

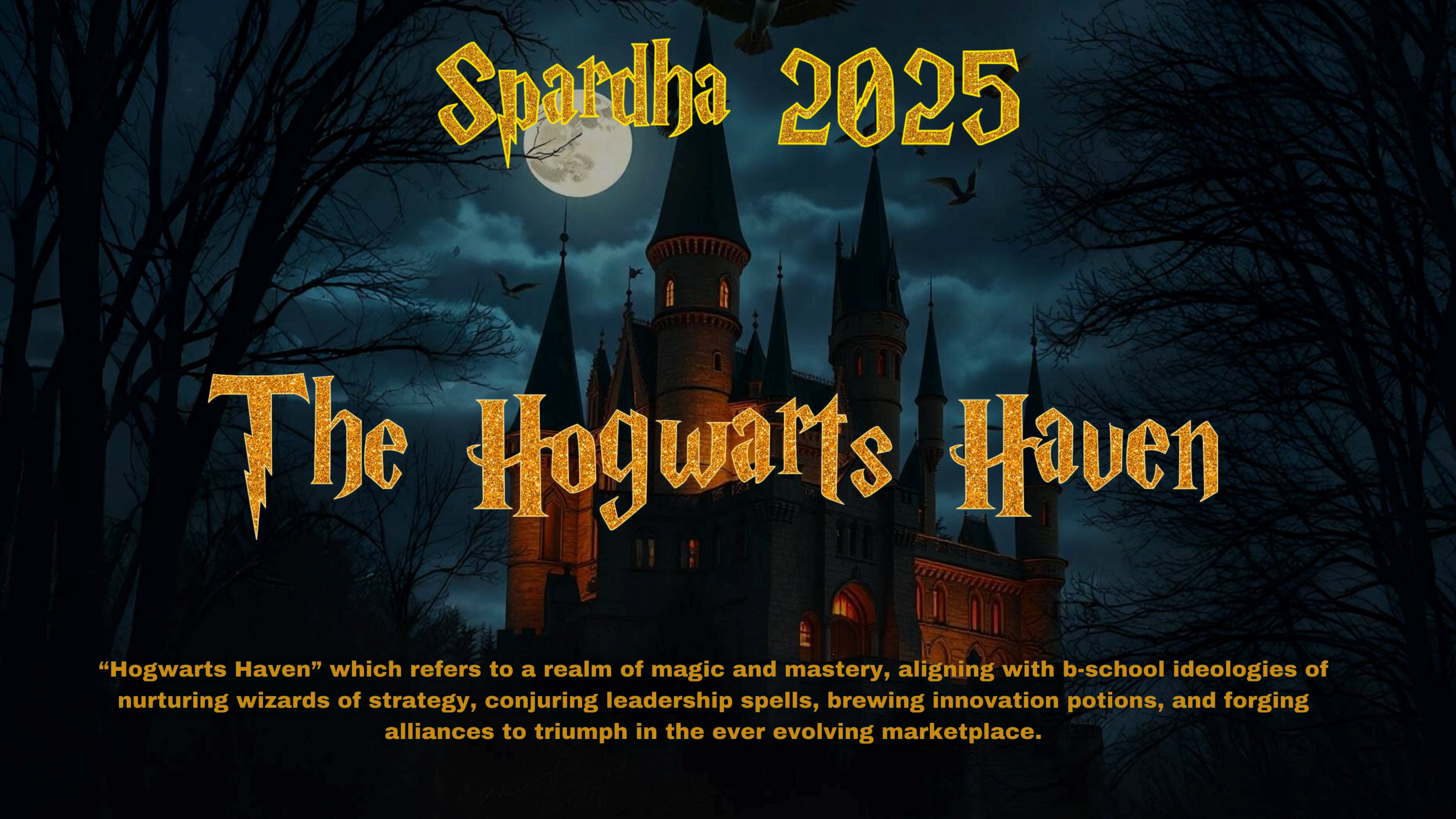


Praxis Business School

Presents

Sparadha 2025

31st January and 1st February

The background of the entire image is a dark, atmospheric scene of Hogwarts Castle at night. The castle's towers and spires are silhouetted against a deep blue, cloudy sky. A large, bright full moon hangs in the upper left quadrant. Several birds are seen in flight, their forms dark against the lighter sky. The castle's windows are illuminated from within, casting a warm, orange glow that contrasts with the cool tones of the night. Bare, dark trees frame the scene on the left and right sides.

