



22 - 23
FEBRUARY 2025
FEBRUARY 2025
FEBRUARY 2025

What is DASTAK?

DASTAK, derived from the word meaning "knock" and symbolizing a warm welcome to guests, is a multifaceted event celebrating creativity, talent, and knowledge across various domains.

Each letter in Dastak stands for an integral component of the event, creating a unique blend of artistry and competition.

"D" represents Drama, inviting participants to showcase their theatrical skills; "A" stands for Arts, celebrating creativity and expression; "S" highlights Singing, opening the stage to musical talents; "T" represents Talent, encouraging diverse performances; another "A" signifies Athletics, promoting sportsmanship and physical prowess; and "K" stands for Knowledge, fostering intellectual challenges.

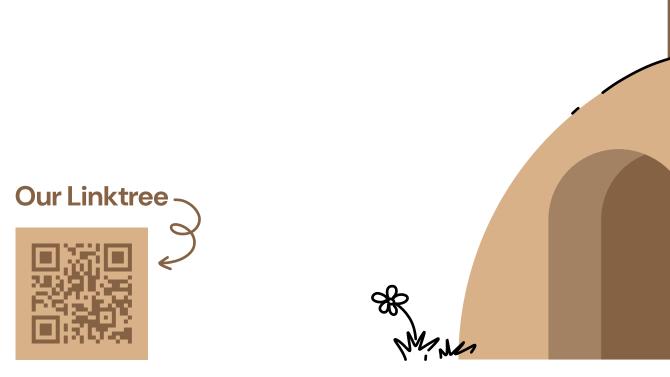


Table Of Contents

Battlefuss	Page 4
Starlit Saga	Page 5
The Bacchic Judgment	Page 7
Showdown	Page 9
The Chamber Of Secrets	Page 11
STEMverse	Page 13
Meraki	Page 15
Dance Fusion	Page 17
Canvas Of Beauty	Page 19
Reel Showcase	Page 22
Innoventures	Page 24
Athletium	Page 26
DASTAK Directors	Page 3C
DASTAK Registration	Page 31

Battlefuss

Gear up, lock in and let the lasers lead the way!

Participation Category - Battlefuss: PKR 1,500 per delegate

Description

BattleFuss is a high-octane laser tag game designed to challenge participants with strategy, teamwork, and adrenaline-filled action. It offers an immersive experience, attracting individuals seeking fun and competitive gameplay.

Game Format

2 Teams per game of 20 Minutes Each Team consists of 4 Members

Rules & Regulations

- 1. No Physical Contact: No pushing, shoving, or physical interaction with other players. Keep it fun and safe!
- 2. Stay in Bounds: Remain within the designated play area at all times
- 3. No Running or Climbing: Walk quickly, but no running or climbing obstacles to avoid injuries
- 4. No Covering Sensors: Keep your sensors visible and unobstructed at all times
- 5. Aim Responsibly: Point lasers only at sensors, not at eyes or other players' faces
- 6. Respect the Equipment: Handle the laser guns and gear with care. Damaged equipment may result in penalties
- 7. Fair Play: No cheating, tampering with equipment, or unsportsmanlike conduct
- 8. Follow Game Objectives: Stick to the game's mission and listen to the referee's instructions

Event Details

Category	Venue	Day	Time
Battlefuss	Campus Turf Area	Day 1	10 AM - 3 PM

Contact

Event Heads	Email	Contact Number
Meerab Faraz	meerabfaraz104@gmail.com	0305 8779920
Omar Sikander	omarsikander1234@gmail.com	03241496967

Starlit Saga

Embark on a journey of creativity and expression!

Participation Categories

1. Epic Reels (Team Event - 4 Members) - Delegation Fee: PKR 5,000

2. Lit Chronicles (Solo Event) - Delegate Fee: PKR 1,500

Category 1: Epic Reels

Unleash your acting prowess and charm the crowd with your rendition of iconic cinema moments! In this team challenge, participants will recreate a movie scene provided on the spot.

You'll have 20 minutes to research, plan, and prepare. Showcase your teamwork as you summarize and reenact the scene to wow the audience.

