## Vidya Bharati Chinmaya Vidyalaya

Telco Colony, Jamshedpur- 831004

presents,





THEME - INNOVATION & EDUCATION



## Swami Chinmayananda



"Mind has an existence as an entity if at all, only in the continuity of its changing thoughts."



## PRELUDE TO INFINITY 2K24

"Beyond the horizon, over the next hill" Let us all embark on the Quest for Infinity!



What we know is a drop, what we don't know is an infinite ocean and we are, but merely explorers of Infinity in pursuit of absolute perfection.

Reflecting upon this very notion, Vidya Bharati Chinmaya Vidyalaya is gratified to present INFINITY 2K24 - with the aim of providing a platform to the young, inquisitive and artistic minds and giving them a window to channelise and showcase their abilities and talents.

Infinity is an integration of multiple events comprising elements from all fields and portfolios incorporated under the central theme of "Innovation & Education".

## Seneral guidelines

- All events will be conducted in two days via offline mode.
- A student can take part in only one event.
- Students of classes 9 to 12 are eligible for participation unless mentioned otherwise in the event guidelines.
- Each participating school should be represented by only one Teacher-in-Charge.
- The Confirmation Link of the school's participation provided below should be duly filled by the participating school before June 20, 2024.Kindly note that the list of participants is not required for confirmation.

Confirmation Link - <u>https://forms.gle/ECJAgJLhwLb1NRK76</u>

- School code along with the weblink for registration and registration form will be mailed to the participating school after submission of the Confirmation Link.
- Teacher -in Charge should register through the web link using only the allotted school code by June 26, 2024.

- Teacher-in-Charge should submit participation fees and hard copy of the Registration form(mailed along with school code) duly attested by the participating School Principal at the Registration Counter on July 20,2024.
- Registration Fee per participant ₹100.
- MANDATORY EVENT FOR OVERALL CHAMPIONSHIP -SPECTRUM
- · Bonus points will be awarded to schools participating in all the events
- Reporting time for participants : 7:30 A.M. sharp.
- Dress code for participants : White shirt/ T-shirt & Black trousers.
- No hazardous activities should be conducted in the school premises. Use of fire, LPG/gas is strictly prohibited.
- Participants should bring event specific equipment and laptops at their own responsibility.
- The decision of the judges will be final and binding.
- Participants can avail the facility of refreshment counter.

## EVENTS &

- SPECTRUM
- LOGIC LOOP
- INTEGRATION BEE
- SUPER SOLVER
- RATIOCINATE
- PHYSICS BRAINIACS
- ESPIRIT DE CHEMISTRY
- JIVA
- LUMINOUS LITERATI
- MUNADI

- CODE BREAKERS
- FUTURO FESTEJO
- VIBRANT VIBES
- YOUTH VANGUARD
- RENAISSANCE REVELRY
- ARTISTIC ARCHITECTONICS
- MERAKI-OFF THE BRUSH
- EUPHONY
- MAJESTIC MOVES
- BOT BUILDERS

# **Spectrum**

## **Quiz Event**

"scientia potentia est" Knowledge is power - Sir Francis Bacon

Teacher-in-Charge--Student CoordinatorMr Y. Srinivas Raman Bharadwaj

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## Spectrum

## Sojourn into a barrage of brain stumpers!

Theme: Science/Math/Tech/Arts/General Knowledge

#### Details of the Event:

- No. of participants: In the prelims there will be 2 teams participating from each school. (Each team will be of 4 members)
- After the prelims, 6 teams will reach the finals. Only 1 team of each school will qualify for finals.
- Each team will comprise 2 members from grade 12, 1 member from grade 11, 1 from grade 10.
- Category: General Quiz (all streams)

### **Rules:**

- The quizmaster's decision will be final in case of disputes.
- Information about time limit will be provided during each round.
- There will be several lifelines throughout the quiz. One of them will be 'Swap the team', which gives the team on stage the option to swap their team with the other team of their school.

## Prelims-

Duration- 40 min

• Pen and Paper Written Round comprising MCQ/Objective type questions. Both teams from each school will appear for the prelims, individually. The team with higher score will qualify for finals.

