EVENT REPORT

Hunt2Survive

1. Event Overview

CIPHER, the Analytics Club of USMS, organised an interactive **Treasure Hunt and Situation-Based Analytical Challenge** on **24 August 2026**. The event commenced at **1:00 PM onwards**, with **Amul Stairs** serving as the starting and reporting point for the Treasure Hunt.

The event was designed to combine an engaging campus-wide Treasure Hunt with an analytical challenge that tested participants' **logical reasoning, decision-making, teamwork, communication and ability to defend their perspectives**.

A total of **16 teams** participated in the event, comprising both **pre-registered teams and teams registered on the spot**.

Faculty Coordinator: Prof. Puneet Jain

2. Objectives of the Event

The primary objectives of the event were to:

- Promote analytical and logical thinking among students.
- Develop problem-solving and decision-making skills.
- Encourage teamwork and coordination.
- Provide participants with a practical and engaging application of analytical concepts.
- Test participants' ability to analyse situations and justify their decisions.
- Improve communication and the ability to respond to questions and counter-arguments.

3. Registration and Gathering

The event included both teams that had registered beforehand and teams that completed **on-the-spot registration**.

All participating teams gathered at the **Amul Stairs**, which served as the starting point of the Treasure Hunt. The participants were organised into teams and prepared for the commencement of the first round.

4. Briefing and Rules

Before the Treasure Hunt began, the participants were given a detailed briefing regarding:

- The overall event format.
- Rules and regulations.
- Instructions for the Treasure Hunt.
- The process to be followed during the event.
- The judging and evaluation criteria for the final round.

The briefing ensured that all teams understood the rules and had a fair opportunity to participate.

5. Round 1 QR-Based Treasure Hunt

The first round consisted of an interactive **QR-based Treasure Hunt** conducted across different locations on the campus.

Teams were required to navigate through designated locations using clues received through QR codes and complete the tasks associated with the hunt. The planned format involved approximately **6 7 campus locations**, with teams collecting designated items as they progressed.

The teams then returned to the **Amul Stairs**, the designated reporting point, after completing the first round.

The round tested participants' ability to work together, interpret clues, make quick decisions and coordinate effectively under competitive conditions.

6. Round 2 Situation-Based Analytical Challenge

After completing the Treasure Hunt, the teams proceeded to the second round, which focused on **situation-based analytical reasoning**.

The participating teams were presented with **different situations/cases** and were required to analyse them and present their respective cases before the judges.

The round was designed to assess how effectively teams could understand a given situation, develop an argument, make decisions and justify their approach.

An important feature of this round was the **cross-questioning session**. Following each team's presentation, the **judges as well as other participating teams** were given an opportunity to question the presenting team.

The presenting teams were therefore required not only to present their solutions but also to defend their reasoning, respond to counter-arguments and demonstrate confidence and clarity in their decision-making.This was aligned with the planned final challenge, which required teams to prioritise and justify their decisions while responding to questions from the judging panel.

7. Judging Criteria

The final round was evaluated on the following criteria:

Evaluation Criteria	Marks
Logical Reasoning	20
Cross-Questioning	10
Teamwork	10
Representation	10
Total	**50**

These criteria assessed both the analytical quality of the teams' responses and their ability to communicate, collaborate and defend their viewpoints.

8. Results

The winning teams were:

Position	Team Name	Team Members	Programme
🥇 **1st Position**	**Deadly Duo Pirates**	Rajat, Umang, Nakul, Jivesh	MBA Analytics
🥈 **2nd Position**	**Straw Hat Pirates**	Jasjoot, Saksham, Aditya, Akshit	B.Com (Hons.)

9. Event Highlights

The major highlights of the event included:

- Participation of **16 teams**.
- A combination of **pre-registered and on-the-spot registered teams**.
- Interactive QR-based Treasure Hunt across the campus.
- Team-based problem solving and coordination.
- Situation-based analytical presentations.
- Active cross-questioning by judges and fellow participants.

- Competitive environment encouraging quick thinking and effective decision-making.
- Evaluation based on reasoning, teamwork, representation and questioning skills.

10. Learning Outcomes

The event provided students with an opportunity to apply analytical thinking beyond the conventional classroom environment.

The Treasure Hunt encouraged **teamwork, coordination, problem-solving and quick decision-making**, while the second round focused on **analytical reasoning, case analysis, communication and defending decisions under questioning**.

The cross-questioning component particularly encouraged participants to think on their feet and respond effectively to alternative perspectives and challenges.

11. Conclusion

The CIPHER Treasure Hunt and Situation-Based Analytical Challenge successfully brought together **analytical thinking, teamwork and an engaging competitive format**.

With 16 teams participating, the event created an interactive platform where students could demonstrate their ability to solve problems, analyse situations, communicate their ideas and defend their decisions.

The two-round structure successfully combined the excitement of a campus Treasure Hunt with the intellectual challenge of a situation-based analytical competition, making the event an engaging and practical learning experience for the participants.

The event was conducted under the guidance of **Prof. Puneet Jain**, Faculty Coordinator, and contributed towards CIPHER’ s objective of promoting practical and interactive applications of analytics among students.

CIPHER

GURU GOBIND SINGH INDRAPRASTHA UNIVERSITY NEW DELHI

CIPHER PRESENTS

HUNT 2 SURVIVE

"NOT ALL TREASURE IS SILVER AND GOLD, MATE"

- 2-4 participants.
- Follow the designated clues and event boundaries.
- Any form of cheating, tampering with clues may lead to disqualification.



25 AUG 2026
TUESDAY, 1 PM

VENUE - NEAR AMUL STAIRS

S.NO	TEAM NAMES	MEMBER 1	MEMBER 2	MEMBER 3	MEMBER 4	COURSE
1	The Lost Legends	Manya	Sneha	Ananya	Nirmal	B.COM HONS
2	Skull Hunt	Ashish	Chaitanya	Shivansh	Akshat	MBA-ANALYTICS
3	Straw hat pirates (2nd)	Jasjoot	Saksham	Aditya	Akshit	B.COM HONS
4	Tideborn 4	Kreeti	Jiya	Rashmi	Anusha	MBA-ANALYTICS
5	Hunters	Yukta	Mehak	Vaibhav	Divyanshi	MBA-GENERAL(AB)
6	The Straw Hat Crew	Vidhushi	Gargi	Kanak	Aarzu	MBA-ANALYTICS
7	The Kraken's Compass	Prithvi	Sharansh	Shaurya	-	B.COM HONS
8	USMS ke Dhurandhar	Divisha	Aanya	Gaurika	-	B.COM HONS
9	Strawhat pirates	Vaishali	Akshita	Aaron	Abhay	MBA-FA
10	Code Breakers	Arnav	Vanshita	Divya	-	MBA-FA
11	The Reckless Crew	Manish	Vipul	Prabhakar	Kartik	MBA-ANALYTICS
12	Deadly Duo Pirates (1st)	Rajat	Umang	Nakul	Jivesh	MBA-ANALYTICS
13	Blackbeard	Siddhant	Mayank	Ansh	Faiz	MBA-ANALYTICS
14	Bhag Bhai Bhag	Sakshi	Vanshika	Siddhi	Neha	BBA
15	Tide	Arahan	Deepak	Shivam	Dheeraj	MBA-ANALYTICS
16	Diamonds	Yashika	Vanshika	Shreyans	Aanya	MBA-GENERAL






REBELS
NORTHERN
SOUL REVIVAL
BEAST HAZE






Rebellion
HUGO