



*100 Years of Excellence
(1924-2023)*



ILS LAW COLLEGE, PUNE

1st Inter-College

Management Fest

ILS BIZHOUR 2026

Preliminary Rounds: 10th March 2026

Final Rounds: 11th March 2026

Block and Tackle Competition

RULEBOOK

BLOCK AND TACKLE – Kabhi Haan Kabhi Naa/ Tu Haan Kar Ya Naa Kar

Block and Tackle puts a spin on regular debating. In this debate format, participants argue both for and against a given topic. They switch their stance on command: they "block" (speak against) the motion, and "tackle" (speak in favour of) the motion. This management-oriented game trains students to adapt to rapidly changing requirements. It aids in polishing spontaneity, clarity in thought and enhances public speaking and critical thinking skills.

Game Structure

- Each round will have a selected number of participants.
- A referee to give command (block or tackle) and time the participants.
- Judge/s to evaluate the participants.
- The Organising Committee will decide topics, tie-breakers, evaluation and qualification criteria.

1. Number of Rounds

Round one – Tu Haan Kar Ya Naa Kar

Extempore Format – Each participant will be given 5-10 minutes to prepare for a topic

- Each participant receives one topic
- 2-3 minutes per participant/ team
- Judges Evaluate and shortlist participants for Round Two

Round Two – Na Na Karte Debate Tumhi se Kar Gaye Kar Gaye

Extempore Format – Participants will be given 5 minutes to prepare for a topic

- 3-4 minutes per participant
- Higher frequency of 'block' and 'tackle' commands

Round Three – Kehdu Tumhe Ya Chup Rahu

Extempore Format – Participant will be given 1-2 minutes to prepare for a topic

- Complex/Layered topics may be given.
- 4-5 minutes per participant/ team
- Rapid-fire block and tackle command
- Winner(s) determined based on total score.

**Time limits may be adjusted according to schedule.*

Block and Tackle Competition

2. Qualifying Criteria – Tenu Leke Main Jaavaga

- Total of 24 participants will participate.
- Judges evaluate all participants in Round one and select the top performers. (refer to point no. 3)
- In case of a tie, participants may be evaluated on an additional assessment round designed to test spontaneity, intellectual flexibility, and the ability to argue beyond personal biases. The format and structure of this round shall be at the discretion of the Organising Committee. The decision of the judges shall be final and binding.

3. Team Requirement – Kitne Aadmi the?

- 1 participant (individual participation).
 - Same individual will block and will tackle (depends on the command) instantly
 - 24 participants in total.
 - 24 participants in the first round, 12 in round two and 6 in round three.

4. Game Rules – Parampara. Prathishtha. Anushasan

- The participant (individual) begins by speaking **for** or **against** the topic, as instructed.
- The referee uses two commands:
 - **“Block!”** – Switch to arguing *against*.
 - **“Tackle!”** – Switch to arguing *for*.
- The referee may give commands multiple times within the allotted time (Depending on the intensity of the round).
- Participants must switch stance **instantly and smoothly**.
- Participants may use small placards as speaking aids.
- Delays, contradictions, or breaks in flow will lead to reduction of points.

5. Speech Rules – Jikr

- Vulgar language, slurs, offensive content will lead to immediate disqualification. (Further action maybe taken).
- Participants exceeding time limit will face reduction of points or termination

6. Time Limit – Har ghadi Badal Rahi Hai

- Depends on the rounds (refer to Point no. 1)

7. Judging Criteria: (50 points) (2 judges per round) — Aao Judge Kare

- **Content Quality** – Relevance, clarity and strength of arguments
- **Delivery** – Appropriate language along with proper articulation and confident speech, smooth transitions
- **Creativity, Originality and Structure** – Coherent and Logical Flow despite changes in stance. Usage of appropriate examples and humour.
- **Time Management**- Using the allotted time effectively.
- **Composure and Knowledge** – Stage confidence, Body language, critical thinking skills, improv skills and general knowledge

8. Topic

- Topics to be given on the spot (Preparation time will vary depending on the rounds)
- Topic ideas – Management Concepts, Social Issues, Abstract Themes, Business idea, etc.

9. Flow of Event

- Briefing
- Distribution of topics
- Round 1 (Day 1)
- Announcing Qualified participants
- Round 2 (same day or the next day, depending on number of participants)
- Final Round (Same day)
- Result

10. Eligibility

- Open to all students
- No prior debating experience required
- Participants must register before the deadline

11. Code of Conduct

- Participants must maintain decorum
- Judges' decisions are final and binding