## Finals-

Duration- 1.5 Hour

- General Round
- Buzzer Round
- Pounce and Bounce
- Connect the Dots
- Choose your Topic



## Logic Loop Mathematics Event

"Go down deep enough into anything and you will find mathematics"~Dean Schlicter

Teacher-in-Charge-Mr. Awnish Kumar72Student Coordinator- Alok Singh100 98

☎ 7209509250☎ 98358 79366



## Logic Loop

Discover The Magic of Math

**Event Description:** A riveting math run with a series of engaging Mathematical hitches on the go, will be organized for students to enhance their mental agility and Mathematical aptitude.

#### **Rules:**

**Prelims**- This will be a pen paper based round with Objective Questions.In this round,top 6 highest scoring teams will be selected for the final round.

**Finals**-Unlock your mind and solve the problems, as you dive in to the exciting world of Logic loops at our Mathematics game event.

## Judgement Criteria :

The team that scores highest marks in proper time in the final round will be declared the winner.

## Details of the event

- No. of participants- 3 per school (1 team)
- No. of teams 1 team per school
- Eligibility- Class 11 and 12
- Category- Mathematics and General Aptitude

# Integrat Bee

## unveiling the essence of calculus

"Two possibilities exist : either we are alone in the Universe or we are not . Both are equally terrifying." -Arthur C.Clarke

Teacher-in-Charge- Mr. Koushik Kumar Kabi Student Coordinator- M.Meenal Raj 8 7488259730 8 6203470484

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## **Integration Bee**

## Mind of the Divine

**Theme-** Be the bee that integrates one's efforts with, dexterity and overhauls all obstacles to reach the queen.

**Event Description** - A score of challenges to test one's analytical thinking, problem solving ability and creativity through mathematical aptitude.

#### Details of the event

- Event connecting Mathematics and logical problems that require specific set of individual skills and teamwork.
- Time duration 3 Hours
- No prelims
- No. of participants per team 4
- No. of teams allowed per school -1
- Each team should have at least one member from classes 10,11 and 12.

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### **Rules:-**

- The event will be concluded in four stages.
- Teams will be eliminated after each round .
- Teams eliminated per round will depend on number of participating teams.

## Round 1:- "Unorthodox Puzzle solving"

This round focuses on testing the strength of the participant's mathematical fluidity and calculative abilities. It requires problem solving skills to tread through this round.

**Round 2**:-"Mathematical Medley: The Four-Element Challenge" In this round participants will be evaluated on their ability to solve problems from each of these areas within a competitive setting.

**Round 3:**-"Mathematics Mastery: The Cognitive Challenge" This round tests cognitive abilities and problem-solving skills as they tackle high order thinking skill questions in Mathematics.

Round 4 :- " Locks and keys " The final round tests the teamwork of the participants ,their integrated efforts and skill sets . (tearet

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## Super Solver

## **Mathematics Event**

"Pure mathematician is, in its way, the poetry of logical ideas." -Albert Einstein

Teacher-in-Charge-Student CoordinatorMs R. Ramalaxmi Mayank Raj 8235430493 1632053199

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## Super Solver 'Empower your Mind, Excel with Numbers'

#### **Description:**

Step into the world of mathematical discovery with Super Solver – an event designed to challenge and inspire!

A day of intellectual excitement as we explore the beauty and complexity of Mathematics through a series of captivating challenges. Whether you're a seasoned mathematician or a budding enthusiast, Super Solver offers an unparalleled opportunity to engage with the wonders of problem-solving.

#### Judgement Criteria :

The team which scores the maximum points will be declared the winner.

### Rules for the Event :

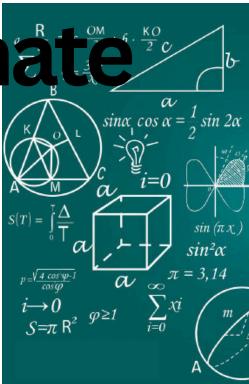
- The event is open to students from class 11 to 12.
- This is a team event in which participants are required to form a team of two members. (One member should be from class 11 and the other from class 12.)
- Only one team should participate from each school.
- Duration of the event will be 1 hour.
- The event is based on multiple choice questions covering various topics in Mathematics.
- Any sort of electronic gadgets, mobile phones, calculators, etc. are strictly prohibited.

