



SILICO BATTLES v 20.I





GENERAL GUIDELINES

1. Only registered participants can take part in the event. Only 1 team from each school is allowed to take part in a particular event.
2. The prompts for each event will be dropped on the Discord server. Join our Discord server for latest updates on the events (link on website).
3. Submission forms for different events will be available on Discord. Late submission will lead to disqualification.
4. Elaborate details of all the events are provided on our website. You are advised to go through them thoroughly (we will do our best to proceed with the given schedule. However, there can be unavoidable circumstances causing delay).
5. If any participant is found guilty of using unfair means, the school will be disqualified from that particular event.
6. The decision of the judges will be final and binding.
7. The school with the highest aggregate will be awarded the overall trophy.

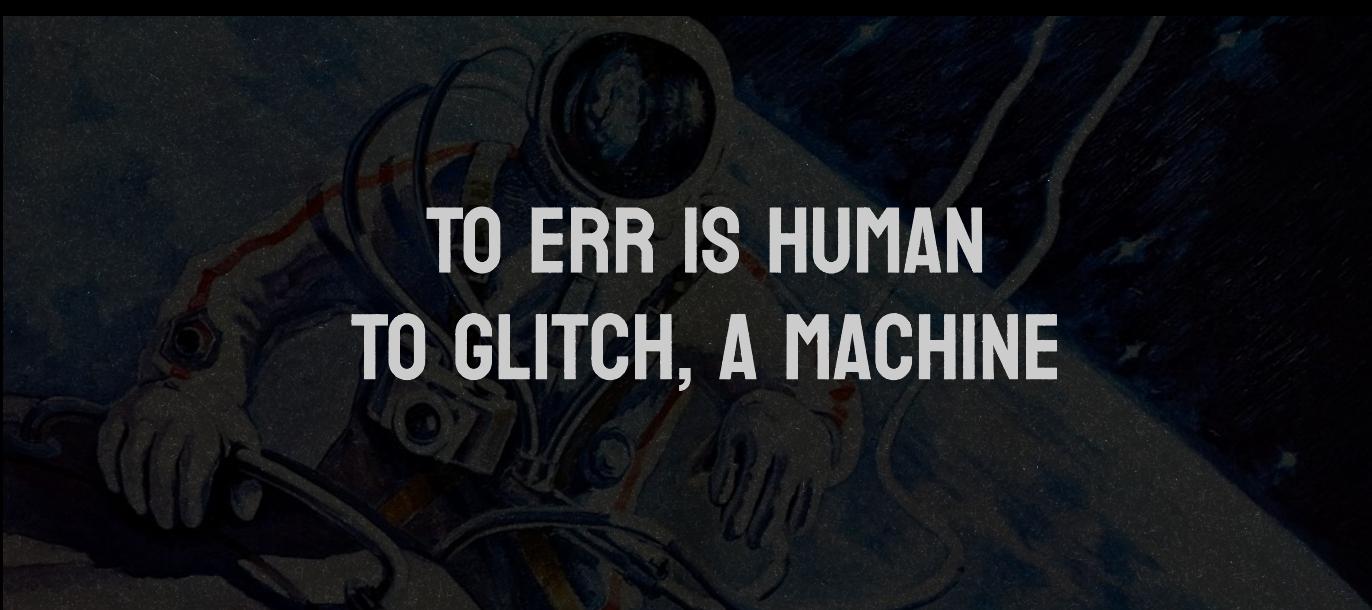
Good Luck.

MESSAGE FROM THE PRINCIPAL



Since its inception, Ahlcon Public School has always curated ideas to amplify students' creativity and magnify their overall development. In this ever evolving environment of education and technology, we proudly offer our young technoholics, a technological extravaganza which endeavors to provide fillip and boost to their hidden talents. Through this platform, we strive to equip the learners with the relevant skills and competencies, such as global awareness, critical and innovative thinking.

