



	0900	1000	1100	1200	1300	1400	1500	1600	1700	1800	1900
Saturday 16.04.2016	<b>Registration</b> (Olympiad Office) <b>12</b>	<b>Inauguration</b> (Auditorium)	<b>Constructo</b> (Bleachers) <b>12</b>		Namaz + Lunch Break	<b>Crime Scene Investigation</b> (Lecture Hall) <b>6</b>	<b>Gaming</b> (Histology Lab) <b>4</b>	<b>Brain Drain</b> (Lecture Hall) <b>8</b>			
						<b>Thematic Art</b> (Corridor) <b>3</b>	<b>Case Study</b> (Lecture Hall) <b>4</b>	<b>Pac-Man</b> (Sports Ground) <b>4</b>			
						<b>Picture Story</b> (Corridor) <b>3</b>	<b>Silence to Kill</b> (Lecture Hall) <b>4</b>				
Sunday 17.04.2016	<b>Reporting</b> (Olympiad Office) <b>12</b>	<b>CMH Run</b> (Sports Ground) <b>12</b>	<b>Snakes &amp; Ladders</b> (Corridor) <b>4</b>		Namaz + Lunch Break	<b>Crime Scene Investigation</b> (F.R.) (Lecture Hall + B.H Ground) <b>6</b>		<b>Costume Change</b> Break	<b>Cosplay</b> (Auditorium) <b>12</b>		
			<b>Fast &amp; Curious</b> (Lecture Hall) <b>4</b>			<b>Sizzling Cauldron</b> (Café) <b>6</b>					
			<b>Hunger Games</b> (Corridor) <b>4</b>			<b>Film Making</b> (Lecture Hall)					
Monday 18.04.2016	<b>Reporting</b> (Olympiad Office) <b>12</b>	<b>Case Study</b> <b>(Final Round)</b> (Auditorium) <b>12</b>	<b>Film Making (F.R.)</b> (Auditorium)		<b>Prize</b> <b>Distribution</b> (Auditorium)	<b>Lunch :) Happy Journey!</b>					
			<b>Panel Discussion</b> Session I & II (Auditorium)								