

CENERAL INSTRUCTIONS

- 1. Each school must participate in at least 10 events to be eligible for the **TAPSFEST Rolling Trophy** of the year 2023-24.
- 2. The **GenX Rolling Trophy** will be awarded to the team scoring maximum points in the GenX events from Classes 6-12 with a minimum participation in 4 of the 7 events.
- 3. The prize distribution ceremony will be held on Day 2 at 1200 hrs, Winners of both the days must attend the ceremony.
- 4. The winners of Day 1 will be declared on the same day on the school website (apsdk.com).
- 5. The teams should register on both days latest by 0830 hrs. A teacher must accompany the Participants on both days.
- 6. The decisions of the judges will be final and binding for all competitions.
- 7. The participating schools shall be competing for the following positions in all events:
 - a. First Position
 - b. Runner Up
- 8. The host school will **not** be competing in any competition. The host school will also not compete for the **Overall GenX Rolling Trophy** or for the **Overall TAPSFEST Rolling Trophy**.
- 9. The last date of registration for all events is 20th August 2023.
- 10. The form link to register for all events is https://forms.gle/4Y37jp9d1AwijhSTA.
- 11. No entry will be entertained post the last date of registration.
- 12. The deadline for online submission of entries which require screening is **21st August 2023.** The selected schools will be informed through official mail.
- 13. Participants for the **GenX** events should join the Discord server at https://discord.gg/y6XR9U7uaZ latest by **18th August 2023.**

Follow us on Instagram for regular updates at https://www.instagram.com/tapsfest23/.

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Overall Activity Coordinators:

- Mrs. Harpreet Kaur (+91 9873133382)
- Mrs.Sanghamitra Roy(+919873687745)
 [For classes 6-10]
- Mrs. Seema Tangri (+91 8527134555)
 [For Primary Wing]

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Overall Student Coordinators:

- Syna Kaur (+91 96505 05134)
- Akshat Coomar (+91 98736 42201)
- Mannreet Kaur (+91 9910775102)
- Hrishika (+91 97114 13808)
- Arpan (GenX) (+91 8826810708)
- M. Vishnu (GenX) (+91 8826491270)

Phone Number: 011-25693040/3131

EVENTS

DAY 1

S No.	Name of Event	Mode	Event Coordinator
1	Dionysia	Offline	Ms. Seema Tangri (8527134555) (Teacher In-charge)
2	Terracotta Krater	Offline	Ms. Seema Tangri (8527134555) (Teacher In-charge)
3	SCRATCH Istoria	Hybrid	Ms. Seema Tangri (8527134555) (Teacher In-charge)
4	काव्य झरोखा	Offline	Hrishika (9711413806)
5	Coeus (Quiz)	Offline	Mannreet (9910775102)
6	Artistic Odyssey	Offline	Mannreet (9910775102))
7	Lantern Making (CWSN)	Offline	Ms. Tarvind Kaur (9891027601)
8	Dementer's Hearth-less Harvest	Offline	Mannreet (9910775102)
9	The Atrium Of Chaos	Offline	Utkarsh(7428656001) Mannreet (9910775102)
10	Shark Tank	Offline	Jiya(8744987877) Hrishika(9711413806)
11	Daedalus Creation Challange	Hybrid	Arpan(8826810708)
12	The Threads of Moirai	Offline	Vishnu(8826491270)
13	Hephaestus Baroque	Offline	Sparsh(9048449051) Lucky(8368952484)
14	Mythical Masquerade	Offline	Hrishika(9711413806)
15	Dionysus' Revelry	Offline	Akshat(98736442201)

EVENTS

DAY 2

S No.	Name of Event	Mode	Event Coordinator
1	Apollo (Physics Symposium)	Offline	Aryan Arora (9711159245) Dhruv Singh (9555810231)
2	Twitteratti	Offline	Syna Kaur (9650505134) Naiyya (9599072159)
3	Thalia- The Stand-Up	Offline	Aryan Arora (9711159245) Syna Kaur (9650505134)
4	Greek Geek Arena	Offline	Dhruv Singh (9555810231) Saksham (9474628161)
5	Euterpe's Harmony	Offline	Ankita Saha (9667844824)
6	Robo Race	Offline	Mr Avnesh(7678390004) Dhruv(9555810231)
7	Mythos Web Builder Showdown	Offline	Arpan Pandey (8826810708)
8	Oracles Quest	Hybrid	Arpan Pandey (8826810708)
9	गूँज-अनुगूँज (नुक्कड़ नाटक प्रतियोगिता)	Offline	Akshat(98736442201) Sparsh(9048449051)

ONLINE EVENTS

S No.	Name of Event	Mode	Date	Event Coordinator
1	Athena's Code Marathon	Online	18 August	Arpan Pandey (8826810708)
2	Olympian Gaming Fest	Online	21 August	Vishnu(8826491270)
3	Architects Of Olympus	Online	17 August	Vishnu(8826491270)

DIONYSIA

"MONOLOGUE IS THE MOST HONEST WAY TO REPRESENT HUMAN BEINGS."

LET A CHARACTER FROM GREEK MYTHOLOGY COME ALIVE WITH INTERESTING DIALOGUES. At the beginning of the presentation, an introduction to the plot and the characters chosen should be presented.