~ DR. DEEPAK RAJ SINGH BISHT



**TO ERR IS HUMAN
TO GLITCH, A MACHINE**

TIMELINE



- **11 OCT** Programming question out
- **12 OCT** Chess and prelims for Respawn Mobile
- **13 OCT** Prelims for Respawn PC, Cyquest, Surprise
Programming and Dexterity submissions
- **19 OCT** Final Offline Round At School

THE EVENTS



EVENT	FIRST	SECOND	THIRD
24 FRAMES	200	125	75
CHESS	100	75	50
CYQUEST	100	75	50
DEXTERITY	200	125	75
FOTOGRAFIA	100	75	50
DIGITAL IMAGING	200	125	75
PROGRAMMING	200	125	75
QUIZ	100	75	50
RESPAWN CONSOLE	200	125	100
RESPAWN MOBILE	200	125	100
RESPAWN PC	200	125	100
ROBOWARS	100	75	50
SCRATCH	100	75	25
SURPRISE	100	75	50



24 FRAMES

1. This is an offline event.
2. Duration of the film should be between 3-5 minutes.
3. The duration of stock footage and blanks should not exceed 15 seconds and must be credited.
4. Shortlisted movies will qualify for the screening which would be held on 19 October, 2024.
5. Shortlisted teams will pitch their products to the panel of judges.
6. 3-5 minutes will be given to each team to present their project.
7. This will be followed by a Q/A round.
8. Event Head: Tanush Singh

INFORMATION

- I. CLASSES - OPEN
2. MAX. PARTICIPANTS PER TEAM - I
3. TEAMS PER SCHOOL - I
4. SOFTWARE TO BE USED - AFTER EFF, PREMIER, DA VINCI, FILMORA

JUDGEMENT CRITERIA

- I. ORIGINALITY
2. CINEMATOGRAPHY
3. STORY
4. VFX



CHESS

1. This is an online event.
2. It will be held on 12 October, 2024. Timings to be declared soon.
3. Winners have to be present offline on 14th September, 2024 to collect their prizes.
4. Event Head: Aditya Gupta

INFORMATION

- 1. CLASSES - OPEN**
- 2. MAX. PARTICIPANTS PER TEAM - I**
- 3. TEAMS PER SCHOOL - I**
- 4. SOFTWARE - CHESS.COM**



CYQUEST

1. This is a 12 hour online event.
2. It will be held on 13 October, 2024. Timings to be declared soon.
3. Participants will need to join the official Cyquest server to take part.
4. Individual participants are welcome, though they will not receive any prizes.
5. Any sign of malpractice will result in an instant ban from the server and the disqualification of the team from the event.
6. Winners have to be present offline on 19 October, 2024 to collect their prizes.
7. Event Heads: Namish Pande, Arnav Malhotra

INFORMATION

- I. CLASSES - OPEN
2. MAX. PARTICIPANTS PER TEAM - 2
3. TEAMS PER SCHOOL - 1
4. SOFTWARE - CYQUEST WEBSITE

JUDGEMENT CRITERIA

- I. TIME TAKEN TO SOLVE PUZZLES.



DEXTERITY

1. Participants are required to design and develop a ready-to-use application.
2. Languages allowed: Front End - Python, Back End - SQL
3. Participants are required to submit a self-explanatory video of the working of the application along with the source code.
4. Those who qualify will be asked to present their application in front of the judges on the 19th of October.
5. Event head: Namish Pande, Ranya Ritsika, Rishita Ragi

INFORMATION

1. CLASSES - IX-XII
2. MAX. PARTICIPANTS PER TEAM - 2
3. TEAMS PER SCHOOL - 1
4. SOFTWARE - PYTHON(FRONT-END),
SQL(BACK-END)

JUDGEMENT CRITERIA

1. FUNCTIONALITY
2. CODE QUALITY
3. CREATIVITY
4. PRESENTATION



DIGITAL IMAGING

1. Adobe Photoshop is the only program allowed.
2. This is an offline event.
3. Students are requested to bring their own devices (laptops).
4. After the competition, they will be required to pitch their product to the judges, which would be followed by a QnA round.
5. Event Head: Aditya Gupta