Rules & Details:

- Teams must consist of four members
- Devices and internet for research and planning are the participants' responsibility
- Research and planning time: 20 Minutes (Round 1), 15 Minutes (Round 2)
- The same rules apply in both rounds; shortlisted teams proceed to the second round
- Judging criteria: Expression, intonation, gestures, tone, clarity, enactment quality, and summary delivery
- Strictly no foul language, violence, or inappropriate conduct
- Judges' decisions are final

Category 2: Lit Chronicles

"Redefine literary classic with a Gen Z twist!"

Choose one classic novel from our curated list and rewrite it in the vibrant, relatable language of Gen Z!

Then, captivate the audience with your retelling as you bring the story to life with expressions and flair.

Rules & Details:

- Presentation time: 7-10 Minutes (30 seconds grace)
- Retelling must focus on key events and avoid unnecessary details
- Participants can dress up according to the era of the novel but it won't have any effect on the result
- Paper reading is allowed, but expressive storytelling is encouraged
- Judging criteria: Tone, intonation, clarity, expression, and time management
- Judges' decisions are final

Required Reading List:

- The Great Gatsby by F. Scott Fitzgerald
- Great Expectations by Charles Dickens
- Wuthering Heights by Emily Brontë
- David Copperfield by Charles Dickens
- Pride and Prejudice by Jane Austen

Category	Venue	Day	Time
Epic Reels	SDC	Day 1	10 AM - 2:30 PM
Lit Chronicles	SDC	Day 2	10 AM - 12:30 PM

Contact

Event Heads	Email	Contact Number
Laiba Fatima	laiba.38697@beaconite.edu.pk	0320 2385278
Summaya Bakhtawar	summayabakhtawar@gmail.com	N/A

Let Your Creativity Shine And Join The **Starlit Saga** For An Unforgettable Experience!

The Bacchic Judgment

Step into the courtroom and prove your mettle!

Participation Fee

Prosecution/Defence

- Delegate Fee: PKR 1,000

- Delegate Fee Per Team: PKR 3,000

Description:

Dive into the dynamic world of legal debate and drama in The Bacchic Judgment, where participants simulate court proceedings and argue hypothetical and historical legal cases.

This event sharpens your critical thinking, persuasive argumentation and courtroom etiquette. As advocates, competitors will present arguments before a panel of judges, showcasing their understanding of laws, precision, and logical reasoning.

Team Requirements:

- 2 Legal representatives (plaintiff and defense); max 8 members, including optional witnesses
- Cases assigned randomly post-registration
- Up to 2 teams per institution
- Time Allocation (20 Mins/Team)
- Jury can be requested for trials by team at a date before the competition
- Teams are required to bring props or wear clothing appropriate to their cases

Historical Cases: Period attire

Modern Cases: Professional legal attire

*Props are the responsibility of the participants

How To Ace The Moot - Step By Step

- Understand the Case: Receive the moot problem and carefully analyze the facts and legal issues in dispute
- Spot the Core Issues: Break down the case to identify critical legal questions and relevant laws
- Research Thorough: Dive deep into statutes, case law, and doctrines to back your arguments
- Craft Your Written Submission: Write a compelling memorial with well-structured arguments, solid reasoning, and precise citations (submission to event heads before the day of the moot)
- Master Your Oral Arguments:
 - Introduction: Greet the judges, outline your role, and succinctly present your stance.
 - Arguments: Deliver your reasoning logically, referencing laws and precedents
 - Conclusion: Summarize your key points and advocate for a clear outcome
- Polish Your Courtroom Etiquette: Maintain professionalism, address judges as "Your Honor", stick to time limits, and cross question witnesses.
- Prepare for Tough Questions: Anticipate challenging questions and craft clear, confident responses

• Own the Floor: Speak confidently, maintain eye contact, and avoid over-reliance on notes

Event Details

The Pacebia Judgement	Allowall active Dance C	D 1	10 004 1004
The Bacchic Judgement	A Level Lecture Room 6	Day 1	10 AM - 1 PM

Contact

Event Heads	Email	Contact Number
Noor e Emaan	nooreemaan152325@gmail.com	0301 3168943
Zainab Waqas	zainabwaqas2007@icloud.com	0325 8051474

This is your chance to shine as a **Legal Luminary!** Let the arguments begin!

Showdown

Step into the spotlight and let your creativity shine!

