



NATIONAL  
INSURANCE  
ACADEMY

PRESENTS

# MANTHAN

# 2018

FEB 23, FRIDAY

&

FEB 24, SATURDAY

TO REGISTER



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## **ABOUT NIA**

National Insurance Academy (NIA) is a premier institution devoted to equip the insurance industry with the best of talents. Its close association with the Insurance industry provides the 'real life' reference to its training, education, research and consultancy activities.

NIA was established in 1980 jointly by the Ministry of Finance - Government of India, Life Insurance Corporation of India, General Insurance Corporation of India and the four Public sector Units, to be the institute of excellence in learning and research in Insurance, Pension and allied areas.

One of the most prominent and important part of the academy is its two year Post Graduate Diploma in Management course was initiated to fulfill the growing demand of skilled professionals in Insurance and Risk Management. The programme offers dual expertise in management and Insurance. The PGDM is a AICTE approved educational programme granted MBA equivalence by AIU.

The Academy has a sprawling (approximately 32 acres) campus housing the administrative, academic, hostel and residential facilities amidst lush greenery. The campus is self sufficient with a Bank, Post Office, Dispensary, Sports, Gymnasium and Swimming Pool facilities.



**MANTHAN 2K18**

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**EVENTS AT A GLANCE**

23<sup>RD</sup> FEBRUARY 2018

EVENT NAME	NUMBER OF PARTICIPANTS	REGISTRATION FEES
(BAAZIGAR) Manager of the Year	1	100
(ROTI,KAPDA,MAKAAN AUR BIMA) Insurance product development	Min-3 Max-5	100
(RICHIE RICH) Virtual share market	1	100
(GUPT) Treasure hunt	Min-3 Max-6	100
(KORA KAGAZ) Paper presentation	Min-1 Max-2	100
(TERMINATOR) Counter strike	5	100
(SUR-KSHETRA) Solo singing	1	100
(DEKH BHAI DEKH) Photography		

**24<sup>th</sup> FEBRUARY 2018**

EVENT NAME	NUMBER OF PARTICIPANTS	REGISTRATION FEES
(KABHI HAA,KABHI NAA) Debate	Min-1 Max-2	100
(BOOGIE WOOGIE) Group dance battle	Min-3 Max-10	100(team)
BUSINESS SIMULATION GAME		100
(SHAOLIN SOCCER) FIFA	1	100
B-plan	Min-3 Max-5	100(team)
FASHION SHOW	Min-4 Max-10	200(team)
AD-MAD	Min-3 Max-5	100(team)
BOX-CRICKET	4	100(team)

## **BAAZIGAR-Manager of the year**

Entry fee: Rs100/-

Entry: Individual

Reporting Time: 9 am, 23rd February, 2018

A manager is the backbone of any successful organization and this event will make you realize just that. Be ready to face a 24 hour endurance event which will test all your managerial skills and one of you will emerge as the Alpha manager.

Those 24 hours will test your Marketing, Finance, HR and much more skills that a manager is expected to possess.

- All participants should bring their own laptops.
- Accommodation will be available here subject to charges, payable by participants.
- The decision of event coordinator will be final and binding.



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## SHAOLIN SOCCER-FIFA

Entry Fees - Rs. 100/-

Individual Entry

Reporting Time: 2 PM, 24th February, 2018

Rules:

- It will be an offline mode competition.
- A match of 8 minutes. An half of 4 mins each.
- In case of draw, match would be taken forward to Golden Goal. And then penalties if scores are level.
- For semi-finals and final; Match will be of 12 mins. In case of Draw, extra time (classic) and then penalties if scores are level.
- We will be providing you with remotes.
- Participants can bring their own controllers or any specific equipment if required.
- Participants to be given a Minute to set their equipment.
- Failure of their equipment is their sole responsibility and no request regarding refund of entry fess shall be entertained.
- Participants shall obey the event coordinators all the times. Coordinators decision is final.

FIFA is a series of association football videogames.

## Sur-Kshetra: Solo Singing Competition

Entry fee: Rs 100/-

Team Size: Individual

Reporting Time: 6 pm, 23RD February, 2018

Sur-kshetra, as the name suggests is the sensational and the most anticipated singing event of Manthan. This event will not only provide a platform to the participants to showcase their talent but will give the audience memories to cherish throughout the entire fest. This event promises independent artists to flourish and garner fame along with attractive prizes. We solicit your participation and presence in this entertaining event. You simply can't miss this!!