INFORMATION

- I. CLASSES - OPEN
2. MAX. PARTICIPANTS PER TEAM - I
3. TEAMS PER SCHOOL - I
4. SOFTWARE - ADOBE PHOTOSHOP

JUDGEMENT CRITERIA

- I. CREATIVITY
2. ORIGINALITY



PROGRAMMING

1. Prelims will be taken in the form of a simulation based brain teaser question. HINT: Study mathematical game theory.
2. All the solutions will be run against each other 1000 times as a tournament. The tournament itself will be conducted 5 times to eliminate any chance of luck. The problem will be posted in the evening of 11 October, 2024.
3. Submission of prelim should be done on 13 October, 2024.
4. Shortlisted teams will be selected for the finals on 19 October, 2024 where they will solve questions related to Mathematics and DSA.
5. Event Heads: Arjun Gotan, Arnav Malhotra

INFORMATION

1. CLASSES - IX-XII
2. MAX. PARTICIPANTS PER TEAM - I
3. TEAMS PER SCHOOL - I
4. SOFTWARE - IDLE (PYTHON ONLY)

JUDGEMENT CRITERIA

1. EFFICIENCY OF SOLUTION
2. UNDERSTANDING OF BASIC ALGORITHMS



QUIZ

1. This is an offline event.
2. It will be held on 19 October, 2024.
3. A short pen and paper quiz will be taken beforehand to find the four finalists.
4. The finalists will then compete in a turn based quiz.
5. Event Head: Parth Kumar

INFORMATION

1. CLASSES - OPEN
2. MAX. PARTICIPANTS PER TEAM - 2
3. TEAMS PER SCHOOL - 1



RESPAWN

1. Prelims for mobile will be on 12 October, 2024 while prelims for PC will be held on 13 October, 2024.
2. Any type of sabotage / cheating / toxicity will result in disqualification.
3. Top 8 teams from each category will advance to the final stage.
4. Respawn Mobile participants are required to bring their own mobile devices.
5. Optionally, PC and Console participants can bring their own headsets, keyboards, controllers and mouse.
6. Games will be revealed 1-2 days before the event.
7. Event Heads:
 - a. PC : Ansh Gupta, Aarush Poddar, Sankalp Aarya
 - b. Console: Mauryan Gondyan, Rajbeer Kapoor
 - c. Mobile: Anirudh Khatarval, Sanjit Puri

INFORMATION

I. CLASSES - IX - XII

2. MAX. PARTICIPANTS

A. PC - 5(PRELIMS), 2(FINALS)

B. MOBILE - 4

C. CONSOLE - 1

3. TEAMS PER SCHOOL - 1



ROBOWARS

1. All the robots should be controlled wirelessly or wired outside the arena (at least 5m long wire).
2. We will provide power points of 240 V AC.
3. A maximum of 24 Volts DC is allowed for powering the Robot.
4. The participants need to bring their own DC adapters.
5. The weight of the robot should not be more than 15 kgs.
6. The event is on a first come first serve basis. Only first 20 teams will be participating.
7. Max. Dimensions: 50 x 55 cm.
8. No harmful weapons like flame throwers are allowed.
9. Event Heads: Aadit Dhingra, Kartik Bhadula

INFORMATION

- I. CLASSES - IX-XII
2. MAX. PARTICIPANTS PER TEAM - 3
3. TEAMS PER SCHOOL - 1



FOTOGRAFIA

1. Participants will receive an on-the-spot photography topic.
2. Photos must be taken within the school premises.
3. Minimal editing of photos is allowed.
4. Event head : Abhi Bansal

INFORMATION

- I. CLASSES - OPEN
2. MAX. PARTICIPANTS PER TEAM - I
3. TEAMS PER SCHOOL - I

JUDGEMENT CRITERIA

- I. CLARITY OF IMAGE
2. RELATION TO THE TOPIC
3. POST PROCESSING DONE



SCRATCH

1. This is an offline event.
2. It will be held on 19 October, 2024.
3. Shortlisted teams will pitch their progress to the panel of judges.
4. Three minutes will be given to each team to present its project which will be followed by a QnA round.
5. Event Head: Pia Mahajan

INFORMATION

1. CLASSES - VI - VIII
2. MAX. PARTICIPANTS PER TEAM - I
3. TEAMS PER SCHOOL - I
4. SOFTWARE - SCRATCH 3.0+

JUDGEMENT CRITERIA

1. ORIGINALITY
2. CREATIVITY
3. QUALITY OF SPRITES USED



SURPRISE

1. Prelims will be conducted on 13 October, 2024. It will be a 3 hour event.
2. For more information, stay online on Discord.
3. ????
4. Event head: Aadya Singh