Participation Categories:

- 1. Silent Spotlight (Theme: Serious) Mime Skills No dialogue, pure expressions Delegate Fee: PKR 1,500
- 2. Curtain Call (Theme: Serious or Humorous) Team Skits 4 Members Delegate Fee: PKR 5,000
- 3. Solo Star (Theme: Drama or Comedy) Single Performer Skits Delegate Fee: PKR 1,500

Category 1: Silent Spotlight (Mime Skits - No Dialogue, Pure Expressions) Category 2: Curtain Call (Team Skits - 4 Members)

Theme: Serious or Humorous

- Participants must convey the story using only facial expressions, gestures, and body language; no dialogue or sound effects are allowed
- Props can be used but must be minimal and nondisruptive to the performance
- Participants are allowed to select one theme (serious or humorous) and must stick to it throughout the performance
- Time limit: 5-7 Minutes per performance
- Judging Criteria:
 - Creativity in expressing the story
 - Clarity of the plot without words
 - Expressions, gestures, and physical control
- Inappropriate or offensive gestures are strictly prohibited
- Decision of the judges will be final and cannot be challenged

Themes: Serious or Comedy

- Each team must consist of exactly 4 members
- Teams are allowed to select one theme (Serious or Comedy) and must stick to it
- Time limit: 7-8 Minutes Per Skit
- Teams must bring their own props and any equipment required for their performance
- All content, including dialogue, must be appropriate and adhere to decorum
- Judging Criteria:
 - Team coordination and chemistry
 - Acting skills, including delivery, expressions, and gestures
 - Creativity and originality of the script
 - Relevance to the selected theme
- Latecomers will not be allowed to perform, and the judges' decisions are final

Category 3: Solo Star (Single Performer Skits)

Theme: Drama or Comedy

- Participants must choose one theme and tailor their skits accordingly
- Props are allowed but must be handled solely by the participant
- Time limit: 5-7 Minutes per performance



- Judging Criteria:
 - Individual creativity and originality
 - Acting skills, including delivery, expressions, and gestures
 - Relevance to the selected theme
- Participants must maintain the tone of their selected theme without mixing genres (e.g, no comedic elements in a serious skit)
- Inappropriate language or behaviour is strictly prohibited
- The judges' decision will be final and binding

Category	Venue	Day	Time
Silent Spotlight	School Auditorium	Day 2	2 PM - 4:30 PM
Curtain Call	School Auditorium	Day 2	2 PM - 4:30 PM
Solo Star	School Auditorium	Day 2	2 PM - 4:30 PM

Contact

Event Heads	Email	Contact Number
Ayesha Ali	Ayeshualy15@gmail.com	0333 3216434
Izza Fatima	fatimaizza885@gmail.com	0327 8814601
Abdullah Hassan Bukhari	abdullahhassanbukhari298@gmail.com	0323 9375307

Lights! Camera! Action!

The Chamber of Secrets

Unlock the unknown. Decode the secrets. Escape to glory!

Participation Category

The Chamber of Secrets (5 Members) - Delegate Fee: PKR 6,000

Welcome to The Chamber of Secrets

Dare to take on the ultimate escape room challenge? Step into The Chamber of Secrets, where five teams battle wits in a race against time. Each team will be confined to their own enigmatic chamber, tasked with unraveling cryptic clues and solving intricate puzzles to uncover the key that unlocks their freedom.

Quick thinking, flawless teamwork, and a touch of ingenuity will be your greatest allies. The clock is ticking-will your team emerge victorious?

Let the adventure begin!

Rules for the Chase

- 1. Each team must consist of 5 members
- 2. Teams will search for a series of sequential clues to solve
- 3. Clues must be deciphered in order to progress through the challenge
- 4. Successfully solving each clue unlocks the next piece of the puzzle
- 5. The team that escapes the room first by uncovering the key and submitting the solved clues in sequence will be declared the **winner**
- 6. All electronic devices (mobile phones, smart watches, etc.) will be collected at the start and returned post-round
- 7. Teams must stay within designated challenge area
- 8. Each round will last 30 Minutes

Conduct Guidelines

- 1. Show respect to event staff, volunteers, and fellow participants
- 2. Damaging event property or engaging in disruptive behaviour will result in immediate disqualification
- 3. Be punctual-late arrivals risk losing their chance to participate
- 4. Cheating, sabotage, or interference is strictly prohibited
- 5. Adhere to all safety protocols and follow the instructions provided

Category	Venue	Day	Time
The Chamber Of Secrets	4-5 Olvl Classrooms	Day 2	10 AM - 3 PM

Contact

Event Heads	Email	Contact Number
Abeeha Aleem	abeehaaleemqureshi@gmail.com	0315 4123702
Maheen Sajjad	maheensajjad09@gmail.com	0347 9583578
Anum Azfar	anumazfar369@gmail.com	0300 5110502

Are you ready to unlock the secrets and claim the title of **Chamber Master**? Bring your A-game and let's see who cracks the code!