Participants: 1 per school

Class: 4-5

Mode: Online (Prelim), Offline (Final)

Time Limit: 90 secs Language: English Theme: Dionysia

Rules -

- The participant needs to dress up as a character from Greek Mythology (Eg- Zeus, Aphrodite, Poseidon, Hades) and speak a few lines representing the character.
- Costumes/Attire should be according to the character they represent along with attractive props and background.
- An unedited video(without any cuts) should be made in landscape mode. Entries must be submitted online along with the school name and class of the participant.
- The video (unlisted youtube) of the act should be sent to tapsfest2023@gmail.com by the 16th August.
- The preliminary round will be conducted online from which the best 15 teams will be selected for the final round.
- The list of selected entries will be shared on the school website by 21st August.

- Dialogue Delivery
- Expression
- Presentation Quality
- Originality

TERRACOTTA KRATER

"LIFE IS JUST LIKE POTTER'S CLAY, IT GETS SHAPED BY OUR OWN HANDS."

The ancient Greek civilization has left an indelible mark in the world of art, and their geometric designs on vases are no exception.

Vases were a major form of art in the Geometric Period. It was characterized by restrained harmony, and proportional beauty.

Participants: 2 per school

Class: 5
Mode: Offline

Time Limit: 2 hours 30 mins **Topic**: Terracotta Pot Painting

Rules

- Participants will have to bring an elongated terracotta pot of approx height 8/10 inch.
- The participants will bring a pot with background colour done before hand.
- Background Colour Burnt umber acrylic.
- Only black and white acrylic paints will be allowed to make the Greek geometric design on the pot.

- Originality
- Creativity
- Relevance

SCRATCH ISTORIA

A STORY IN SCRATCH PROGRAM

"SHOWCASE A GREEK STORY IN ANIMATED SEQUENCE."

An Invaluable Greek heritage has tales based on envious gods, courageous heroes, epic adventures etc. The participants have to create an animated story in Scratch 3.0. depicting different characters and dialogues. Participants can add audio for dialogues, add different background for different scenes.

Participants: 2 per school

Class: 4-5

Mode: Online (Prelim), Offline (Final)
Topic: A Greek Mythological Story

Software: Scratch 3.0

Rules -

Prelims-

- The participants are required to design and create a short story on Greek Mythology using Scratch 3.0. The story should be not more than 3 mins.
- Original Entries must be submitted online along with the school name and class of the participant.
- Scratch project/program file and video of the story should be uploaded on Google drive and share the link through the given submission form link: https://forms.gle/mREcjPQShchhpvUz9
- The drive link of the entries should be sent to the host school latest by 20th August 2023.
- Top 15 entries will be selected for the final round.
- The list of top 15 selected entries will be shared by 22nd August 2023.

Finals-

- Selected team will be required to make a single player game on the given topic, on the spot.
- Time Duration of the Final Round for the participants is 1 Hr.

- Design
- Relevance
- Originality
- Creativity

काव्य झरोखा

"ग्रीक की सुनी-अनसुनी कहानी, नवोदित कवियों की जुबानी "

ग्रीक विश्व की सबसे प्रारंभिक सभ्यताओं में से एक है जिसने मानव उन्नति में अभूतपूर्व योगदान दिया है। आर्मी पब्लिक स्कूल, धौला कुआँ आपको ग्रीक-यात्रा पर जाने का सुनहरा अवसर दे रहा है। तो करते हैं, एक यादगार काव्य यात्रा ग्रीक की ओर . . .

- 1. कक्षा: 7-8
- 2.प्रतिभागियों की संख्या: 2
- 3.कथानुरूप वेशभूषा अनिवार्य है।
- 4.सहायक सामग्री का उपयोग किया जा सकता है।
- 5.ग्रीक योद्धा या देवता की कथा की काव्य रुप में प्रस्तुति।

नियम

- समय सीमा : 3 4 मिनट।
- स्वरचित काव्य रचना ही स्वीकार्य है।
- काव्य द्वारा कथावस्तु का बोध स्पष्ट रूप से हो।
- निर्णायक-मंडल का निर्णय अंतिम व सर्वमान्य होगा।

निर्णायक बिंदु

- प्रस्तुतीकरण
- वेशभूषा
- कथावस्तु
- मौलिकता
- रचनात्मकता

COEUS

GENERAL AWARENESS QUIZ COMPETITION

"WHERE CURIOSITY MEETS COMPETITION!"

According to Greek mythology, Coeus is the god of questions who embodies intelligence.

Inspired by the virtues of Coeus, we are thrilled to introduce you to an exhilarating general awareness quiz competition designed exclusively for brilliant young minds.

The quiz encompasses diverse themes like history, geography, science, literature, art, sports, current affairs, Greek Mythology and trivia amongst other areas, challenging your knowledge across a broad spectrum of topics and engaging you to explore and test your understanding of the world around you.

Are you ready to put your knowledge, quick thinking, and teamwork to the ultimate test?

Coeus is the Quiz for you!

Participants: 1 team of 3 members

Class: 8-10 Mode: Offline

Theme: General Quiz (including one round on Greek Mythology)

Rules

- A pen-and-paper preliminary test will be conducted for all the teams.
- The top 6 teams will make their way to the final round.

