

## VIDYA BHARATI CHINMAYA VIDYALAYA **TELCO COLONY, JAMSHEDPUR**





## presents

Imagine. Inspire. Innovate.







## Swami Chinmayananda Ji

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





## PRELUDE TO INFINITY 2K25

"Inventiveness is like quantum tunneling- when everyone sees walls and barriers, the creative one sees infinite possibilities."

Infinity 2k25 is not merely a confluence of equations, experiments, and empirical exposition—it is a clarion call to the inquisitive and pantheistic spirit. In this celebration of cerebral curiosity and intellectual athleticism, explore the tremendously tangential portfolios of creative assets as Vidya Bharati Chinmaya Vidyalaya brings forth a zesty odyssey of logic, language and legacy. Let this educational bastion serve as a polyphonic manifestation of cognitive brilliance and a forum where imagination meets instrumentation in a symphony of discovery.



- All events will be conducted in one day via offline mode.
- A student can take part only in 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 Registration Link of the school's participation provided below should be duly filled by the participating school before July 02, 2025.

OR

#### **CLICK HERE FOR REGISTRATION LINK**

allotted school code by July 2, 2025, Wednesday.

## GENERAL GUIDELINES



scan the QR for Registration form

Teacher -in - Charge should register through the web link using only the



- 2025.

- Reporting time for participants : 7:30 A.M. sharp.
- of fire, LPG/gas is strictly prohibited.
- own responsibility.
- The decision of the judges will be final and binding.
- Participants can avail the facility of refreshment counter.

• Teacher-in-Charge should submit participation fees and hard copy of the Registration form (mailed along with the school code) duly attested by the participating School Principal at the Registration Counter on July 26,

• Registration Fee per participant - ₹150/-. Please tender exact amount. MANDATORY EVENT FOR OVERALL CHAMPIONSHIP -SPECTRUM • Bonus points will be awarded to schools participating in all the events.

• Dress code for participants : White shirt/ T-shirt & Black trousers.

• No hazardous activities should be conducted in the school premises. Use

• Participants should bring event specific equipment and laptops at their



Spectrum **Physics Brainiacs** Esprit de Chemistry Super Solver Jiva Dialectwix Youth Vanguard Renaissance Revelry Block & Brush

# 

## Euphony Majestic Moves Vibrant Vibes स्पंदन Code Breakers Logic Loop **Py Predict** Manos Mechanicas





## Quiz Event

## "SCIENTIA POTENTIA EST" **KNOWLEDGE IS POWER** - SIR FRANCIS BACON

**Teacher In-charge: Student Coordinator:** Kaushik Behera

Mr Y.Srinivas







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# SPECTRUM

#### Theme: Science/Maths/Tech/Arts/General Knowledge

#### **DETAILS OF THE EVENT:**

- •Each school can participate with up to 2 individual teams comprising of 4 members each.
- •Prelims is subdivided into **two rounds**.
- •Top 6 from Prelims ascend to Finals.
- •Team members should belong to the bracket of Class 9-12 strictly.
- •Category: General Quiz (all streams)

#### **RULES FOR THE EVENT:**

- Quizmaster's say is **conclusive**.
- Any form of malpractice found will result in the team's disqualification.

"Sojourn into a barrage of brain stumpers!"



#### PRELIMS -

ROUND 1: Duration - 25 mins

#### • OMR based Objective Round where scores will be the decisive factor for advancement to the forthcoming round. ROUND 2:

Duration - 30 mins

completion and accuracy of the end result.

#### **FINALS-**

Duration-1.5 Hours

- General Round
- Theory of Relativity
- Agile Artemis
- Noice Choice
- Pounce and Bounce
- WELCOME A-BOARD

• Interactive Puzzle Round based on puzzles and challenges unlocking the best of teamwork and problem solving ethics. Teams will be assessed on the basis of time of



## Physics Event

#### **"LOOK UP AT THE STARS AND NOT** DOWN AT YOUR FEET. BE CURIOUS."

-Stephen Hawking

**Teacher In-charge:** 

Mr. Tapan Bishnu Student Coordinator: Deeksha Choudhary Sourav Gorai

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# PHYSICS BRAINIACS

#### **Basic Rules:**

- The team should strictly consist of **3 members** (From Class: 10, 11, 12 respectively)
- The event comprises two rounds

**Preliminary Round - Model Making Final Round - Blueprint Designing** 

• Usage of electronic devices or gadgets during the rounds is prohibited.