Rules:

- Time limit for a contestant is 5 mins for audition as well as final performance.
- Language of the song should either be Hindi or English.
- The selected song may be a Bollywood song, semi-classical, pop (English), soft or soft-rock.
- Metal music and use of distortion/ overdrive is not permitted.
- Bring your own accompanying instruments or karaoke track for your own performance.
- Basic necessary sound system will be provided during the final performance.
- The decision of event coordinator will be final.
- The rules of the competition may change as and when required depending upon the circumstances, by the organizers.
  - Participants will not be allowed to refer to lyrics while singing.
  - The songs should not have any slang or derogatory language.

### **Boogie Woogie- Group Dance**

Entry fee: Rs 100/-

Number of participants: Min.3, Max. No limit

Reporting Time: 6 pm, 24th February, 2018

This event gives the participants the opportunity to jive to groovy beats of their choice and Win accolades for doing what they love.

Rules:

- Number of members per group: Minimum 3
- Time limit for each performance is 7 minutes (including setting up of stage).Use of props is optional.
- The participants can choose any dance form they like from Western, Freestyle, Bollywood and Semi-classical
- The participants should bring their music track in pen-drives in the standard format
- The entry fee is Rs. 100 for each group.

MANTHAN 2K18



(KORA KAGAZ)

## **The Paper Presentation Competition**

### **Leadership: Is it an art or a Science**

Entry fee: Rs100/-

Number of participants: Min.1, Max. 2

Reporting Time: 1 pm, 23rd February, 2018

Ideas change the course of life and here at National Insurance Academy we give you an opportunity to present genuine ideas and get recognized for your ideas. 'Leadership: Is it an art or a Science' is an event where you will have ample space to present and spread your ground breaking ideas. National Insurance Academy welcomes you all.

Presentation (with PowerPoint): 10 minutes maximum

Q&A session: 3 minutes Maximum number of slides 12

. Use Times New Roman font completely.

- Team Size: max. 2;
- Number of Rounds: 2;
- Round 1: Submission of Abstract;
- Round 2: Final presentation of shortlisted teams to judges
- The team members must be from the same college/organization
- The word count should not exceed 2000 words (excluding tables/ graphs/ appendices).
- The decision of event coordinators will be final.

Format Strictly IEEE

References of all the Analyst reports/Datasets/ Research Journals/ Books/Business news etc. used in the paper must be appropriately quoted.

Please follow APA reference style.

Plagiarism will lead to disqualification

## **GUPT: Treasure Hunt**

Entry fees – Rs100/-

Team Members: 3-6

Reporting Time: 11 am, 23rd February, 2018

Venue: NIA campus excluding Academic buildings and Staff Quarters

Duration: 1 hour

Rules:

- Each team has to report on time as the coordinator will take them on a campus tour.
- Except for the first clue, all subsequent clues have to be saved and submitted to the coordinator. Further details will be mentioned on the day of the event.
- Use of any unfair source of help will result in disqualification from the game.
- The team has to finish all the tasks mentioned in the clues and report back to the starting point.
- The team that finishes the tasks in minimum time will be the winner.
- Any and all matters of disputes shall be reported to the coordinator and the coordinator's decision shall be final and binding. Also note that some minor changes if any creeps in, the participants will be communicated on the day of the event.

## **B-Plan event**

Entry fee: Rs. 100/-

Number of participants: Min.3, Max. 5

Reporting Time: 9 am, 24th February, 2018

The primary intent of the competition is to draw in the students to address day to day problems using the business principles.