ARTISTIC ODYSSEY

HERCULES' LABOURS

"TRANSFORM THE ANCIENT TALES INTO CAPTIVATING VISUALS"

Step into the realm of ancient legends and witness the awe-inspiring tales of the mighty Hercules! We invite you to embark on an artistic odyssey through the 12 Labours that defined this legendary hero. Grab your pencils and pens as you delve into the realm of mythology, where heroes and gods collide.

Unleash your creativity and bring these epic trials to life through captivating comic strip panels. Whether you choose to portray Hercules' battle with the Nemean Lion, his encounter with the Hydra, or any of the other formidable challenges he faced, let your artistic prowess soar and transport us to a world of heroic proportions.

Participants: 2 (Team event)

Class: 9-12 Mode: Offline

Rules:

- The comic strip should be based on only one of the 12 Herculean trials, given to him by Zeus as punishment.
- A maximum of 2 hours will be given for the completion of the strip.
- A3 sheets will be provided by the host school.
- A minimum of 4 panels need to be drawn including dialogues to enhance the story depicted.
- Material required: Participants can use any material of their choice.

- Theme Adherence
- Visual Narrative
- Storytelling
- Artistic ability and craftsmanship
- Overall Creativity and Execution

LANTERN MAKING Day 1

ILLUMINATING LIVES

"LET LIGHT SHINE OUT OF DARKNESS"

(CWSN EVENT)

In ancient times, a Greek philosopher, Diogenes rejected the hollow values he witnessed in society and started looking for an honest person by carrying a lantern. Across the world, lanterns represent hope towards the future, eliminate the surrounding darkness and spread the warmth.

Ignite your inner spark and light the way for others by creating stunning lanterns!

Participants: 3-4

Class: 9-12 Mode: Offline

Rules

- The height of the lantern should be at least 10 inches.
- Participants should attach a handle, hook, or any other medium to hang the Lantern.
- Lanterns should be well-lit, colourful, and sturdy.

Materials Required

- Led/fairy light
- Glue
- Scissors
- Glitter
- Paper/Cloth/Wooden sticks
- Any other material as per one's creativity and choice.

- Innovation
- Durability
- Aesthetic Appeal

DEMETERS HEARTH-LESS HARVEST UNLEASH THE ANCIENT FLAVOURS

"WHERE MILLETS IGNITE CULINARY MAGIC!"

Let's discover the power of millets in our diet by exploring various cooking methods like Boiling, Roasting, Soaking, and more. Young Chefs can enhance their Fireless cooking skills by incorporating millets of their choice into culinary masterpieces.

Participants: 2 per school

Class: 9-12 Mode: Offline

Rules

- A maximum of 1 hour will be given to finish the dish
- Participants are not allowed to use any form of direct heat or open flame during the cooking process.
- Participants must incorporate millet as a **primary** ingredient in their dish. They can choose any variety of millets based on their preference.
- Participants have to bring their own ingredients and tools necessary for cooking, including millet, vegetables, spices, herbs, utensils, and any additional components required for their dish.
- Participants must adhere to proper hygiene and food safety practices throughout the competition.
- Participants are expected to present their dishes in an aesthetically pleasing manner.
 Crockery and cutlery too must be carried by the participants.

- Nutrition value
- Innovation/ creativity
- Presentation
- Technique

THE ATRIUM OF CHAOS

-MOOT COURT

Day 1

"WHEN OLYMPUS FACES THE COURT OF MORTALS"

Enter a realm of ancient myths and legends, where Romans and Greeks converge in "The Atrium of Chaos," a legal journey through the annals of time. Let the scales of truth and destiny sway, as lawyers don their robes. Brace yourselves, for the Greeks and Romans are about to engage in a legal duel like no other, reimagining the Trojan War within the realm of the law.

Participants: 2 speakers per school (1 researcher is optional)

Class: 10-12 Mode: Offline

Rules:

- King Paris of Troy (represented by Roman advocates) will serve as the
 petitioner with King Menelaus of Greece as the respondent (represented by
 Greek advocates) (both will also serve as witnesses and will be provided by the
 school)
- The side that the schools will be representing will be assigned to them 20 minutes prior to the commencement of the competition.
- The petitioners (representing the Romans) will give a 2-minute opening statement, followed by the respondent's (representing the Greeks) opening statement
- The opening statement will be followed by the calling and questioning of witnesses (first by the petitioners, then the respondents)
- The school shall provide eight witnesses, who will be well versed in the myths surrounding the mythical character they are portraying: Aphrodite, Apollo, Athena, Achilles, Odysseus, Helen, Paris and Menelaus. 4 minutes will be allotted to each side for calling forth their witnesses. Cross examination on the spot is not allowed but both sides can call forth the same witnesses for cross questioning during their stipulated time.
- This will be followed by a one-minute closing statement from each side.
- The participants must submit their memorial prior to the beginning of their Trial. The memorial should not exceed more than seven pages.
- The medium of language will be English

Dress code: White shirt, Black trousers/skirt, Black tie along with Black Blazer (optional). There must be no disclosure about the school from which the participant originates. Judgment criteria: Perusal of Facts Knowledge and Application of Law Response to the Court Questions Objections and strike off

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SHARK TANK IGNITE YOUR ENTREPRENEURIAL SPIRIT

"IN BUSINESS, YOU DON'T GET WHAT YOU DESERVE,
YOU GET WHAT YOU NEGOTIATE."