Spardha 2025

The Hogwarts Haven

“Hogwarts Haven” which refers to a realm of magic and mastery, aligning with b-school ideologies of nurturing wizards of strategy, conjuring leadership spells, brewing innovation potions, and forging alliances to triumph in the ever evolving marketplace.

REGISTRATION



Rise stronger and seize the opportunity to unlock your true potential! We eagerly anticipate enthusiastic participation from the students of your esteemed college in this vibrant event, where they can showcase their talents and emerge as champions in their own right.

ABOUT US

Praxis is driven by the purpose of creating resources that will lead India's transformation in the digital world. Praxis provides an environment that is conducive to learning and growing as individuals. We give you the freedom to think, question, discuss, debate, absorb, experiment – learn by doing and learn without fear

GLIMPSE OF LAST YEAR



EVENT OVERVIEW

Spardha is Praxis' annual business and cultural fest with a rich legacy of 18 years.

This fest provides a platform for graduate and postgraduate college students to meet, network, and compete in a medley of events.

Spardha promises and evolves to be bigger and better with each passing year. Spardha 2024 gives you a platform to explore your skills to the best.

EVENT SCHEDULE

On-campus Events

1. Dance-ma-taaz - Dance
2. Pitch Perfect - Singing
3. Du-Jour-Fashion Show
4. Battle of Bands
5. Street Play
6. Jigyasa - Quiz
7. Photography
8. Insta-Grid
9. Painting
10. Treasure Hunt

Hybrid Events

1. Pursuit of Dispute – Debate
2. Bizzare-e-Bazaar - Marketing Case Study
3. Darepreneurs - Business Plan / Idea
4. Chess

Sports Events

1. Badminton
2. Table Tennis
3. Carrom
4. Pickleball



EVENTS RULES AND REGULATIONS



ON-CAMPUS EVENTS

DANCE-MA-TAAZ

DANCE COMPETITION

RULES:

- The number of participants can be from 1 to 6 member per team.
- Participants can perform any dance form.
- The Maximum Time for any dance performance is 8 minutes.
- Adult content of any kind will not be entertained and would lead to direct disqualification.

PRIZE MONEY:

1st:

6,000/-

2nd:

4,000/-

3rd:

3,000/-

PITCH PERFECT

SINGING COMPETITION

RULES:

- Only Solo performance is allowed for the singing competition.
- Participants can perform songs of every genre.
- Songs can be in English, Hindi and Bengali.
- Singers may be accompanied by one instrument.
- The maximum time for any song performance is 3 minutes.

PRIZE MONEY:

1st:

4,000/-

2nd:

3,000/-

3rd:

2,000/-

DU JOUR - FASHION SHOW

RULES:

- The theme for the event will be: The Hogwarts Haven
- A team can have 6 - 12 members maximum.
- The time limit for every team would be 7 minutes (Including setup and performance).
- Participants should carry their tracks in a pen drive and should submit the same in advance to the event coordinators.
- Vulgarity is strongly prohibited. Any form of obscenity will lead to debarring the team from the contest.
- All costumes should maintain decency including original costumes & fashion designs.

PRIZE MONEY:

WINNER:

6,000/-

1ST RUNNER-UP:

4,000/-



STREET PLAY

RULES:

- The theme for the event will be: **Hogwarts Haven.**
- A team can have maximum 15 members.
- Time limit for every team would be 15 minutes (Including setup and the performance).
- Use of electronic instruments and mic is strictly prohibited.
- Participants should carry their own props.

PRIZE MONEY:

WINNER:

6,000/-

1ST RUNNER-UP:

4,000/-

JIGYASA-QUIZ

RULES:

- Two members or less per team.
- Cross-college teams are allowed.
- Participants must be college students (not PhD) or Under-25 yrs.
- Members must carry valid ID proof.

PRIZE MONEY:

1ST:

10,000/-

2ND:

5,000/-

3RD:

3,000/-

PHOTOGRAPHY

RULES:

- The competition starts 1 week before Spardha and ends on 29th January 11:59p.m.
- Participants must post one photograph per day for the entire week on their designated platform.
- Photographs will be showcased on 1st February.
- The winner will be determined based on the highest number of likes received on their posts.

PRIZE MONEY:

WINNER:

2,000/-

1ST RUNNER-UP:

1,000/-



INSTA GRID

RULES:

- Topics will be provided instantly on the event day.
- Participants must click photographs based on the given topic within 15 minutes.
- Using the clicked photographs, participants must create a grid layout (9 grids) and post it on their personal Instagram ID.
- Creativity, relevance to the topic, and overall grid aesthetic will be evaluated by judges.