# Ratiocin

## **Mathematics Event**

'The only way to learn Mathematics is to do Mathematics' – Paul Halmos

Teacher-in-Charge-Student CoordinatorMs. Rinku Modak Amitesh Das 8 9934181630 8 9334656587



## Ratiocinate

Math Power: Unleash Your Potential

#### **Description:**

Get ready to witness the power of Mathematics as students from across the region compete in the ultimate mathematical challenge. It aims to ignite a passion for problem solving and critical thinking in students through engaging problems and puzzles .Ratiocinate encourages students to embrace their inner mathematician and apply their skills to solve complex problems. Participants will showcase their analytical and logical reasoning abilities.

#### **Rules for the Event**

- This is a team event of 2 students. One member should be from class 9 and the other from class 10.
- Only one team per school is eligible to participate

### Judgement Criteria:

The team which scores the maximum points will be declared the winner.

## **General Instructions**

- The test will be conducted for a duration of 60 minutes.
- The test consists of multiple-choice questions (MCQs) covering various topics in Mathematics.
- Treat all competitors, judges, and organizers with respect and courtesy. Avoid any behaviour that could be construed as disrespectful, discriminatory, or harassing. Adhere to the rules and guidelines set forth by the competition organizers.
- Manage your time effectively during the competition to ensure that you complete all tasks within the allocated time limit.
- Calculators, mobile phones or any other electronic devices are not allowed.

# Physics Brainiacs

## **Physics Event**

"Look up at the stars and not down at your feet. Be curious."

-Stephen Hawking

Teacher-in-Charge-Student CoordinatorMr. Tapan Bishnu Adarsh Dutta 8294233048 87209157305

## **Physics Brainiacs**

The Quest for "Eureka"

## **Basic Rules:**

- The team should strictly consist of 3 members. [One student from Class-10, One student from Class-11, One student from Class-12]
- The event comprises two rounds Preliminary Round - Blueprint Designing Final Round - Model Making
- Usage of electronic devices or gadgets during the rounds is prohibited.

## Details of preliminary round:

Time allotted to each team for: (i) Brainstorming & Group Discussion- 15 mins (ii) Designing Blueprint - 1 Hour

#### Judgement Criteria (Prelims):

- Creativity
- Physics behind the design
- Presentation

## **Rules:**

Preliminary Round : Blueprint Designing Specific Rules:

- This is an **Elimination round**.
- Each team will be allotted to a set.
- Only selected teams will go for the final round.
- There will be a common theme for a particular set which will be given on spot.
- Teams are required to prepare a well-labelled blueprint mentioning the scales and sizes of individual components.
- The design is to be made on a Graph Paper or a Blank A3 Paper provided on spot.
- Designs should be original and feasible.

## Final -Model Making Theme- Exploring Energy Transformations Specific Rules:

- Time allotted for Model making 2 Hours
- Time allotted for explanation and Q&A 30 mins (together for all teams)
- All participants are required to bring their own materials. The organizers will not provide . any material.
- The model or any of its components should not in any case be prepared beforehand which will otherwise lead to disqualification of the team. The model must be assembled during the competition within the stipulated time.
- The model should not exceed 1m × 1m × 1m in dimensions.
- Once the time for assembling is over, teams are required to explain their models to the judges which will be followed by a question-answer round pertaining to the models prepared.
- Marks will be given to the teams on the basis of various judging parameters mentioned below.

## Judgement Criteria:

- Materials used & Efficiency (Minimum wastage & optimum utilization of resources)
- Originality, Creativity & Innovation
- Presentation & Delivery
- Physics behind the model
- Question & Answer

## Espirit de Chemistry

## **Chemistry Event**

Fueling Curiosity, Catalyzing Innovation!

Teacher-in-Charge-Student CoordinatorMs Indu Kumari 🛛 🕾 🕅 Nishtha Mahato

🕾 7909089723 🕾 9939449360

## **Espirit de Chemistry**

## "I learn to make by separating"

### Participation criteria -

- One team per school comprising 4 participants.
- Only students from classes 9-12 are eligible for participation.