Are you ready to unleash your innovative spirit and dive into the world of entrepreneurship? We are thrilled to present Shark Tank, an exhilarating opportunity for students to showcase their business acumen and creative ideas. Get ready for a thrilling experience that will transform the way you think about entrepreneurship!

What is Shark Tank Event?

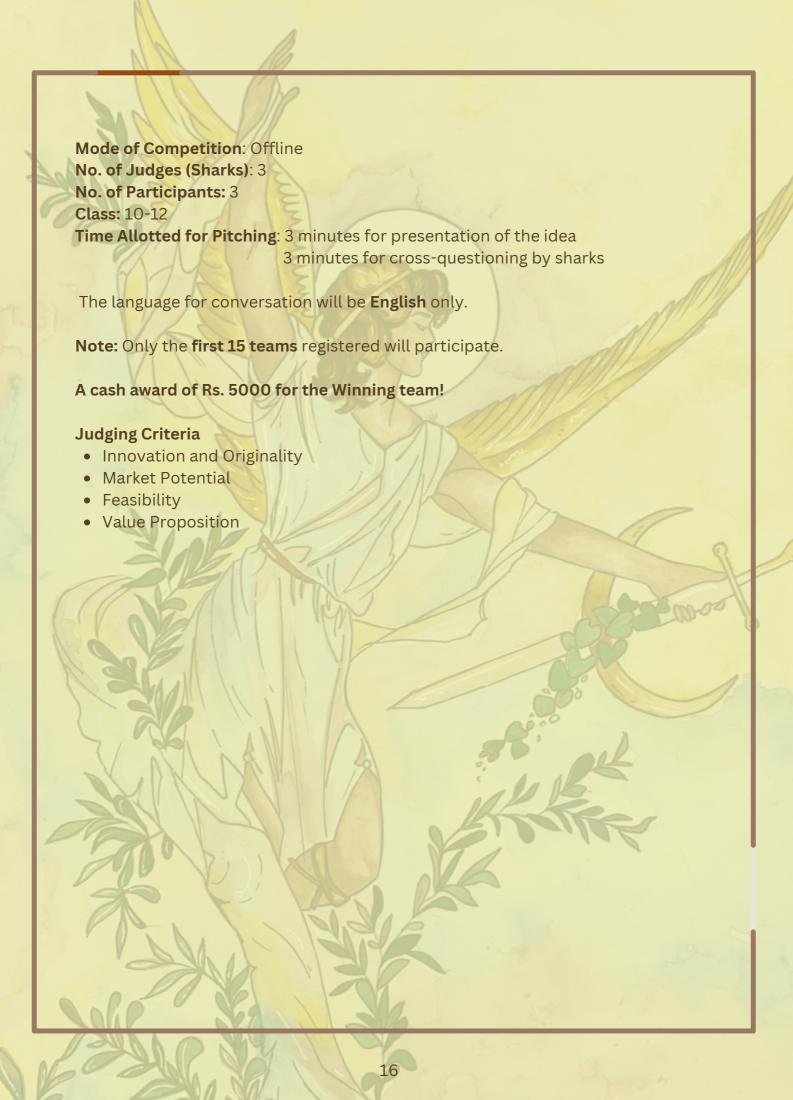
Shark Tank is an exciting competition inspired by the popular television show, Shark Tank. It provides an extraordinary platform for students to pitch their entrepreneurial ideas in front of a panel of sharks, including successful business owners, investors, and industry experts. It's a chance to turn your dreams into reality and receive valuable feedback and guidance from seasoned professionals.

How Does It Work?

Form a Team: Gather your friends or classmates to form a team of up to three members. Remember, diversity and collaboration often lead to the most successful ideas.

Develop Your Idea: Brainstorm innovative business concepts that address a real need or problem. Conduct market research and refine your idea to make it compelling and feasible.

Craft Your Pitch: Create a persuasive pitch deck that showcases the uniqueness and potential of your idea. Highlight the market opportunity, your solution, and the growth potential.



DAEDALUS CREATION CHALLENGE

"CREATIVITY IS INTELLIGENCE HAVING FUN, AND SOFTWARE DEVELOPMENT
IS THE PLAYGROUND WHERE INNOVATION COMES TO LIFE."

(GENX EVENT)

Daedalus Creation Challenge is an exciting event that celebrates the art of software development and innovation. Inspired by the ingenuity of Daedalus, participants are invited to unleash their creativity and build exceptional software solutions. This challenge provides a platform for developers to showcase their skills, create something extraordinary, and push the boundaries of what is possible in the realm of software. Whether it's designing intuitive user interfaces, optimizing algorithms, or crafting robust code, participants embark on a journey of creation and problem-solving. The Daedalus Creation Challenge encourages participants to embrace their inner innovator and bring their software ideas to life in a dynamic and competitive environment.