PRIZE MONEY:

WINNER:

2,000/-

PAINTING

RULES:

- Participants will have 30 minutes to create a painting on the specific topic provided that day
- The medium and tools (e.g., watercolour, acrylic, pencil) are at the participants' discretion, as long as they bring their own supplies.
- Judging criteria may include creativity, technique, and overall impression.

PRIZE MONEY:

WINNER:

3,000/-

TREASURE HUNT

RULES:

- Participants must form groups of 3 members.
- There will be 5 clues hidden across the campus for each group.
- Teams must find and solve the clues sequentially to proceed to the next one.
- The final clue will be the same for all groups.
- The group that reaches the last clue first will be declared the winner.
- Teams must stay together and follow all event guidelines during the hunt.

PRIZE MONEY:

WINNER:

3,000/-



HYBRID EVENTS



PURSUIT OF DISPUTE DEBATE

RULES:

- Each team will have one speaker supporting the motion and the other speaker opposing the motion.
- The speaker will get 4 (3+1) minutes of speaking time and an additional 1 minute of rebuttal time to answer the questions posed by members of the opposing teams.
- The speakers will be judged on the quality of the content, delivery, argument construction, and rebuttal.
- The final round of TA will have a maximum of 6 college teams of two members each.

PRIZE MONEY:

WINNER:

6,000/-

1ST RUNNER-UP:

4,000/-



BIZZARE-E-BAZAAR

MARKETING CASE STUDY

RULES:

- Team of 2/3 members from the same college.
- Participants will be sent a case related to marketing/business.
- Teams need to prepare and send a one-page write-up within 48 hours.
- Teams for the final round will be selected on the basis of those writeups.
- For the final round, selected teams will need to prepare a slide deck of 4 slides on the same case and present it.

PRIZE MONEY:

1st:

6,000/-

2nd:

4,000/-

3rd:

2,000/-



DAREPRENEURS

BUSINESS PLAN/IDEA

RULES:

- Team of 2/3 members are required to make a slide-deck/pitch-deck of their business plan and present it to the panel.
- The slide-deck/pitch-deck should strictly be according to the format provided by Praxis Business School.
- Number of Slides: Maximum 10 slides.
- Duration of the Presentation: Maximum 10 mins (With 5 mins Question – Answer Time)

PRIZE MONEY:

1st:

6,000/-

2nd:

4,000/-

3rd:

2,000/-

CHESS

RULES:

- Time - 15 mins, after 10 mins the player with maximum pieces on the board wins.
- All the general chess rules are to be strictly followed.
- Participant must carry their own laptops.
- This is an On-campus Event, i.e. they must be present in the campus during the event.

PRIZE MONEY:

WINNER:

2,000/-

1ST RUNNER-UP:

1,000/-



SPORTS EVENTS



BADMINTON

RULES:

- Three categories:- (1) Men's Doubles (2) Men's Singles (3) Women's Single
- A maximum of 3 teams can represent one college.
- The judgments of the match referee are final.
- The players have to carry their own racquets.

PRIZE MONEY:

WINNER:

4,000/-

1ST RUNNER-UP:

2,000/-

ENTRY FEE: Singles- 250, Doubles- 500



TABLE TENNIS

RULES:

- Two categories:- (1) Men's Single (2) Women's Single
- A Maximum of 3 teams can represent one college.
- The judgments of the match referee are final.

PRIZE MONEY:

WINNER:

4,000/-

1ST RUNNER-UP:

2,000/-

CARROM

RULES:

- Time - 10 mins
- The player with the highest point wins.
- All the general rules of carrom are to be strictly followed.

PRIZE MONEY:

WINNER:

2,000/-

1ST RUNNER-UP:

1,000/-

PICKLEBALL

RULES:

- The game will be played with 15 points.
- All the general rules of Pickleball are to be strictly followed.
- Only doubles will be allowed.

PRIZE MONEY:

WINNER:

4,000/-

1ST RUNNER-UP:

2,000/-

EVENT COORDINATORS

Ayan Ghosh: +91 90511 85148

Debraj Biswas: +91 90937 38650

Sunny Dutta: +91 90831 98148

Deepshikha Das: +91 74395 45907

Subhodeep Goswami: +91 80011 50790

Aishi Misra: +91 97344 57557

Bubai Mondol: +91 97496 24110

THE VENUE



PRAXIS BUSINESS SCHOOL

Kolkata Campus: Bakrahat Road, Rasapuja,
24 Parganas South, Kolkata, West Bengal 700104



Get ready for a spellbinding journey this year!



Praxis Business School

Presents

Spardha 2025

SEE YOU

31st January and 1st February