#### Preliminary Round: Model Making **Theme:** Exploring Energy Transformations

#### **Details of preliminary round**:

- This is an **elimination round**.
- Only top 6 selected teams will go for the final round.
- Time allotted for Model Making-1 Hour
- Time allotted for explanation and Q&A-10 mins.
- All participants should bring their **own materials**.
- 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 x 1m x 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 QnA round.

#### "The Quest for "Eureka"

#### **Judgement Criteria:**

- Materials used & Efficiency
- Originality, Creativity & Innovation
- Presentation & Delivery
- Physics Behind the Model
- Question and Answer



#### **Final Round:** Blueprint Designing

#### **Details of final round:**

Time allotted to each team for:

- (i) Brainstorming & Group Discussion- **15 mins**
- (ii) Designing Blueprint- **1Hour**

#### **Specific Rules:**

- There will be a **specific topic** for each team that will be **allotted on spot**.
- individual components.
- Stationery is to be carried by the teams as per their own requirements.
- Designs should be original and feasible.
- below.

#### **Judgement Criteria:**

- Creativity
- Physics behind the design
- Presentation
- Question and Answer

• Teams are required to prepare a **well-labelled blueprint** mentioning the scales and sizes of

#### • The design is to be made on a Graph Paper or a Blank A3 Size Paper provided on spot.

• Marks will be given to the teams on the basis of various judgement parameters mentioned





## "CHEMISTRY IS THE MELODIES YOU CAN PLAY ON VIBRATING STRINGS." — MICHIO KAKU

Teacher Coordinator: Ms. Indu Kumari Student Coordinator: Ashlesha Das

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## **ESPRIT DE CHEMISTRY**

#### **Participation Criteria:**

1.One team per school comprising 4 participants. 2.Only students from Classes 9-12 are eligible for participation. 3. There should be one student participating from each class mentioned above.

#### **Common Guidelines:**

1.The event will be concluded in 3 stages. 2.Teams will be eliminated per round.

#### **Round 1: Chronobid Labyrinth**

It is a dynamic and engaging event that blends strategic planning with knowledge-based challenges. Designed to test participants' decision-making, risk assessment, and quick thinking, the event simulates a fast-paced environment where teams must play wisely and win maximum points possible.

Participants should aim to accumulate the highest number of points by the end of the event through wise playing.

This will be an elimination round in which teams will be eliminated after the completion of the round.

**Qualification**: Top 10 teams will qualify for the 2<sup>nd</sup> Round.

## "Fueling Curiosity, Catalyzing Innovation!"



#### **Round 2: Formula Frenzy** This round will be conducted in two different segments. **Round A: PUZZLE PARADOX**

Teams will encounter a complex puzzle (Rubik's Cube) with layered challenges. By deciphering intricate patterns and codes embedded within, they'll uncover hidden clues related to metallurgy and p-block. The solution lies in unraveling the relationships between the different elements. Can they unlock the answer and claim victory?

#### **Round B:REACTION TIME:**

Get ready for a fast-paced, one-on-one Chemistry showdown! Face off against your opponent, using your knowledge of the names behind the discoveries to outmanoeuvre them. Can you identify the pioneers behind the processes and apply their principles to gain the upper hand? Quick thinking and sharp Chemistry skills will be put to the test -Can you emerge victorious?"

#### **Event Guidelines:**

Each team comprising of 4 people will be sending 2 participants to each round as per their wish. Both rounds will be taking place simultaneously.

#### **Rubrics of Judgement:**

1. Accuracy 2. Speed This includes clarity of communication, visual aids and organization. Qualification: Top 5 teams would qualify for the final round.





#### Round 3: Chem Star Euphony This round will be divided into 2 segments. Round A: Twist,Tangle,Test

Step into the lab of laughs with 'Twist,Tangle,Test' where Chemistry meets chaos! Contestants create and tackle fast paced, element packed tongue twisters that test creativity , pronunciation and poise. It's a showdown of swirling syllables, twisted terms and atomic-level articulation. Fumble, mumble, or flex-just do not forget to have fun as your tongue tangles with Science. **Round B: Rhythmic Reaction and Riff** 

Unleash your inner chemist and composer in Rhythmic Reaction and Riff! Teams will craft ,compose and perform Chemistry-themed song within a time limit . The song should set to the rhythm the provided theme. Creativity, coordination, and lyrical flair are key as Science meets melody. It's time to rhyme, react, and rock-one beat at a time.