Basic Guidelines:

- Each team should consist of minimum 3 members and maximum 5 members. No individual can be a member of more than one team and multiple entries by same team is not allowed.
- If the business plan is of a manufacturing sector, the investment should not exceed INR 10 cr. And if the business plan is of service sector, the investment should not exceed INR 5 cr.
- The business ideas which have already received funding or are affiliated elsewhere (either private or governmental) will not be entertained.
- Participants should stick to the time limit, i.e., 15+5 minutes. Any member not adhering to the same will lead to disqualification.
- The documents have to be sent to Email Id: [nia.pune.manthan@gmail.com](mailto:nia.pune.manthan@gmail.com)
- Submission Deadline:
  - o Stage I- 18th February, 2018
  - o Stage II-24th February, 2018

Evaluation Process:

Stage I – In this stage, teams have to submit an Executive Summary of business plan, very clearly demonstrating the way a particular problem is being addressed by business principles. Maximum page limit for the executive summary of business plan is 1 page. The evaluation of the business plan will be done by a team consisting of the faculty members of NIA, industry experts and corporate consultants.

Stage II– The selected teams will be required to submit their business plan within 2

days after the shortlist is been declared and present their business plan on 24th February, 2018 2PM onwards at NIA, Balewadi Campus.

The presentation should be as innovative as possible and address all relevant issues for a startup. It is a must to include all your project financials in the presentation.

All the teams selected for the stage II will be given a certificate of participation. The decision of event coordinator will be final and binding.



## **KABHI HAA KABHI NA: Debate**

Entry fees- Rs100/-

Number of players: Max. 2

Reporting Time: 3 pm, 24th February, 2018

Number of rounds will be decided by event coordinators.

2 teams will be pitted against each other randomly.

- Topic will be disclosed 10 minutes prior to the debate.
- The proposition team or the Affirmative Team will be called The Affs and the opposition team or the Negative Team will be called The Negs.
- Appointing the sides will be done using a coin toss.
- Each round of debate will go for 10-12 minutes.
  - o Opening Arguments by The Affs-2 minutes; followed by The Negs-2 minutes
  - o Break for 1 minute
  - o Opening arguments by The Negs-2 minutes; followed by The Affs-2 minutes
  - o Interjections from the moderator for each team for 1 minute each.
- Winner will be announced right after the round ends. In similar fashion, teams will go through multiple elimination rounds and the final winner will be awarded at the end of the day.

Any and all matters of dispute shall be reported to the moderator and the moderator's decision will be final and binding

## **Fashion show"-Dress to impress**

Entry fee:200/-

Number of participants: Min.4, Max. 10

Reporting time: 5:30 pm,24<sup>th</sup> February 2018

### **Guidelines:**

There will be two Rounds

Round 1- Strictly fashion statements from the 90's (Lace dresses, chokers, corset belts, off shoulder, satin saris, high-waisted pants, suspends, denim on denim etc including hairstyles)

Round 2- Question/ answer round

### **Rules**

1. All rounds are elimination rounds.
2. Clothes must be decent and appropriate.
3. If found misbehaving, participants will be disqualified.
4. Decision of event coordinator is final.
5. Winners will be selected based on Judge's scores only.
6. Judgment criteria –adherence to theme,walk,answers given in Q/A round.

## AD-MAD

Entry fee: Rs. 100/- per team

Number of participants: Min.3, Max. 5

Reporting time: 10:00 am,24<sup>th</sup> February 2018

The ad-mad show provides an opportunity to the participants to showcase the individual and collective talent. The concept of ad mad show helps the participants to explore creativity and stage presence. Participants will act on various advertisement scripts and ideas relevant for different sectors including FMCg goods, services, automobiles and social awareness etc.

### **General rules:**

- In this event participants are expected to produce an advertisement for a product/ service in a proper way which is quite appealing to audience.
- The advertisement prepared, must not contain any obscene words/any subject that hurts the feelings of a culture/language/religion/region.
- Teams are expected to come up with the innovative ads. Based on the creativity and how innovative the ad is, teams will be shortlisted by the jury.
- Teams have to make a new product name, punch line and advertise the product/brand given to them.
- All teams have to bring their own props and music cds

### **The props must not include the following**

- **Swords, knives and other sharp objects (unless plastic – but must be approved prior to the performance)**
- **Fire in any form (candles, torches etc)**
- **Fog or smoke**
- **Helium balloons**
- **Special lighting**
- Judging is done on the basis of team's creativity, customer appeal and stage presence.
- Disobedience of rules may lead to disqualification.

- The decision of the judge is final and abiding.
- Participants are required to carry their institute's id card along with them at the time of registration

#### **And must report on the scheduled time.**

- Last date to register for the event is 20/02 /2018 and after that any entry will not be considered.

