

VELUMANOHARAN ARTS AND SCIENCE COLLEGE FOR WOMEN "EMPOWERING WOMEN FOR CHANGE"

(An Educational Initiative under Velumanoharan Health and Educational Trust)
(Affiliated to Alagappa University, Karaikudi, Recognized by UGC under Section (2f))

*Marappalam, Peravoor Post, Ramanathapuram.

Freshers' Day Program Report

The Freshers' Day program began with a warm welcome address by the College President, setting an enthusiastic tone for the event. This was followed by a soulful prayer song, invoking blessings and creating a serene atmosphere. To add to the vibrancy of the occasion, a captivating welcome dance was performed, which was well-received by the audience. The program then transitioned into an engaging activity, the "Balloon Balance Game," which was conducted in two rounds. The game was a hit among the students, and after a spirited competition, two winners emerged.

Following the games, the audience was treated to an energetic folk dance, showcasing the rich cultural heritage. The next highlight was the ever-popular "Musical Chair" game, which added an element of fun and excitement. Another folk dance performance followed, further delighting the attendees with its rhythmic beats and colorful costumes. The much-awaited "Fashion Parade" was held with participation of I year from nine talented contestants. The participants displayed their unique styles and confidence on the stage, making it a memorable segment of the program. Judges ask questions to the fashion parade participants and give them marks based on their answers. Based on these marks, winners are selected. The winners of the Fashion Parade were:

❖ Winner: **Jaya Ranjini**, B.Com

❖ First Runner-up: Aishwarya, B.Com CA

Second Runner-up: **Aarthi**, B.A English

The program concluded with a fun game, adding a final touch of joy to the day's events. The list of winners from the Fashion Parade was announced by the Principal, bringing the event to a close with cheers and applause. Overall, the Freshers' Day program was a resounding success, filled with fun, culture, setting a positive start for the new students.