#### **Rubrics of Judgement:**

ROUND A: 1. Creativity 2. Speed 3. Accuracy

ROUND B: 1. Scientific Relevance
2. Lyrical Creativity
3. Synchronization
4. Overall Performance
Note: The points of Round 3 will be added to the total score to finalize the winner.



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B

## Mathematics Event

"MATHEMATICS IS THE MUSIC OF REASON."

-James Joseph Sylvester

Teacher In-charge: Ms. R. Ramalaxmi Student Coordinator: Ayaan Singh





# SUPER SOLVER

#### **DESCRIPTION:**

Step into the arena of intellect and logic welcome to SUPER SOLVER: the power of numbers, the celebration of logic, creativity and the gateway to new possibilities! Brace yourself for a mathematical adventure like Engage in mind-bending other! no challenges that will test your problemsolving skills and ignite your passion for numbers. Connect with a vibrant community of Mathematics enthusiasts, share insights and collaborate on uncovering the secrets of numbers. Don't let go this opportunity to expand your horizons and celebrate the power of numbers in an electrifying day of discovery and camaraderie!

#### "Embrace the Challenge, Where Numbers Reveal Their Secrets"

#### **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 9 to 12.
- This is a team event in which participants are required to form a team of four members. (One member each from Class 9, 10, 11 and 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(MCQS) covering various topics in Mathematics.
- Any sort of electronic gadgets, mobile phones, calculators, etc. are strictly prohibited.





## Biology Event

#### "DIVE INTO THE WORLD OF BIOLOGY WITH MIND-BENDING CHALLENGES, **CURIOUS CLUES AND A WHOLE LOT OF EXCITEMENT** - BECAUSE LEARNING SCIENCE SHOULD BE AN ADVENTURE! "

**Teacher In-charge:** Ms. Sahana Student Coordinator: Garima Singh



# REREDERS.



# JIVA: HEREDITAS VIVA VITAE

#### **DESCRIPTION:**

Jiva is an exciting and interactive Biology event designed to spark curiosity and challenge the minds of young Science enthusiasts. The event features five dynamic rounds based on puzzles, riddles, quizzes and more, each crafted to test a variety of skills including logic, problemsolving, teamwork, conceptual knowledge and real-life application. From cracking biological codes to analyzing case studies, Jiva promises a thrilling journey through the wonders of Science.

## "The Living Heritage of Life"

#### **JUDGEMENT CRITERIA:**

- Teamwork
- Time-based problem solving
- Communication skills
- Creativity
- Critical analysis

#### **RULES FOR THE EVENT:**

- No. of participants in each team 3
- From Classes 10-12 (one from each class)
- Only 6 teams will be selected for the final 'The Origin Odyssey' round

#### **ROUNDS:**

- Bio Bolt
- Picture Perfect
- Bio Blitz
- Tryst With Trust
- Survival Surge (Wildcard)
- The Origin Odyssey









#### $(\mathcal{D})$ Ð English **Turncoat Event**

#### **"DISCOURSE, THE SWEETER BANQUET OF THE MIND"**

**Teacher In-charge: Student Coordinator:** 

**Soma Das** 

255 8877007624 Mihika Kumari 78 7004885967



# DIALECTWIX

#### **DESCRIPTION:**

Students shall engage in Turncoat- a debating event with a twiddle. Here the same speaker shall shift allegiance between "For" and "Against" the given motion. The event seeks to appraise the debating and dialectics prowess of the students. The emphasis will be on transition of thoughts, the strength of argument and the counterpoising of opinions.

#### **JUDGEMENT CRITERIA:**

- Content Relevance
- Clarity and Coherence
- Language Proficiency
- Use of Satire and Humour
- Spontaneity in Switching Stances

#### "The Voice, the Virtuosity, the Victory"

#### **RULES FOR THE EVENT:**

- It is an individual event and only one participant per school is allowed to participate.
- Topics will be given on spot and participants will be given 45 minutes to prepare on the given topic.
- Each participant will be given 4 minutes to put forth their stances. They shall speak for 2 minutes taking one stance and change their stance in the next 2 minutes.
- Reference to the script will not be allowed.
- Students will not be allowed to avail the internet for preparation.
- Discourse should be strictly formal. Participants must refrain from using any derogatory remark, condemning any cultural or religious sentiments or mentioning anything controversial.
- Students should not disclose their name or their school's name under any circumstances.
- They should only use the code allotted to them. Breach of the same shall lead to disqualification of the participant.
- Decision of the judges will be final and binding.