#### **Preliminary round's rules and regulations**

1. Time allowed to present your prepared ad will be 2-3 minutes.
2. The maximum number of participants in a team is 5.

#### **Final round's rules and regulation**

1. The selected/shortlisted teams will be eligible for this round.
2. In this round, name of the products or services would be given and the teams have to prepare an advertisement for it.
3. 15 minutes will be given to teams for preparation.
4. Time limit for presentation: 2-3 minutes

#### **General judging criteria for the both rounds**

1. Customer appeal.
2. Concept of ad
3. Team work
4. Expressions
5. Stage presence



## COUNTER STRIKE

Entry fees- Rs100/-

Number of players: Max. 5

Reporting Time: 3 pm, 24th February, 2018

### Definitions:

Offense: Terrorist Side

Defence Counter-Terrorist Side

Round: One 3minute 30 second cycle on a map

Half: 6 rounds of play on a defending or offensive side

Half time: The period between halves in which team's swap sides

Match: First team to win 7 total rounds, or the single overtime round

Overtime: In the case of a 6-6 score at the end of regulation play, 3 overtime rounds will be played. The start money for each team will be set at \$10,000 per player for overtime.

### Game Format:

Competition Method: 5 vs. 5

Players: 10 totals (5 on each team)

Rounds: 12 rounds for regulation play

Max Rounds Format: 6 rounds as Offense, and 6 rounds as Defence per team until the victory condition is met

Victory Condition: The first team to win 6 rounds in regulation or the team that wins the overtime period.

Buy time: 15 seconds

Startmoney: \$800 for regulation play, \$10,000 for overtime periods

Freezetime: 15 seconds

C4 Timer: 35 seconds

Map Pool:

de\_dust2

de\_inferno

de\_nuke

de\_train

\*The map pool may be changed prior to the tournament. Players will be informed of any such changes as soon as possible.

Side Selection:

By knife round / coin toss, at admin discretion

At half time, teams will switch sides

Half time will be a maximum of two minutes, at which point both teams must be ready

In the event of overtime, teams will switch sides and play an additional 6 rounds (3 on each side) with \$10,000 start money; if the score is still tied, another overtime period will be played to determine the winner

All players names must be in the format of their team tag + gaming alias

(i.e. WCG | Bob)

Setup and Configuration:

Non-standard game settings or third party applications that affect game play are not permitted. Players found using either will be penalized at the administrators' discretion.

Crouch hopping will not be allowed.

Tournament Guidelines:

Any disconnection issues that cannot be resolved by the players in the match must be brought to the attention of an admin immediately

Any use of game exploits, cheats, or any other play deemed "unfair" by an admin may result in disciplinary action up to and including disqualification from the tournament

All players must save game replays and end-of-game score screen shots; in the event of a dispute, these assets will be used as evidence to determine the result of

the dispute

Once the match starts, players will not be able to dispute a match on the grounds of match settings

Each team will be responsible for checking the other team's roster is valid BEFORE the match begins, disputes regarding teams using un-rostered players will not be valid after the completion of the match

Any intentional abuse of "pause" by a player on the server will be result in disciplinary action to be decided by an administrator

In-Game Messaging and Communication:

Competitors are not allowed to use global in-game chat in an abusive, offensive, vulgar or spamming manner at any point during a match. This includes pre-match, intermission and post-match periods as well.

When a match is live, only team captains are allowed to use global in-game messages between rounds or at half time, other players must use team-only in-game messages

Violators of these rules are subject to penalties at the administrators' discretion, which may include player suspension(s) or forfeiture of the match.

All match disputes must be filed by a team captain during regulation play, or within 5 minutes after the match's conclusion

Violations

Silent or unreachable bomb plants – The bomb must be audible and planted in a position that is accessible without a boost

Flashbang exploits - No flashbang exploits will be allowed

Use of any unapproved textures or models - Only default CS 1.6 models will be allowed

Punishment for any violation will be at the sole discretion of the administrators

Unintentional Issues:

Server Crash: The server machine crashes/freezes/etc. causing the match server to stop responding

Solution: An administrator will restart the server, stop the tournament clock, and play will continue from the point of disruption. Points will be added to the amounts totalled before the crash, and the tournament clock will be restarted once the game is live again.