STEMverse

Where Science Meets Strategy

Participation Category

1. STEMverse (Team Event - 5 Members) - Delegation Fee: PKR 6,000

Welcome to STEMverse!

Prepare for an exhilarating journey into the world of science, technology, engineering, and mathematics. STEMverse is the ultimate test of knowledge, strategy, and teamwork. Engage in thought-provoking challenges across three thrilling rounds designed to ignite critical thinking, problem-solving, and hands-on experimentation.

Are you ready to lead your team to victory and claim the title of STEM champions?

Round Details

Round 1: Mind Quest - Theoretical Showdown

- Teams will tackle a multiple-choice questionnaire within 20 minutes
- Questions will test general knowledge across chemistry, biology, physics, maths, and computer science

Round 2: Buzz Battle - Quick Fire Round

- Compete in a high-stakes buzzer round where speed and precision matter
- No specific syllabus-questions will evaluate a broad understanding of science concepts

Participation Guidelines

- Each team must consist of five members, proficient in Chemistry, Biology, Physics, Maths, Computer science
- Appoint a representative as the team leader during registration
- Attendance in all three rounds is mandatory. Absence of any member may lead to disqualification
- No mobile phones, digital gadgets, or external materials are allowed
- Adhere to the rules and respect the event's integrity. Violations will result in removal from the competition

Category	Venue	Day	Time
STEMverse	Classroom near the Physics Lab (O-level building)	Day 1	10 AM - 12:30 PM

Contact

Eshaal Maheen	eshalkhanniazi@gmail.com	0332 4299496

Gear up for a scientific adventure like no other! Will your team rise to the challenge and conquer the STEMverse? Let the games begin!

Meraki

Where Passion Meets Art!

Participation Categories (All categories are solo events)

Delegate Fee: PKR 1,500

Welcome to Meraki!

Step into a world of creativity and self-expression with Meraki, where artists from all walks of life gather to showcase their talent. This vibrant event offers four unique categories, each designed to challenge your skills and inspire your imagination. Whether you're drawn to still life, calligraphy, tote bag art, or digital masterpieces, there's a canvas waiting for your vision.

General Rules

- Participants must bring their own materials, including canvases
- No extra time will be provided; exceeding the time limit will result in negative marking
- Completed artworks will become the property of BCP Bahria Town
- Winners will be announced on the second day of Dastak

Categories & Rules

Category 1: Still Life

Capture the essence of objects through live drawing

- Create a live drawing of provided objects, showcasing both the foreground and background
- Time limit: 6 Hours
- Reference Materials, such as pictures, are not allowed
- Canvas/Paper Size: A3 to A2
- Bring your own drawing board and use any art medium

Category 3: Tote Bag Art

Transform a blank tote bag into a masterpiece

- Express yourself with no specific theme-let your imagination flow!
- Time Limit: 4 Hours

Category 2: Calligraphy

Discover the beauty of words through traditional and modern styles

Modern Calligraphy: Experiment with the elegance of English Script, from classical to contemporary designs Islamic Calligraphy: Dive into the intricate art of Arabic calligraphy with any style or script

- Time Limit: 6 Hours
- Canvas Size: A2

Category 4: Digital Art

Explore the evolution of art through a digital lens

- Create a digital artwork inspired by the history and future of art
- Time Limit: 4 Hours
- Bring your own device and internet connection
- Completed pieces must be emailed to the Meraki Heads (email addresses will be provided on the event day)

Category	Venue	Day	Time
Still Life	11's Basement Area	Day1	10 AM - 4 PM
Digital Art	11's Basement Area	Day1	10 AM - 2 PM
Calligraphy	11's Basement Area	Day 2	10 AM - 4 PM
Tote Bag Art	11's Basement Area	Day 2	10 AM – 2 PM

Contact

Event Heads	Email	Contact Number
Zul Nourain Rai	zulnourain11@gmail.com	0306 1116440
Daud Salman	daud.2762@beaconite.edu.pk	0301 4297513

Bring your passion and creativity to Meraki and let your art speak volumes!