## Round 1: Table Tacticians

(Clandestine Clash)

### **Common Guidelines:**

- The event will be concluded in 3 stages.
- Teams will be eliminated after each round.

Unlock the secrets of the periodic table through table tactician. A unique and challenging event designed to engage Chemistry enthusiasts in a competitive and interactive experience, where teams will be tasked with a cryptic game of elements, but with a twist.

### Round 2: Lab, Lies and Alibis

This round entails a Mock Crime Scene Enactment Round where teams will enact a fictional crime scene involving the mysterious disappearance of an element. The objective is to discern the manquant element and elucidate the obscure surrounding. The teams will be provided the element.

### **Event Guidelines:**

Each Team would get 3 minutes(2 minutes for enactment and 1 minute for arrangement of props (if any)). The language for mock crime scene enactment is English.

## Judgement Criteria:

- Scientific Accuracy
- Humour
- Creativity
- Overall Presentation

### **Round 3: Enigmatic Escape**

The Enigmatic Escape round is a captivating and an intellectually stimulating competition. In this round the teams are given an opportunity to showcase contagious intelligence, resonating knowledge, operative analytical thinking, strategic teamwork and dynamic time proficiency.

The objective is to analyze and solve the presented riddles.

#### **Event Rules:**

Each team would be allotted a digital lock and room for this round.
 The teams will be provided with riddles which will lead them to a single digit number.
 After solving the riddles the digits will lead them to the key of the digital lock.

**Duration:** Each team will have to unlock the digital lock within 30 minutes. The First Three Teams to do so will be declared Winners.

Let's make this event fun and enjoyable together!

## **Jiva** Biology Event

*"Explore The Symphony of Life And Unleash The Explorer in the Young Biologists"* 

Teacher-in-Charge-Student CoordinatorMs Sahana Soumya Bharti ☎ 8987517990☎ 9708991578



## Jiva

## AIKYAM SATT

### **Description:**

JIVA is an event based on Biology and Environmental sciences. Various rounds of this event tests the critical thinking and problem-solving ability and experimental skills of the young biologists.

## **Guidelines**:

- Number of participants in each team 3
- Eligibility- classes 10,11 and 12.
- 5 teams will be selected for the final round.
- There are 3 levels and eliminations will be done after level 1 and level 2.
- Wild card entry of only one team will be done after level 2.

#### LEVEL 1 - Anveshanam

Round 1- Crossword round – Time limit 10 minutes Round 2- Guess the specimen– Identifying specimens – Time limit 10 minutes Round 3- Know the Scientist – Identifying scientists through their discoveries – Time limit 2 minutes

#### LEVEL 2- Prayogam

Round 4 –Investigation -Experiment round (slide preparation). Time limit 25 minutes. Round 5 - Environmental Quiz: <u>Planet v/s Plastic</u> – pen paper MCQ quiz. Time limit 10 minutes.

#### LEVEL 3-Prahelika

Round 6 -<u>WILDCARD ROUND</u>- Visual round -Labelling the 3D diagram on digital board - Time limit 5 minutes Round 7 - <u>FINAL ROUND</u>- Chakravyuha - puzzle solving - Time limit 20 minutes

## LUMINOUS LITERATI

## **English Event**

"Sweet Swan of Avon! What a sight it would be To see you once more, appear in our City..."



Teacher-in-Charge-Student CoordinatorMs. Soma Das Vaishnavi 8877007624 87992464910

## LUMINOUS LITERATI

Bard in a Rendezvous with the Myriad-Minded Man

#### **Description:**

Participants in pairs shall impersonate the literary stalwarts William Shakespeare and Rabindranath Tagore in a William-Tagore Meet. The stage would be set for a hypothetical conversation to take place.

The participant duo to present a discourse on the following agenda: Breaking the Stereotypes: Reassessing Gender Roles

## Judgement criteria

- Character Enactment
- Craftsmanship (use of costumes)
- Content Relevance
- Language Proficiency
- Overall Impression

## **Event Guidelines:**

1. It is a pair event. It should be a collaborative participation with both participants actively involved in the conversation.