Election Campaign Event

#### "RISE AND PERFORM FOR REFORM"

राज्यमंत्र सवते



Teacher In-charge: Student Coordinator: Sulagna Aich

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Aryan Kumar



# YOUTH VANGUARD

#### **PARTICIPATION CRITERIA:**

- One team per school comprising 3 participants is allowed to participate.
- Only Students from Class 9-12 are eligible for participation.

#### **GENERAL GUIDELINES:**

- The event will be divided into two rounds:
   i) Prelims
   ii) Final
- Courteous and ethical conduct is expected from all the participants throughout the event.
- Teams are encouraged to demonstrate the spirit of sportsmanship towards other participants.

#### "Creating unity with shared citizenship..."

#### **ROUND 1: QUIZO MANIA**

Brush up your knowledge for the Preliminary Round of Youth Vanguard where your knowledge of current affairs and geopolitics pave your way ahead!

#### **EVENT GUIDELINES:**

- Time limit: 20 mins
- Participants will be provided with a set of questions for preliminary round based on geopolitics and basic current affairs.
- Teams which will qualify the prelims will be eligible for the final round.



#### ROUND 2: DRAMACRACY : A BLEND OF DRAMA AND DEMOCRACY

Welcome to the stage where your ideas shine through in the form of acts of captivating visuals. Your mission to present your vision and inspire the new generation of leaders becomes the reality!

#### **JUDGEMENT CRITERIA:**

- Relevance to the symbol and presentation skill
- Humour, wit & creativity
- Adherence to the time limit
- Overall Impact

#### **EVENT GUIDELINES:**

- Preparation Time 45 mins.
- Participants will prepare an act/play keeping the allotted symbol in mind using which they have to advertise their party.
- Every participant of the team must have an equal role in the act.
- Time limit for the act is 3 minutes per team and all teams must adhere to the time limit for the performance of the act otherwise teams will face negative marking.
- The act must outline their vision and proposals for addressing local challenges as well as the developmental schemes to be undertaken by them.
- Participants may use visual aids during the act to enhance their presentation.
- Participants must ensure proper discipline throughout the event.
- Cell Phones and other electronic devices will not be allowed during the event.
- Use of unparliamentary language is strictly prohibited.



#### Historical Ø B **Enactment Event**

Teacher-in-Charge- Mr Ratnesh Kumar Student Coordinator- Abhigyan Jaiswal

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## **RENAISSANCE REVELRY**

**Description-** Recreation of Indian historical events through enactment

#### Judgement criteria :

- Oratory Skills
- Originality
- Attire/Props
- Duration
- Overall Presentation

#### "Reminiscing the past"

#### **RULES FOR THE EVENT :**

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





**Teacher In-charge:** 



## **BLOCK AND BRUSH**

#### **DESCRIPTION:**

Join us for a vibrant celebration of Indian folk art as we bring traditional designs to life on wooden blocks.

#### **JUDGEMENT CRITERIA:**

- Exposition of the Topic
- Aesthetic Composition
- Use of Space
- Creativity
- Neatness and Overall Presentation

#### "Unleash your creativity"

#### **RULES FOR THE EVENT:**

- Eligibility- Class 11 & 12
- No. of Students 2
- Duration 2 Hours
- Topic Indian Folk Art
- Wooden Block of 11x32cm will be provided
- Participants have to bring their own art supplies , only the wooden block will be provided.

#### NOTE:

Decoration is not allowed and any one participant from the team should be present at the time of judgement.





#### "MUSIC GIVES SOUL TO THE UNIVERSE, WINGS TO THE MIND, FLIGHT TO THE IMAGINATION" -PLATO

Teacher-in-charge - Ms. Sweety Mukherjee Student Coordinator - Mohit Sharma ® 9031190435 8 7352445875







## EUPHONY

#### **THEME - FROLICSOME FOLKTONIK** ( Original regional folk songs of India with

western instruments)

#### **JUDGEMENT CRITERIA:**

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

#### "Unleash Your Musical Spirit"

#### **RULES FOR THE EVENT:**

- 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 to participate.
- Time limit 3 minutes
- Participants can bring their ov instruments, if required.
- Maximum of two instruments are allowed per group. Selection of songs should not be from the Bollywood genre.
- Choice of songs should have decent lyrics.
- Participants can use their own tracks if required.
- Decision of the jury will be final and binding.