Participants: 4 per school

Class: 11-12

Mode: Online (Development), Offline (Pitch)

Rules

- The teams will have to create a software solution on the mentioned topic and present it in the final round.
- The topic (along with further instructions) will be given one week prior to the offline event.
- The software solution needs to be a non-mainstream software solution like CLIs, APIs, VR, AR etc.
- Presenting a web or mobile app is not allowed.
- The teams will have 4 days from the date of the topic reveal to create the software.
- Selected teams will be informed 2 days prior to the event and will have to present their solution to the judges in the form of a quick pitch.
- Submissions for the prelim round shall be done through GitHub only.
- The submissions must contain a README.md file explaining the workings of the project along with installation instructions.
- The code should be well documented.
- Use of any tech stack is allowed.

THE THREADS OF MOIRAI

"TIMELESS TALES REBORN, AS ANCIENT WHISPERS MEET MODERN ECHOES. UNVEIL THE ESSENCE OF GREEK FOLKLORE IN A CAPTIVATING REEL, WHERE WISDOM TRANSCENDS ERAS, LEAVING ITS MARK ON OUR PRESENT HEARTS."

(GENX EVENT)

Unravel ancient tales retold with a modern flair, as they impart timeless wisdom in a world that has evolved, yet echoes the essence of its mythic roots. Join us for an unforgettable cinematic experience!

Participants: 3 per school

Class: 9-12 Mode: Offline Time Limit: 3 Hours

Software: Filmora, da Vinci Resolve

Rules

- The participants have to make a short film on Greek folktales with a modern twist.
- The short film should not exceed 10 minutes.
- The moral of the story will have to be presented in a way as it would have occurred in modern times
- Participants will have to make and edit their videos at the venue itself.
- Only the first 8 teams to register will be allowed to compete.

- Creativity
- Originality
- Presentation Quality
- Content Delivery

HEPHAESTUS BAROQUE

PAINTING COMPETITION

Day 1

"LET EACH MAN EXERCISE THE ART HE KNOWS"

This is a spray-painting event wherein participants showcase their talent and creativity.

Participants have to make a Greek mythical creature using spray paint as the main menu of their painting on a wooden 3X3 Board.

Participants: 2 per school (Team Event)

Class: 9-12 Mode: Offline

Rules:

- Using spray paint is compulsory.
- Participants must bring their own art materials. Only a board will be provided by the host school.
- Participants can use any art style.
- Time limit will be 2 ½ hours.
- Use of any other medium along with spray paint is allowed.
- Use of concentrated acids/bases is prohibited.
- Participants must adhere to the above mentioned theme.

- Creativity
- Line, colour and sketch quality bring their own art supplies.
- Teamwork

THE MYTHICAL MASQUERADE

Day 1

"FACES OF ETERNITY, A MONOLOGUE IN COLOUR'S SYMPHONY."

Welcome to the Mythical Masquerade, a spectacular makeup, costume, and monologue competition inspired by the enchanting realm of Greek mythology. Unleash your creativity and transform yourself into a mythical creature or legendary deity with the power of makeup/face painting, or both.

Choose a Greek myth that resonates with you, and deliver a performance that captures the essence of the story and the character you have chosen. Share the triumphs, tragedies, and lessons of these ancient tales, bring forth the power of your words as you walk down the ramp and deliver a monologue

Use vibrant colours, intricate designs, and imaginative techniques to bring these captivating characters to life. Step into the shoes of a Greek hero, a wise oracle, or a mischievous nymph with breathtaking costumes. Draw inspiration from the iconic attire of Ancient Greece, with flowing togas, golden laurel wealth and intricate drapery.

Participants: 2 (1 model/actor, 1 makeup artist)

Class: 11-12 Mode: Offline

Rules

- Language: English
- Mode of competition: Offline
- The time limit for the monologue: Max 3 mins (warning bell at 2.5 mins)
- The time limit for face painting and makeup: 60 mins
- Participants must come dressed in their costumes.

- Makeup/Face Painting
- Monologues of the character depicted
- Costumes
- Innovation and Creativity

DIONYSUS' REVELRY

A CREEK SPECTACLE OF THEATRE AND ECSTASY

"THE WORD THEATRE COMES FROM THE GREEKS. IT MEANS THE SEEING PLACES, THE PLACE WHERE PEOPLE

COME TO SEE THE TRUTH ABOUT LIFE AND THE SOCIAL SITUATION"

Ancient Greece had a thriving theatre tradition that lasted for centuries. Greek theatre history dates back to the 6th century BCE.

Dionysus the god of festivity - theatre and ecstasy, he was birthed as a boy but lived as a girl, he has taken the shapes of all roles.

He is on the lookout for the best play in the whole city.

Will you be able to fulfil his thirst for entertainment?