**Client Crash:** A player's computer crashes/freezes/etc. causing the participant to be unable to continue play

**Solution:** Play will be paused by a team captain at the freeze time of the NEXT round until the client can reconnect OR 5 minutes passes, whichever comes first.

**Rule Changes:**

The Administrators reserve the right to modify the rules as needed. This includes changes due to software updates or releases, event organizer decisions and all other changes deemed necessary to run a successful tournament. Teams are responsible to check the rules on a regular basis and prior to the event to ensure they are in complete compliance. Teams must understand that rules listed are guidelines to ensure fair and competitive play and are subject to interpretation by the administrators.



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## Insurance Product Development and Marketing Strategy

Entry fees- Rs100/-

Number of participants: Min.3, Max. 5

Reporting Time: 10 am, 23rd February, 2018

### **Purpose**

Insurance Product Development and Marketing Strategy Competition is a chance for students to take all of the skills and knowledge learned in school and apply them to a real-world situation. Each participating team develops an insurance product idea and develops a marketing strategy for it, much like a commercial product development team. This is a great opportunity for any student to get involved in insurance product development and marketing strategy process. It challenges organizational, teamwork, creative, and scientific skills.

### **Rules**

1. This is a group event. Minimum number of participant is 3 and maximum 5.
2. There will be 2 rounds:
  - a. Preliminary round: In this round the group will submit an executive summary giving details of new product and how the product will be beneficial to stakeholders (both insurance company and customers). They will also give a short description of marketing strategy they want to adopt for the product.
  - b. Final Round: In this round, the teams will submit a brief report containing the details of the new product, marketing strategy. They will also have to present the same in front of a panel of judges.

**Please note the new product should be from insurance field.**

Cutting the long story short, the team members have to become real employees of marketing department and sell their products to our judges.

3. After the preliminary round, our panel of experts will shortlist few teams for the final round
4. The format of executive summary and report will be as per IEEE format.
5. The report will be checked for plagiarism. So, no copy paste work.
6. The decision of the judges will be final.

## **BOX CRICKET**

### **Criteria for participation:**

Entry fee: Rs. 100/- per team

Number of participants per team: 8 Players and 1 (substitute)

Reporting Time: 10 am, 24th February, 2018

First 20 teams will be allowed for participation.

ID Cards are mandatory.

No re entry and spot entry will be there.

Once the team is registered, they can't back out.

### **General rules:**

8 players in one team & 1 substitute.

Each match will be knock-out matches, and each match will be of 5 over's.

3 bowlers 1-1 over each and only one bowler has 2 over.

If bad weather condition occurs like rain, then box cricket event will be cancel, and entry fees will be refund.

A fielder can be substituted anytime during first 4 overs.

### **Batting rules:**

Batsmen to bat with at least one leg inside the no score line, only then runs will be valid.

Batsmen will be called out if he hits the ball over the provided height at the boundaries (if the ball hits the boundary and stays inside the ground it'll be considered as six).

Each team can use their own bats.

There will be no last man batting provided.

### **Bowling rules:**

Pace bowling is not allowed. (bowling action should be parallel to body and you can't raise your hand above your head)

Bowler must ball within the given box without raising his leg. Any deviation from the above rules will be "NO BALL".

Usual NO BALL and WIDE BALL will be applicable. Over throw runs will be count

### **Mode of dismissals:**

Ball going over the provided height at the boundaries, will be out if it doesn't bounce inside the box.

Caught out.  
Stumped out.  
Run out.

No Argument Will Be Entertained With the Umpire. Umpire's Decision Will Be the Final.

No Profanity on the Field.

Umpire, in any of the above Situation May Call off the Play, Considering Win to the Opponent Team.

### **In case of tie:**

Super over (1 over) will be conducted, in which the team batting second will be batting first in the super over.

Only 3 wickets are allowed in super over.

Only one bowler can ball the over.

In case of super over gets tie, then the team which hits more number of boundaries will be declared as the winner.

## **Special Rule: (bull's eye region)**

Two special areas will be there; by hitting that area extra runs will be awarded to the team.

For any Queries Contact us at +91-8770365124, +91-9821070171,  
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