Dance Fusion

Dance to the beat, express your story, and own the stage!

Participation Categories

- 1. Solo Participation Delegate Fee: PKR 1,500
- 2. Team Participation (5 Members) Delegate Fee: PKR 6000
- 3. Additional Makeup Support Fee: PKR 1,000 per person for additional support staff

Themes

1. BollyWood Beats

Immerse yourself in a dynamic celebration of culture and rhythm! This category blends the vibrant energy of Bollywood cinema with traditional Indian styles and modern grooves, creating a colorful explosion of storytelling, expression, and movement.

2. Freestyle Waves

Ride the rhythm and let your creativity flow! This category is all about self-expression, blending diverse styles and spontaneous moves to create a unique performance that captures that essence of freedom and individuality.

3. Semi-Classical

A graceful blend of tradition and innovation, this category fuses the elegance of classical Indian dance forms with contemporary elements, creating a harmonious performance that bridges the past and present with beauty and poise.

Rules & Guidance

- 1. Participants can compete as a team or solo
 - Team Size: Minimum 1, maximum 5 members per team
- 2. Each team must select **one theme** for their performance
- 3. All teams will compete against each other, regardless of the chosen theme
- 4. Performance time is limited to 10 Minutes per team
- 5. Background music for the performance must be submitted one week prior to the event
 - Submit your track via email with your registered name, theme and contact number
- 6. Participants may bring a management/makeup team (maximum of 2 members)
 - Details of the makeup team members must be provided for entry
- 7. Inappropriate dressing or performance will result in immediate disqualification

Judging Criteria

- Creativity (30 Points): Innovative choreography showcasing smooth transitions between styles
- Technical Skill (30 Points): Precision, control, and execution of moves
- Expression & Performance (20 Points): Ability to convey emotions, connect with the audience, and embody the dance style
- Choreography & Synchronization (10 Points): Complexity and originality of group choreography
- Costume & Presentation (10 Points): Appropriateness and overall impact of costumes and presentation

Additional Notes

- Punctuality: Arrive at least 30 minutes prior to your slot for stage preparation and sound checks
- Props & Equipment: Precision, control, and execution of moves
- Respect & Conduct: Professionalism and courtesy towards fellow participants, judges, and event staff are mandatory

Event Details

Category	Venue	Day	Time
<all categories=""></all>	School Auditorium	Day 1	2 PM - 4:30 PM

Contact

Event Heads	Email	Contact Number
Minahil Jabbar	minahil.4372@beaconite.edu.pk	0311 7329064
Zaryab Ali	Zaryabali2020@gmail.com	0343 0454140

Step onto the stage at **Dance Fusion**, let the beats guide your spirit, and leave the audience spellbound!



Canvas of Beauty

Where Makeup Meets Photography and Creativity Comes Alives!

Participation Categories

1. Team Event (2 Members) - Delegation Fee: PKR 3,000

Welcome to Canvas of Beauty!

This event showcases artistry in two unique categories: **Makeup Artistry** and **Portrait Photography**. Competitors will align their creative talents with a provided backdrop to craft compelling visual stories. Whether transforming models with makeup or capturing them through the lens, participants will bring their visions to life with precision and imagination.

Category 1: Makeup Artistry

Transform your canvas with creativity and skill!

Competition Guidelines:

- Backdrop and Background:
 - Provided by the management
 - Participants will preview the backdrop before the competition to plan their concept
- Participant Options:
 - Apply makeup on a model or yourself
- Theme Alignment:
 - Makeup must correspond to the style, mood, and elements of the backdrop

Rules & Requirements:

1. Timing:

- Total time: 90 Minutes, including preparations, application, and touch-ups

2. Materials:

- Bring your own makeup tools, products, and brushes
- Sharing materials is prohibited

3. Model Requirements:

- Models must arrive on time and remain still and cooperative during makeups
- Completed makeup will be photographed by a designated photography delegate
- Delegates must dress according to the announced theme

4. Hygiene:

- Maintain cleanliness during the competition; violations may result in disqualification



Judging Criteria

- Creativity & Concept (30 Points): Originality and alignment with the backdrop
- Theme Integration (30 Points): How effectively the makeup complements the background
- Technical Skill (20 Points): Precision, blending, and execution
- Presentation (10 Points): Confidence in explaining your vision
- Overall Impact (10 Points): Cohesive aesthetic appeal

Category 2: Portrait Photography

Capture elegance, artistry, and atmosphere through your lens!