Participants: 5-8 per school

Class: 9-12 Mode: Offline

Rules:

- The play should be in contemporary English and not in Greek/Greek English, and it should be a scene from a play from the olden Greek times (example-Oedipus Rex, the Persians, Antigone, Medea, Seven against Thebes)
- Students are to bring their own costumes.
- The use of props is optional.
- No background music or PPT is allowed.
- Registration is open to only the first 12 schools on a first-come, first serve basis.
- Time Limit: 5-8 mins

- Acting skills
- Costumes
- Dialogue delivery
- Creativity
- Teamwork

APOLLO

UNVEILING THE UNEXPLAINABLE THEORIES THE PHYSICS SYMPOSIUM

"THE SUPREME TASK OF THE PHYSICIST IS TO ARRIVE AT THOSE UNIVERSAL ELEMENTARY LAWS FROM WHICH THE COSMOS CAN BE BUILT UP BY PURE DEDUCTION. THERE IS NO LOGICAL PATH TO THESE LAWS; ONLY INTUITION, RESTING ON SYMPATHETIC UNDERSTANDING OF EXPERIENCE, CAN REACH THEM"

This event embarks a journey through various fields of physics, from quantum mechanics to astrophysics, seeking a deeper understanding of the fundamental laws that govern our world based upon the hypothesis and theories presented by the Greeks. The competition provides each participant 4 minutes to present their findings, inference, explanation, and draw reference from the Greek contribution. The participant can access props, models PowerPoint presentations etc.

RULES

The participants are requested to make ppt/model on any of the given theories.

Theory of relativity: The son of a court physician, Aristotle joined Plato's Academy where he contributed to the formation of alarm clocks which helped in the calculation of various factors of motion later on which the theory of relativity is based

What is dark matter?: Some of the first astronomical models were developed by Ancient Greeks trying to describe the planetary movement, the Earth's axis, and the heliocentric system, a model that places the Sun at the centre of the solar system.

What is matter made up of?: Most of the Greek Philosophers thought that matter was composed of some set of basic "elements", for example, the familiar Earth, Air, Fire, and Water. Some philosophers proposed the presence of a fifth element, known as quintessence or "aether".

What happens between the grey zone between solid and liquid?: Greek philosopher said everything was made of air: when the air becomes less compressed, it becomes fire, and when more consolidated, it turns into water, stones, and so forth. He offered the proof that when you breathe through open lips, the air is warm, and when you compress it by breathing through puckered lips, it's cold and condenses into liquid or solid. Air turning into stone would be a chemical change

Why does time flow only in one direction?: The ancient Greeks were among the first to create mechanical clocks to measure time; the perfection of the clepsydra and the alarm clock created by Plato are just two such brilliant inventions.

Note: The participants will be questioned upon the theories they present.

Participants: 2 per school (Team Event)

Class: 9-12 Mode: Offline

- Originality
- Creativity
- Relevance
- Adherence to the theme and time limit
- Explanation of the theories

TWITTERATTI

A BATTLE OF WIT

"Some of the words you'll find within yourself, the rest,

SOME POWER WILL INSPIRE YOU TO SAY."

Tweet, Tweet! The blue bird's got a message!

Welcome to Twitterati: where wit and acumen are put to the test, challenging you to prove whether you've been blessed by Athena herself.

Join us on an intriguing quest which will surely unleash your inner Greek mythology aficionado.

Twitteratti requires a participant to compose a tweet (retweet) & elicit their opinion based on a fact provided based on Greek Mythology or on a controversial contemporary topic, by the host school.

One must utilize the power of their word substantially to spread awareness, bring light to an issue, or even prompt laughter. Remember, each round will be an electrifying clash of minds- an exhilarating knockout battle, so do not hold back! Put your best foot forward and let your imagination soar high like a Pegasus.

Are you prepared to dive into the depths of age-old folklore and showcase your erudite prowess?

Participants: 1 per school

Class: 9-12 Mode: Offline Language: English

Rules:

- Each participant has to retweet on a controversial tweet prompted by the host school.
- The participant must not reside to unparliamentary language.
- They must be familiarised with the controversies surrounding Greek Mythology, as well as, current topics of the world.
- Each subsequent round will be a knockout round according to the number of participants.
- Use of devices is not permitted.

- Relevance
- Originality
- Content
- Language

THALIA THE STAND-UP SPECIAL

"FROM ATHENS WITH LOVE- A GREEK COMEDY AFFAIR"

A day filled with unfiltered laughter, clever improvisations, and moments that will leave you gasping for breath. Let the stage be set, the mic be alive and the jokes be unleashed as we embark on an unforgettable journey of mirth and amusement.

Participants: 1 per school

Class: 9-12 Mode: Offline Language: Bilingual

Rules

- Body-Shaming & Crowd Work are strictly prohibited.
- The topic should be based on one's school life and beyond.
- No abusive content or criticism of any institution is permitted.
- Personal life experiences can be used to draw references.
- No religious comments are to be passed.
- Violation of the rules mentioned will lead to disqualification.
- Each participant will be allotted 3–5 mins for presentation.

- Content
- Confidence
- Stage Presence
- Audience Engagement

CREEK GEEK ARENA Day 2

"MATHEMATICS REVEALS ITS SECRETS ONLY TO THOSE
WHO APPROACH IT WITH PURE LOVE, FOR ITS OWN BEAUTY!"

Each team is required to take up a Greek theorem/mathematical concept and present its real life advantages and application.