2. Participants shall put forth their individual stance by alluding to the characters created by the two literary seers or by giving a novel dimension to the issue.

3. Time limit is 4 Minutes.

4. Use of period specific costume is allowed.

5. Improvisation of the stage is not allowed.

6. Participants must refrain from using any derogatory remark or condemning any culture/country.

7. Students should not disclose their name or school's name under any circumstances.

8. They should only use the school code allotted to them. Breach of the same will lead to disqualification of the pair.

9. Judges decision will be final and binding.



नाटक में शक्ति, समाज में क्रांति।

प्रभारी शिक्षिका -विद्यार्थी समन्वयक- श्रीमती सुचित्रा सिंह आदित्य कुमार 8789291536 8789255883





"सच का सामना, नुक्कड़ नाटक है आईना ।"

विषय : सामाजिक समस्या : युवा वर्ग में सोशल मीडिया का बढ़ता प्रभाव

## नियमावली

- 1. कक्षा 9-12 तक के विद्यार्थियों द्वारा प्रस्तुतीकरण।
- 2. सामूहिक प्रतियोगिता होने के कारण प्रत्येक समूह में प्रतिभागियों की संख्या 8-10 होनी चाहिए।
- 3. प्रतियोगिता की न्यूनतम अवधि 5 मिनट और अधिकतम अवधि 7 मिनट होगी।
- 4. <mark>5 म</mark>िनट पर चेतावनी घंटी और 7 मिनट अंतिम घंटी बजेगी। समय का उल्लंघन प्राप्तांक को कम करेगा।
- 5. प्र<mark>ति</mark>योगियों को अपने विद्यालय के गणवेश में आना वर्जित है। पहनावे और प्रदर्शन में शालीनता होनी चाहिए।

6. किसी भी माइक्रोफोन, स्पीकर, म्यूजिक सिस्टम की अनुमति या उपलब्धता नहीं होगी। आवश्यक संगीत या ध्वनि उत्पन्न करने के लिए स्वयं गा सकते हैं या नृत्य कर सकते हैं।

7.किसी भी प्रकार की अश्लीलता की अनुमति नहीं है और इससे अयोग्यता हो सकती है।

8.निर्णायकों का निर्णय सर्वमान्य एवं अंतिम होगा।

## <mark>अंकन के</mark> लिए मानदंड

- विषयवस्तु एवं कथानक
- संदेश
- संवाद भाव एवं समन्वय
- समग्र प्रभाव(अभिनय, रंगमंच की सामग्री, पोशाक आदि )

# CODE BREAK

#### Coding/Programming

" {Programming}: Being Realistic in an Imaginary World; "

Teacher-in-Charge-Student Coordinator-

Ms Pallabi Mazumdar Subroto Sharma ☎ 8092863210☎ 9939230346



#### **CODE BREAKERS**

Imagine, Iterate, Code;

99 00 Ye

#### Description :

Description : Embark on an epic coding odyssey of adrenaline fueled competition for the coveted title of Grand Code Champion.

#### **Specific Guidelines :**

One team per school comprising two members can participate. Duration: 1.5 Hours (90 minutes) for Prelims & 2.5 Hours (150 Minutes) for Finals. For students of classes 9 to 12.

#### Prelims:

A.Teams will be ranked according to the maximum number of problems solved in the least time.

B.Selected teams would qualify for the Final Round.

C.The number of teams qualifying will be decided on the basis of the number of participating teams.

The discretion of the event teacher in charge will be final and binding.

#### Final Round:

A.The teams would be competing in the Epic Diminution Round.

The Diminution Format:

 $\rightarrow$  The problems will have different scores associated with them according to difficulty.

→ As soon as a team solves a problem successfully , it will earn the score associated with the problem and then the score for that particular problem will be reduced to a lower score. For other teams -

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→ This reduction will go on for three steps and will eventually be reduced to zero as:

→ A->B->C->0 [where A>B>C]

B. Teams will be ranked according to the highest score in the least time.

#### Rules :

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Yf Zf → Allowed Programming Languages: Java; 실 Python 🗬

→ N Problems to be solved in given time. [N will be disclosed on the event day]

→ Submissions and judgment of code will be automated.