INFORMATION

1. CLASSES - IX TO XII
2. MAX. PARTICIPANTS PER TEAM - I
3. TEAMS PER SCHOOL - I

CONTACT US

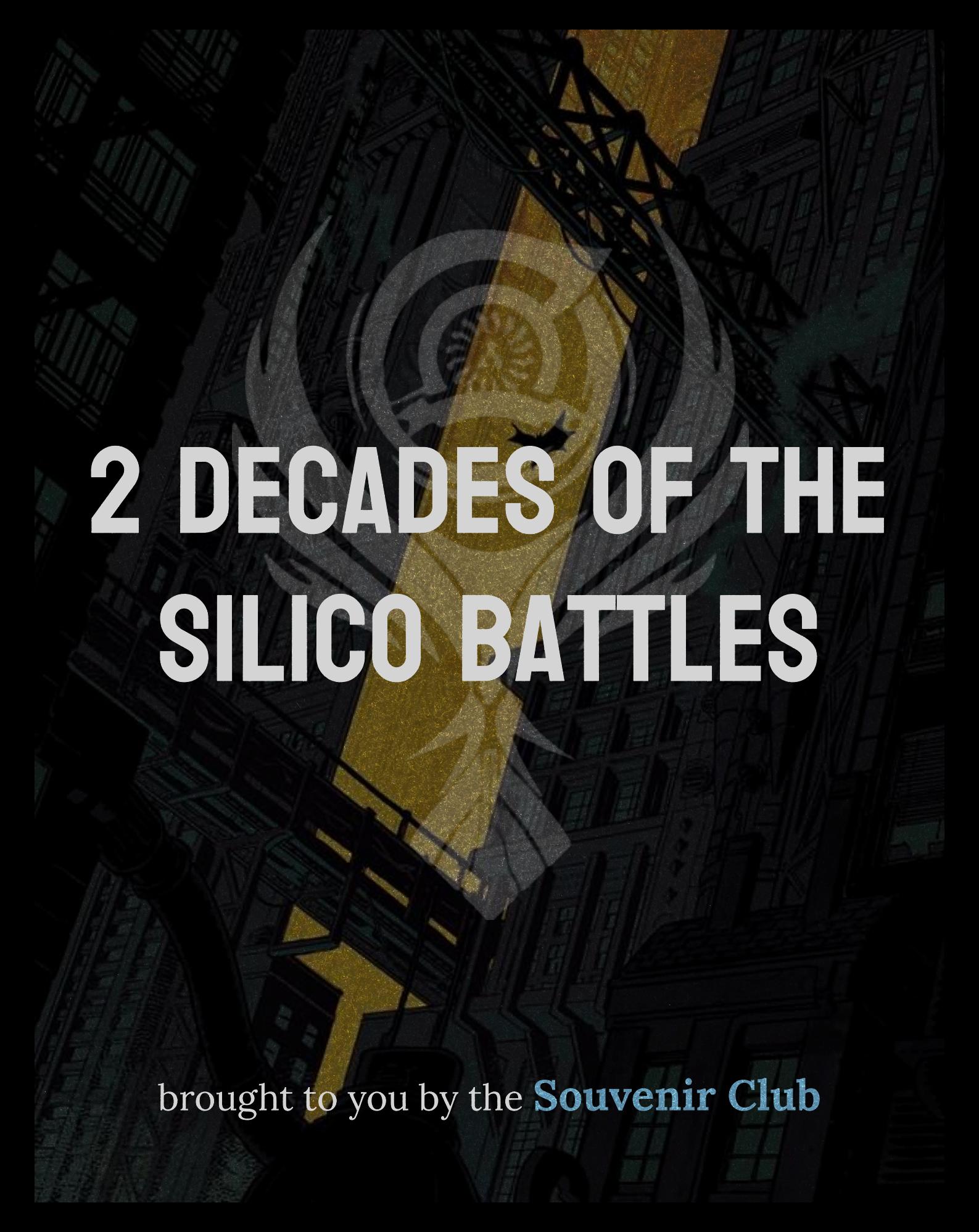


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2 DECADES OF THE SILICO BATTLES

brought to you by the **Souvenir Club**