For example -

- Archimedes theorem
- Euclid's geometry
- Pythagoras theorem
- Any other relevant topic

Participants: 2 per school

Class: 10-12 Mode: Offline

Rules

- The participating team has to prepare a physical working model/ mathematical model based on Greek mathematics along with its multidisciplinary applications in real life.
- The use of Artificial intelligence is optional.
- Each team will be given 3 minutes for presentation.
- The judges may pose questions relevant to the presentation.

- Presentation
- Model making
- Concept clarity
- Application in real life

EUTERPES HARMONY

"DRIFT INTO THE MUSIC AND FREE YOUR SOUL."

Day 2

Music transcends all genres

The participants will perform music which either raises awareness or supports a particular social or environmental cause. A brief introduction for the same and the reason for the choice of selection must be given by the participating school.

Participants: 5-8 per school
Topic: "Music for a cause"

Class: 9-12 Mode: Offline

Language: Bilingual

Rules

- Bollywood numbers are not allowed
- A maximum of 5 mins will be given for each performance, including sound check.
- Teachers are not allowed to perform.
- Participants are requested to bring their own instruments. The host school will provide only a keyboard stand and mics.
- Participants must wear their school uniform.
- Karaoke tracks and prerecorded music are not allowed.
- Only the first 12 registered schools will be allowed to perform.
- The decision of the judges will be final, binding.

- Rhythm/Melodies.
- Clarity of the lyrics and expressions.
- Coordination of the group.

ROBO RACE THE CHARGE OF THE ROBO BRIGADE

(ATL EVENT)

This is a Robo Race competition where students will be getting their Bots to perform over an arena. The Arena will be a zig-zag, curved, straight path with turns, bends, slopes over which the robot is supposed to complete the course from start to end.

Participants: 2 per school (1 main contestant and 1 to assist)

Class: 6-8 Mode: Offline

Rules

- The Participants have to create a robot which will race on the track with twists and obstacles.
- Robots are not to exceed 30cm *30cm *30cm.
- The power supply is not to exceed 12v 3 Amp Dc in total.
- The complete event will be judged on time factor.
- Robots can be wired or wireless.
- Participants will bring a self-made robot.
- Pre-built toys/ gadgets or LEGO Kits will be not allowed.
- All the necessary equipment should be brought by the participants.
- Only the Power source will be provided by the host school.

MYTHOS WEB BUILDERS SHOWDOWN

"WEB DEVELOPMENT IS A CANVAS WHERE CREATIVITY MEETS CODE,

AND MYTHOS WEB BUILDERS SHOWDOWN IS WHERE THE

MASTERPIECES ARE BORN. "

(GENX EVENT)

Mythos Web Builders Showdown is a thrilling and competitive event that celebrates the artistry and technical prowess of web development. Participants from diverse backgrounds come together to create visually stunning and functional websites within a limited timeframe. The event showcases the fusion of creativity, design, and coding skills as participants strive to craft captivating digital experiences. With a focus on innovation and pushing the boundaries of web development, Mythos Web Builders Showdown is an exhilarating platform where talent shines and masterpieces come to life.

Participants: 2 per school

Class: 6-8 Mode: Offline

Rules

- Participants will be given a theme on the spot, and they have to create a website around it.
- The website can be made using HTML, CSS etc. Use of technologies like Bootstrap, Tailwind is allowed.
- There should be a README.md file that illustrates how to install and run the application, along with a list of all the libraries used.
- There will be an online preliminary round and only 8 selected teams will come for the offline finale.
- Only 8 teams will be allowed on a first-come, first-serve basis.
- Any work used on the website should be licensed appropriately, violations of this will lead to disqualifications.
- The decision of the judges shall be final and binding.

- Relevance to the theme
- Originality
- Creativity
- Technical Functionality

ORACLES QUEST

"Success Lies NOT JUST IN FINDING THE ANSWERS, BUT IN EMBARKING ON THE QUEST FOR THE RIGHT QUESTIONS."

(GENX EVENT)

Oracle's Quest is an immersive and thrilling adventure where participants are given an SQL database filled with enigmatic tables and clues to unravel a captivating mystery. Armed with their SQL querying skills, participants dive deep into the database, analysing data, piecing together connections, and applying logical reasoning to solve intricate puzzles. Collaboration is encouraged as participants race against time to uncover the secrets hidden within the database, showcasing their SQL expertise and problem-solving abilities in a competitive and immersive environment.

Participants: 2 per school

Class: 10-12

Mode: Online (Prelim), Offline (Final)

Rules

- Participants will have 2 hours to solve a mystery using the clues in the provided database.
- Only SQL queries shall be used.
- Participants are allowed to use references for SQL syntax.
- The provided database may be provided as an SQLite database.
- Points will be allocated on the basis of progress made and time taken.
- Participants will be required to be connected to the host school at all times through video conferencing, a link will be provided before the event. (Prelims)
- The participants may be asked to screen share during the course of the event.

 (Prelims)
- Any attempt at using unfair means will lead to immediate disqualification.
- Only 8 teams will advance to the finals.
- Participants need to bring their own devices for the finals, internet will be provided.