 $\rightarrow$  Teams may submit their solutions to a problem any number of times until successful.

→ Any problem will only be considered solved successfully if the solution code passes through all the test cases.

 $\rightarrow$  The code for problems will be tested against a plethora of test cases.

# FUTURO FESTEJO

#### **Robotics Event**

Where imagination meets innovation, the future takes its first step.

Teacher-in-Charge- - Ms J. Yamini 🕾 9234322937 Student Coordinator- Harshit 🕾 6201347662

#### **FUTURO FESTEJO**

#### "भविष्यस्य निर्माण , विज्ञवर्स्य सज्जिर"

#### **Description:**

Designing working Prototypes that are based on STEM and testing the students on their hands -on skill.

Theme- Sustainable Development Goals.

#### Details of the event

- No. of Participants- 2-3 members per teams
- Number of teams: 1 team per school
- Eligibility Class 9-12

#### **Guidelines:**

- The competition will be divided into 2 rounds .
- Round 1 will test the mobility of the prototype .
- Round 2 will test the skills.
- Each round is a KNOCKOUT round.
- Detailed PDF for each round will be given after participants join the official event group.

#### **General Instructions**

- The Prototype should be charged beforehand.
- Please bring extra battery backup.
- All the participants need their own cords in case of charging.
- There will be NO repair and modification time given, the model brought to the school would be the final model showcased.
- Participants should come prepared with their PPT and a video of the working model .
- An Email id will be given, and participants need to mail their PPT and video of 3 minutes.
- The decisions of the judges will be final.

#### Instructions of PPT

- PPT should contain a working video of the prototype.
- The model should be based on durability and feasibility.
- Interconnection of the circuit-Show the connection of circuit with the help of circuit diagram.
- Give information about the Building Materials used.
- Specifications of the prototype should be presented in the PPT.
- Calculated budget of the prototype in industrial manufacturing should also be presented..

# VIBRAN VIBES

#### Videography Event

"Lives influence films, films influence lives" lights! camera! action!

Teacher-in-ChargeMr Joydeep MukherjeeTo33482410Student CoordinatorNehul SinhaTo9209422610



#### **VIBRANT VIBES**

#### where the lens exudes emotions

#### Rules :

- The video will be shot in the campus. Students are free to shoot anywhere in the campus without any restrictions.
- Students are allowed to cover any event they want to.
- Time limit 2-3 mins. Coherence with the theme is mandatory.
- Use of stock videos is prohibited.
- Use of unparliamentary language is not allowed.
- Any video submitted after the time slot provided on the day of the event will be disqualified.
- Students are supposed to bring their own equipment for editing, shooting and likewise. The school will not provide with any accessory.
- Each team comprises 2 members per school .

#### Theme:

Shades of Creativity (participants are required to capture various moods during the event)

#### Judgement criteria :

- Creativity
- Perception
- Proximity to the theme
- Video Quality
- Timeliness

# YOUTH VANGUARE

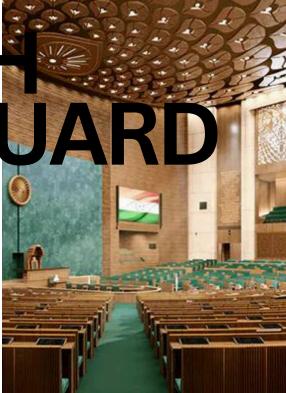
#### **Election Campaigning**

The best way to predict the future is to create it.

-Abraham Lincoln.

Teacher-in-Charge-Student CoordinatorMs Sulagna Aich Aaloyana Sen

ich 🕾 9304397644 n 🕾 6200737059



### **YOUTH VANGUARD**

"Democracy is the destiny of humanity..."

#### Participation Criteria :-

One team per school comprising 4 participants.
 Only students from Classes 9-12 are eligible for participation.

#### Common guidelines :-

This event will be divided into 2 rounds.
 Respectful and ethical conduct is expected from all the participants throughout the event.
 Teams are encouraged to display sportsmanship and camaraderie towards other participants.

