that could injure themselves or others. Coordinators have the right to bring in safety restriction.