- Ingenuity
- Progress
- Problem-Solving skills

सामाजिक प्रत्यावर्ती धारा की

गूँज-अनुगूँज

नुक्कड़ नाटक प्रतियोगिता

"नई सोच से जगेगी परिवर्तन की गूँज, जब नुक्कड़ नाटक से उठेगी विचारों की अनुगूँज"

अब नि:शब्दता के स्थान पर अपनी आवाज़ बुलंद करने का समय है। छिपे हुए मुद्दों को समाज के समक्ष प्रस्तुत करने का समय है।ओजस बनकर मन से भय निकालने का समय है। नुक्कड़ नाटक के माध्यम से जनमानस की भावनाओं को प्रस्फुटित करने का समय है।

नियम

- प्रतिभागी संख्या: 8-10
- कक्षा: 9-12
- समय 6 से 8 मिनट
- भाषाः द्विभाषी
- अभद्र भाषा का प्रयोग वर्जित है।
- प्रदर्शन से पहले प्रत्येक टीम को अपनी पांडुलिपि (स्क्रिप्ट) जमा करवानी होगी।

निर्णायक बिंदु

- रचनात्मकता
- मौलिकता
- संदेश की स्पष्टता
- अभिनय कौशल
- समय की प्रतिबद्धता

केवल पहले दस पंजीकरण स्वीकार्य होंगे।

18 Aug

ATHENA'S CODE MARATHON

"CODE IS POETRY, AND COMPETITIONS ARE

THE STAGE WHERE IT DANCES. "

(GENX EVENT)

Athena's Code Marathon is an intense and competitive programming event where participants showcase their problem-solving skills and coding expertise. Inspired by Athena's wisdom, participants tackle complex challenges, collaborate in teams, and vie for victory.

Participants: 2 per school

Class: 9-12 Mode: Online

Rules

- Participants will be given a maximum of 2 hours to solve as many problems as they can on HackerRank.
- Only the Python programming language is allowed.
- The results on the Hacker rank leaderboard are NOT final, instead, the results will be confirmed after manual evaluation by the host school.
- The score will be determined as per the judgement criteria provided below.
- Participants must be in touch with the host school at all times through Discord.
- The participants may be asked to screen share during the course of the event.
- Using unfair means will lead to immediate disqualification.

- Number of problems solved
- Difficulty of each problem solved
- Time taken to solve the problems

21 Aug

OLYMPIAN CAMING FEST

"Prepare to enter a world where precision and strategy collide, where every shot and every decision can make or break victory. Welcome to the battlefield of Valorent, where champions are forged in the fires of fierce competition. Sharpen your skills, rally your team, and rise to the challenge. The battle begins now!"

(GENX EVENT)

It's time to welcome the brave warriors, to the adrenaline-fueled battleground of Valorant! Get ready to immerse yourself in a heart-pounding competition where tactical prowess and lightning-fast reflexes are the keys to triumph. Step into a realm where every shot matters, every ability holds immense power, and teamwork is the ultimate weapon. Join forces with fellow contenders, showcase your skills, and engage in thrilling battles to prove your mettle as the ultimate Valorant champion. It's time to lock and load, as the stage is set for an electrifying showdown that will separate the legends from the rest.

Are you ready to seize glory in the Olympian Gaming Fest?

Participants: 5 per school

Class: 9-12 Mode: Online

Rules

- The game to be played is Valorant
- Link/Game room details will be provided to all participants on Discord.
- All participating schools must register their students for the same.
- It will be a two-round competition.
- Six teams will be selected for the final round.
- Follow up on Discord for more details.

- Number of problems solved
- The difficulty of each problem solved
- Time taken to solve the problems

17 Aug

ARCHITECTS OF OLYMPUS

"VENTURE INTO A VIRTUAL ODYSSEY THROUGH THE WONDERS OF ANCIENT GREECE,
WHERE PIXELS WEAVE TALES OF MYTHOLOGY AND CREATIVITY KNOWS NO BOUNDS.

UNLEASH YOUR INNER ARCHITECT, SCULPTOR OF WORLDS, AND BRING FORTH MAJESTIC
STRUCTURES THAT RIVAL MOUNT OLYMPUS ITSELF. PREPARE TO FORGE A LEGACY THAT
ECHOES THROUGH THE AGES IN THE GREEK MINECRAFT COMPETITION. DARE YOU

EMBARK ON THIS EPIC QUEST?"

(GENX EVENT)

Welcome, aspiring architects and legendary builders, to the realm of Greek mythology within Minecraft! Brace yourselves for an extraordinary challenge that will test your creativity, precision, and knowledge of ancient Greek civilization. In this epic competition, you will embark on a journey to recreate awe-inspiring structures and mythical landscapes from the golden age of Greece. From the majestic Parthenon to the mythical labyrinth of Minos, every structure you build will transport you back in time to a world of gods and heroes. So gather your building blocks and unleash your inner craftsman as you compete for the title of the ultimate Greek Minecraft Architect! Are you ready to forge your own legend in this immersive world?

Participants: 4 per school

Class: 6-8 Mode: Online

Rules

- Participants have to build their structures in designated areas
- The game mode wil<mark>l be creative with unlimited resources</mark>
- Use of in-game materials only, no mods or custom texture packs
- Respect others' creations, and no cheating or disruptive behaviour.
- Each team will be given 2 hours to complete their builds.

- Relevance
- Creativity
- Originality
- Complexity