#### **Round 1: Creative Canvas**

Harness the power of symbolism and unleash your creativity in the first round of Youth Vanguard, Creative Canvas! With a given symbol as your guiding light, craft a poster that speaks volumes about the ideals and aspirations of your assigned symbol. Use slogans and imagery to make your poster stand out, paving the way for an exhilarating campaign journey ahead.

#### **Event Guidelines**

• Time limit - 1 Hour

• Participants will be provided with chart paper and symbols representing various factions on spot.

• Participants are required to bring their own additional materials for the poster making process such as markers, coloured paper, glue etc.

• Teams will be assessed on how creatively and effectively they have represented the given symbol and faction through their posters.

#### **Round 2: Democracy Drive**

Welcome to the battleground of ideas and persuasion, where words are the weapons and charisma is the shield! As campaign strategists, your mission is to sway hearts with impassioned speeches, captivating visuals and compelling arguments. The stage is yours to command so step up, present your vision and inspire a new generation of leaders.

#### **Event Guidelines :-**

• Time limit - 3 minutes

-2 minutes speech

-1 minute campaign (with slogans, chants or other forms of expression)

- The speech, which is to be delivered by one participant from each faction, must outline their vision, proposals for addressing local challenges as well as the developmental schemes which will be undertaken by them in the next 5 years.
- Participants may use visual aids or props during their campaign to enhance their presentation.
- Cell phones and other devices will be not be allowed during the event.
- Use of unparliamentary language is not allowed.
- Teams must adhere to principles of inclusivity, respect, and unity for the campaign, avoiding any language, imagery, or actions that could potentially generate controversy, conflict or division within the school community or beyond. Any campaign found to contravene this rule will be subject to immediate disqualification.
- Teams will be assessed on clarity of message, persuasiveness, relevance to local issues, potential impact on community and the effectiveness of the additional campaigning activities in engaging the audience and garnering support.

#### **Judgement Criteria**

- Aesthetic Appeal
- Relevance and Message Clarity
- Presentation Skills
- Adherence to Time Limit
- Overall Impact

### RENAISSA REVELRY Enactment on Historical Events

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"Those who do not learn history are doomed to repeat it"

Teacher-in-Charge-Student CoordinatorMr Ratnesh Kumar Ritika Kumari 8340690680 1576394899 1576394899

#### **RENAISSANCE REVELRY**

#### Reminiscing the past

#### Description

Recreation of Indian historical events through enactment.

#### Judgement criteria :

- Oratory Skills
- Originality
- Attire/Props

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- Duration
- Overall Presentation

#### EVENT RULES

- No. of participants from each school 5 to 8
- Eligibility : classes 9-12
- Time limit : 5 minutes
- Language : English
- Decent attire as per the enactment
- Props can also be used
- Background audios and visuals are allowed, should be brought by the respective teams

### ARTISTIC ARCHITECTO

#### Architectural Drawing

"Architecture should speak of its time and place, but yearn for timelessness."

Teacher-in-Charge-Mr. Avijit GuptaTotal 549506836Student Coordinator-Atul Kumar SinhaSouther 29234849308



#### **ARTISTIC ARCHITECTONICS**

#### Art meets Architecture

#### Description

Students to imagine, design and paint a building, eighth wonder of the world, by fulfilling all norms of art and architecture.

#### Rules

Only students of class 11 and 12 are eligible to participate. Number of participants: 2 per team Size of the sheet - 1/2 sheet Topic - Eighth wonder of the world Duration- 2 Hours Mount Paper would be provided, students to bring their own supplies (colouring material etc.)

#### Judgement Criteria :

- Thematic expression
- Element of 3- dimensionality
- Aesthetic composition
- Colour combination
- Overall presentation

#### Materials required:

Colouring materials . Other stationary items as per requirement

#### Note :

Any 1 participant from the team should be present at the time of judgement for explaining their art work.

### MERAK THE BR Brushless Painting

Nature is God's art, recreate her beauty with your hues and tints

Teacher-in-Charge -Ms D TulsiImage 9113434541Student Coordinator-Jay SharmaImage 7250087169



#### **MERAKI-OFF THE BRUSH**

#### Unleash Your Creativity

#### **Description**:

Participants are to paint naturescape using vibrant and attractive colors on a mount paper keeping the work in line with the theme without aid of traditional paint brushes.