Competition Guidelines:

- Backdrop and Background:
 - Provided by the management, with prior notification of the theme
- Model:
 - Assigned to each participant by the management
- Photography Theme:
 - Images must highlight the elegance and style of the makeup and backdrop

Rules & Requirements:

- 1. Timing:
 - Total time: **30 Minutes**, including setup, photography, and final touches
- 2. Equipment:
 - Bring your own cameras, lenses, and additional equipment (e.g Tripod, Reflectors)
 - Equipment will not be provided by management
- 3. Model Requirements:
 - Direct models respectfully and professionally
- 4. Submissions:
 - Submit your best **3 photographs** via email (email will be provided on the event day)

Judging Criteria

- Composition & Framing (30 Points): Effective use of backdrop and subject placement
- Creativity (30 Points): Originality in capturing the theme
- Lighting & Technical Skill (20 Points): Mastery of lighting and focus
- Model Direction (10 Points): Effective poses and expressions complementing the theme
- Overall Impact (10 Points): Final visual appeal and impact

Additional Notes

- Punctuality: Late arrivals will result in reduced time for participation
- Equipment Responsibility: Participants are responsible for the safety and functionality of their own equipment
- Respect & Conduct: Professional behaviour toward models, staff, and participants is mandatory. Violations will result in disqualification
- The judge's verdict is final and binding

Event Details

Category	Venue	Day	Time
Makeup Artistry	A Level Art Floor	Day 1	10 AM - 4 PM
Portrait Photography	A Level Art Floor	Day 1	10 AM - 4 PM

Contact

Event Heads	Email	Contact Number
Tanisha Umer	tanishaumer21@gmail.com	0323 4722222
Mahnoor Shakil	mahnoorshakil111@gmail.com	0320 4996785

Unleash your creativity, transform the canvas, and capture the magic at **Canvas of Beauty!**

Reel Showcase

Capture the moment, tell the story, and wow the world!

Participation Category

1. Solo Event - Delegation Fee: PKR 1,500

Welcome to Reel Showcasel

Step behind the lens and bring your vision to life with **Reel Showcase**. This category offers a platform for creative individuals to capture the essence of the event and present it in a visually compelling Instagram reel. With just 30-60 seconds, let your creativity shine and show your unique perspective on the vibrant happenings of the event.

Guidelines

1. Format of Submission:

- Create an Instagram reel of **30-60 seconds** using your phone or camera
- The reel must cover the event activities within the college
- All submissions will be uploaded to the official **Dastak Instagram Page** for public voting to decide the winner and runner-up

2. Editing:

- Editing is allowed to enhance the presentation of your reel
- You may add background music or a voiceover to elevate the visual experience

3. Individual Participation:

- This category is strictly for individual delegates; team entries are not allowed
- Filming and editing must be done **independently** without external assistance

4. Event Coverage:

- Filming must take place within the boundaries of the college
- Seek consent before filming or photographing anyone during the event

Rules & Regulations

1. Originality:

• The content must be original. Copying from the internet, Al, or other delegates is prohibited

2. Equipment:

- Participants must bring and care for their own equipment (phone, camera, tripod, etc)
- The college will not be held responsible for any damage or loss of equipment

3. Conduct:

- Maintain professionalism when interacting with models, delegates, or staff
- Misconduct will lead to immediate disqualification

4. Punctuality:

Arrive on time to ensure you don't miss key moments of the event

5. Consent:

• Always ask for permission before filming any individual during the event

6. Responsibility:

• Ensure the safety and functionality of your equipment throughout the event

Judging Criteria

Participants will be evaluated on:

- 1. Presentation of the Reel: Overall organization, visual appeal, and engagement
- 2. Editing Skills: The quality and impact of editing
- 3. Creativity: Innovative and unique storytelling
- 4. **Originality in Capturing the Event:** Unique perspective and presentation
- 5. Quality of Clips: Technical aspects such as focus, lighting, and composition
- 6. Synchronization: Alignment of clips with music or voiceover
- 7. Overall Event Coverage: Capturing the event's key moments and atmosphere