## Dance Event

"DANCE IS THE HIDDEN LANGUAGE OF THE SOUL" -MARTHA GRAHAM

Teacher-in-charge -Ms. Aparna ChakrabortyThe second second



# MAJESTIC MOVES

**Theme - Rhythmic Resplendence** (instrumental)- highlighting the Taal Vadya in the instrumental piece

#### **Judgement Criteria:**

- Selection of instrumental piece
- Thematic relevance
- Rhythm
- Expression
- Costume and presentation

## "Create, Dance, Live"

#### **RULES FOR THE EVENT :**

- Number of participants 6 to 8 per team.
- Time limit : 4 minutes including entry and exit.
- One team from each school is allowed.
- Students from Class 9 to 12 are eligible to participate.
- Dances within the given categories are allowedclassical and contemporary dance.
- Participants should carry their own props.
- Hair and makeup to be done from home itself.
- Costume must be decent and must adhere to the categories mentioned above.
- Selection of instrumental music can consist of Bollywood genre



## Videography Event

#### "LIVES INFLUENCE FILMS, FILMS INFLUENCE LIVES" LIGHTS! CAMERA! ACTION!

Mr. Joydeep Mukherjee Teacher-in-charge -Student Coordinator - Amogh Singh



## **VIBRANT VIBES**

Theme: Shades of Creativity (Participants are required to capture various moods during the event.) or **Spectacular Vidyalaya** (Participants need to highlight the architectural beauty of the vidyalaya.)

#### **Judgement Criteria:**

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

#### "Where the lens exudes emotions"

#### **RULES FOR THE EVENT :**

- The video will be shot in the campus. Students are free to shoot anywhere in the campus without any restrictions.
- Each team comprises 2 members per school.
- Video clip duration: 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 any accessories.





## 'प्रेमचंद' की मूल्यवान और समय की कसौटी पर खरी उतरने वाली कहानियों पर आधारित – मंचन

प्रभारी शिक्षिका - सुचित्रा सिंह विद्यार्थी समन्वयक - आदित्य कुमार

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# स्पदन

#### नियमावली

- कक्षा 9-12 तक के विद्यार्थियों द्वारा प्रस्तुतीकरण।
- सामूहिक प्रतियोगिता होने के कारण प्रत्येक समूह में प्रतिभागियों की न्यूनतम संख्या 5 और अधिकतम संख्या 10 होनी चाहिए।
- प्रतियोगिता की न्यूनतम अवधि 5 मिनट और अधिकतम अवधि 7 मिनट होगी।
- 5 मिनट पर चेतावनी घंटी और 7 मिनट पर अंतिम घंटी बजेगी। समय का उल्लंघन प्राप्तांक को कम करेगा।
- प्रतियोगी वेशभूषा, मेकअप और आवश्यक वस्तुओं की व्यवस्था स्वयं करेंगे।
- किसी भी प्रकार की अशिष्टता की अनुमति नहीं है और इससे अयोग्यता हो सकती है।
- निर्णायकों का निर्णय सर्वमान्य एवं अंतिम होगा।

# "कलम से मंच तक....."

#### अंकन के लिए मानदंड

- कहानी की आत्मा और यथार्थ का प्रस्तुतीकरण
- समकालीन संदर्भ से जोड़ने की क्षमता
- अभिनय की सूक्ष्मता एवं पात्र की सजीवता
- संवाद अदायगी एवं भाषा स्पष्टता
- वेशभूषा व दृश्य सामग्री
- समय पालन



## Coding / Programming **Event**

#### " {PROGRAMMING}: BEING **REALISTIC IN AN IMAGINARY** WORLD; "

erphp

**Teacher In-charge:** Student Coordinator: Anant Bhargav

**304566198** Mr. Satish Singh **B** 92348 63043

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# CODE BREAKERS

#### **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: 45 minutes for Prelims & 2 Hours (120 Minutes) for Finals.
- Students from Classes 9 to 12 can participate.

#### **RULES FOR THE EVENT:**

- Allowed Programming Languages: Java Synthon
- N Problems to be solved in given time. [N will be disclosed on the event day]
- Submissions and judgment of code will be automated.
- 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.
- The code for problems will be tested against a plethora of test cases.