#### Rules :

- Topic Naturescape
- Only students of class 9 and 10 are eligible to participate.
- Number of participants: 3 per team
- Duration: 2 Hours
- Full Mount sheet will be provided.

#### Judgement criteria :

- Thematic Expression
- Use of Space
- Colour Combination
- Creativity
- Overall Presentation

#### Material required :

Students to bring their own supplies. (Colouring materials, etc)

#### Note :

Any 1 participant from the team should be present at the time of judgement for explaining their art work.

# Euphon

#### **Group Song**

"Music gives a soul to the universe ,wings to the mind, flight to the imagination"

- Plato

Teacher-in-Charge-Student CoordinatorMs Sweety Mukherjee Rishita Das ☎ 9031190435☎ 9122595593



### Euphony

#### Unleash your Musical Spirit.

#### Theme - Chromatic Cosmos

#### **Judgement Criteria**

- Selection of songs
- Thematic relevance
- Rhythm
- Pronunciation
- Clarity and impact

#### Rules and regulations of the event are as follows:

- This is a group song event.
- Only one group can participate per school.
- Number of participants 5 to 8 per team.
- Students from classes 9 to 12 are eligible.
- Time limit -4 minutes
- Participants can bring their own instruments if required .
- Maximum of two instruments are allowed per group .
- Selection of songs/ background music should not consist of Bollywood genre.
- Participants are free to compose their own songs
- Participants can use their own tracks if required .
- Decision of jury will be final and binding.

# Majestic Moves

#### Dance Event

"Dance is the hidden language of the soul" -Martha Graham

Teacher-in-Charge -Student CoordinatorMs.Aparna Chakraborty Keshvi Mehta 🕾 9955198180 🕾 9341996673

### **Majestic Moves**

#### "Create ,Dance, Live"

#### Rule:

- Number of participants 5 to 8 per team.
- Time limit : 5 minutes including entry and exit.
- One team from each school is allowed .
- Students from classes 9 to 12 are eligible to participate.
- Category- Classical and Contemporary dance.
- Participants should carry their own props.
- Hair and makeup to be done from home .
- Costume must be decent and must cater to the categories mentioned above.
- Selection of songs/ background music should not consist of Bollywood genre.
- Performance can be supported either by lyrics or instrumental music with narration.

#### Theme - Chromatic Cosmos

#### Judgment criteria :

- Selection of song
- Thematic relevance
- Rhythm
- Expression
- Clarity and impact

# Bot Builder

#### Al Event

"The key to artificial intelligence has always been the representation." –Jeff Hawkins

Teacher-in-Charge - Mr Student Coordinator- Ar

Mr. Rahul Prasad Anjali Jha 8 9031157557 9122340390



### **Bot Builder**

Driving efficiency through AI -powered automation

#### Rule :

- No. of participants in each team will be 2.
- Each team will consist of 2 members from classes -10,11 and 12.
- Duration of the event will be 1hour 15 mins.
- The decision of the judge will be final and binding.
- 20 mins time will be given to each team to login into the application (Application name provided at the venue) with their email id through which chatbot needs to be built.
- Any one member from each team should bring his/her mobile for login and registration and thereafter should submit it to the event - incharge before the start of the event.
- Chatbot topic will be selected with the help of chits drawn by one member from each team.

#### **Event Description:**

Prepare a A.I- Chatbot from scratch

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Judgment Criteria :

- Background image and colors.
- Number of options given to the customers.
- Hyperlink or weblink provided for broader choices.
- Interactive potential of the chatbot.
- Level of customer satisfaction.



The detailed schedule will be released later.

June 2<mark>0,</mark> 2024

Confirmation of Registration via Google Form June 26, 2024

Online Submission of List of Participants July 20, 2024 Offline submission of Registration form and Participation fees.

July 26, 2024

Inauguration Ceremony July 27, 2024

Closing Ceremony and Prize Distribution

#### **OVERALL TEACHER COORDINATORS:**

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