Additional Notes

- Punctuality is crucial to capture the event effectively
- Participants must ensure their equipment is in proper working order
- Professional conduct and respect for others is mandatory
- The judge's decision is final and binding

Event Details

Category	Venue	Day	Time
Solo Event	A Level Art Floor	Day 1	10 AM - 4 PM

Contact

Event Heads	Email	Contact Number
Eshan Ishtiaq	eshanishtiaq03@gmail.com	0340 1641608
Muhammad Musab	musabnayyar3@gmail.com	0320 0285200

Innoventures

Let your creativity shine and join Innoventures for an unforgettable experience!

Participation Category

1. BidCraft (4 Members) - Delegation Fee: PKR 4,000

Welcome to BidCraft!

In this category, teams will engage in a two-part challenge involving a simulated auction and a product marketing task. The competition encourages strategic thinking, creativity, and marketing skills. Teams will first participate in an auction to acquire random items and then develop a unique product from them.

Round 1: Aunction and Product Creation

- Teams will be given fake money to use in an auction. They will bid on random products available for purchase
- After acquiring items from the auction, teams must creatively develop a unique product within the allocated time
- Each team will present their product to the judges in 5 minutes or less

Round 2: Product Advertising

• Based on the product developed in Round 1, the selected teams will be asked to create a compelling advertisement for their product

Rules & Details:

- Presentation time: 5-7 Minutes (30 Seconds Grace)
- Presentation must focus on key events and avoid unnecessary details
- Paper reading is allowed, but expressive storytelling is encouraged
- Judges' decisions are final



Category	Venue	Day	Time
BidCraft	Turf & Lecture Room 1	Day 2	12 PM – 4 PM

Contact

Event Heads	Email	Contact Number
Emaan bashir	emaan.bashir452@gmail.com	O328 4254123
Ali Soban	alisoban5254@gmail.com	O314 5993285

Get ready to bid, brainstorm, and build as teams turn auctioned odds and ends into marketing masterpieces!



Athletium

Unleash your potential at Athletium – Where champions are made!

Participation Categories

- 1. Badminton (solo / doubles) PKR 1,500 / PKR 2,500
- 2. Basketball (5 to 8 players) PKR 6,500
- 3. Table Tennis (solo / doubles) PKR 1,500 / PKR 2,500
- 4. Throwball (7 players) PKR 7,000
- 5. Futsal (5 players) PKR 5,000

- 6. Cricket (7 players) PKR 7,000
- 7. Chess (solo) PKR 1,500
- 8. Strong men (solo) PKR 1,500
- 9. Snooker (solo) PKR 1,500
- 10. E-gaming (solo) PKR 1,500
- 11. BLUFF (solo) PKR 1,500

Badminton

- All matches will be played on a knockout basis
- Each game will consist of 11 points, 10 being the game/match point
- Serve is decided by toss
- If shuttle hits the net, the other person gets the point
- The serve should always be done below the server's waist
- An overarm serve would be considered a fault
- If your shuttle touches the ground or if you hit it twice from the same court, that will be considered foul play

Basketball

- Each team consists of a maximum of 8 players (5 Playing, 3 Substitutes)
- Each team is allowed 2 timeouts
- All matches will be 20 minutes long
- A player is disqualified after 5 personal fouls
- All FIBA rules apply, including the 3 second rule
- Running clock throughout the match

Table Tennis

- The service will be decided through a service toss
- The game will consist of three sets
- The first player to reach 11 points wins
- Each player serves 2 points in a row and then the server is changed
- After each set, the players switch sides
- If the ball touches the net during service and lands on the other side it is a service fault and is redone
- 2 service fault, results in a point for the opponent
- The ball must rest in the open palm and then it must be tossed up at least 6 inches high

Throwball

- A team must consist of 7 players with a minimum of one substitute
- The match will consist of 3 sets, each with 10 points
- Service should be done within 5 seconds after whistle
- In case, during the serve, the ball falls in the dead zone, it will result in a loss of point
- If the ball touches the net, the serve will be delivered again
- Jump and smash is allowed (only 1 step)
- Jump and catch is allowed. However, jumping while serving is not allowed
- Fumble, double touch, body touch will result in a loss of point
- Underarm throws are not allowed
- The referee's decision will be final and binding