#### **PRELIMS:**

- Teams will be ranked according to the maximum number of problems solved in the least time.
- Selected teams would qualify for the Final Round.
- 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:**

- The teams would be competing in the *Epic Diminution Round*.
- *The Diminution Format*: 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 This reduction will go on for three steps and will eventually be reduced to zero as: A->B->C->O [where A>B>C]
- Teams will be ranked according to the highest score in the least time.



# Mathematics Event

### "PURE MATHEMATICS IS, IN ITS WAY, THE POETRY OF LOGICAL IDEAS." - ALBERT EINSTEIN

Teacher In-charge:Mr. Awnish KumarT209509250Student Coordinator:Vardan Raj SrivastavaT8 8789463869



# LOGIC LOOP

#### **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.

#### **JUDGEMENT CRITERIA:**

The team that scores the maximum points in the final round would be declared winner.

#### "Number rules the universe."

#### **RULES FOR 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
- **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 in our Mathematics game event.





# **"MACHINE LEARNING: TURNING DATA INTO INTELLIGENCE."**

Teacher In-charge:Mr. Rahul PrasadStudent Coordinator:Rudraniel Singh





# **PY PREDICT**

#### WHAT YOU WILL DO? :

Develop a machine learning algorithm using Python and libraries such as:

- pandas
- numpy
- matplotlib
- seaborn
- scikit-learn

Organizers will provide 15 days of CSV data. Participants may supplement this with additional data to enhance prediction accuracy. Visualizations using graphs and charts (e.g., via matplotlib) are strongly encouraged.

The model should generate predictions in real time during the event day (INFINITY-25).

#### "Code. Analyze. Predict."

#### **EVENT DETAILS:**

Eligibility- Classes 9-12 Team size- solo or team of 2

#### **JUDGEMENT CRITERIA:**

- Prediction accuracy
- Code structure and logic
- Creativity and approach
- Clarity of explanation

#### **RULES FOR THE EVENT:**

- Participants may use Google for reference during the event.

- Use of AI tools (e.g., ChatGPT, Grok, or similar) is strictly prohibited.

- Plagiarism or copying from external sources will result in disqualification.





# Bot Builder Event

### **"WHERE MACHINES MEET MISSION: CLEAN THE UNSEEN"**

Teacher In-charge:Ms. J. Yamini® 9234322937Student Coordinator:Akshit Sharma® 6204409924



# MANOS MECHANICAS

#### **DESCRIPTION:**

Construct an autonomous or remotely controlled robot to replace human work required in cleaning the sewers.

**THEME:** Machines replacing menial labour.

#### **EVENT DETAILS:**

- Number of participants: 2-4 per team
- Number of teams: 1 per school.
- Students from Classes 9-12 participate

## "नवयन्त्रेण सेवाम् कुर्मः॥"

#### **GENERAL GUIDELINES**

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- The competition will be divided into 3 rounds
- Participants should prepare a 10 slide PPT and 1 minute working video.
- The bot shouldn't exceed the size limit of 8-inches (length, breadth and height). All components must be contained within the size.
- Bots must collect varied static debris (e.g., paper, wood, lattice upto 2\*2\*2 cm) and store it.



#### **DESCRIPTION:**

- Round 1: The participants need to demonstrate the working, compactness and versatility of their bots.
- Round 2: Participants must present a pre-prepared PPT covering theme, idea, design, functionality and versatility, **Round 2 is Knockout Round.**
- Round 3(Mysterious Round): The bots will be going through a mysterious and challenging pathway, picking and cleaning up the debris on the way and storing it within a given time limit.
- The final round includes a dimly-lit, water containing sewer path—waterproofing is advised.

#### **GENERAL INSTRUCTIONS**

- Bots must be fully charged before the event (charging ports will be available).
- The working video should submitted 3 days prior to the event via a shared link.
- The participants can bring their own laptops and power banks.
- No static robot will be accepted.
- The project idea should not be copied from the internet.

#### JUDGEMENT CRITERIA:

- Design and Innovation
- Agility & Build Quality
- Functionality & Efficiency
- Versatility & Sustainability
- Presentation & Justification

#### The Judge's decision will be final.



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#### The detailed schedule will be released later.

#### June 23, 2025

Confirmation of Registration via. google forms.

### June 25, 2025

Release of brochure (only those schools which confirm participation)

#### July 2, 2025

online Submission of List of Participants July 26, 2025

Offline registration Inauguration, Events, Declaration of results & Closing





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