Futsal

- · All matches would be played on a knockout basis
- The team would be 5-a-side with 2 substitutions
- Side tackles are not allowed
- In case of side tackles, a yellow card would be awarded
- All free kicks will be indirect
- Studs are not allowed
- Double yellow means one red
- In case of a draw, there would be no extra time and matches would be based on penalty kicks

Strong Men

- Arm wrestling only
- Wait for the referee to put your hand into position
- Don't move arm while the referee starts the match
- Apply force only when the referee starts the match
- Keep your elbow on the elbow pad throughout the match
- The round will be awarded to opponent in case of 2 consecutive elbow off pad
- A strap will be used in case 2 or more slips occur
- Strap can be used by default if both parties agree
- The winner will be decided on the best of three
- Right-arm matches will commence by default

Snooker

- A red ball game will be played
- Each participant must bring their own cue
- All matches will be played on a knockout basis (except for the final match)
- The final match will be a best of 3 match
- Double stroke will be judged as a foul
- After a snooker has occurred and is not broken by the opponent, the participant can choose either to ask opponent to play again or take the shot himself

Chess

- All matches will be played on a knockout basis
- The total time allotted for the match will be 20 minutes
- Threefold repetition equals a draw
- The 50 move rule equals a draw
- In case of draw/stalemate, a rematch will take place for the same amount of time

Cricket

- A team will consist of 7 players
- All matches will be played on a knockout basis
- 4 overs per innings will be bowled
- 1 bowler can bowl a maximum of 2 overs; the remaining bowlers will bowl 1 over each
- All extras included
- Tape ball will be used
- No LBW
- In case of draw Super Over will be played
- The umpire's decision will be final
- All basic rules will be followed

E-gaming

FIFA (2025)

- 4-minute halves (6-minutes halves for the final)
- If the score reaches 3-0, the losing player is disqualified
- Custom formations, tactics, and instructions are not allowed
- Penalty shootout if the match ends in a draw
- No pauses during active play
- Injuries, handballs, and manual keeping are off
- Game speed will be set to "Fast"
- Camera set to default (unless both players agree otherwise)
- Matches will be conducted on a knockout basis

TEKKEN 7

- 3 rounds per match, 1v1
- Only default combos and characters are allowed (no unlocked versions or DLC)
- 60 seconds per round
- Stage selection will be RANDOM
- No pauses allowed mid-game
- Matches will be conducted on a knockout basis

CALL OF DUTY 2

- 1v1 deathmatch will be held between players
- Map: Nuke Town
- Time Limit: 5 minutes
- No bots or cheats; violations will result in immediate disqualification



BLUFF

The card game Bluff is a fun and engaging party game where players attempt to get rid of all their cards by playing them face down while possibly bluffing about their value. The game involves deception, strategy, and observation.

Objective

The objective of Bluff is to be the first player to get rid of all your cards.

Setup

- 1. Players: 3-5 players.
- 2. Deck: A standard 52-card deck.
- 3. Dealing: All the cards are distributed evenly among the players as evenly as possible. (Some players may have one more card than others)

Gameplay

- 1. Order of Play: Clockwise
- 2. The game will start with the player holding any pre-agreed card
- 3. Declaring Cards:
 - On their turns, a players will declare their card face down
 - The declared rank must follow a sequential order (e.g., after Aces, the next player must declare Twos, then Threes, and so on). After Kings, the cycle starts back at Aces

4. Bluffing:

- Players are not required to play the cards they declare—they can bluff!
- For example, if the turn is for Threes, a player can declare "three Threes" but place any cards (or even fewer than declared)

5. Calling Bluff:

- Any player can challenge the active player by calling "Bluff" or "Cheat"
- If no one calls Bluff, play continues to the next player in turn

Resolving a Bluff Call

- 1. Reveal Cards:
 - If a player is challenged, they must flip over the cards they just played
- 2. Bluff Outcome:
 - If they were bluffing (the cards do not match their declaration): The bluffer picks up the entire pile of cards in the center
 - f they were truthful (the cards match the declaration): The challenger picks up the entire pile
- 3. The next turn goes to the player after the one who was called out

Special Rules

- Passing: A player may choose to skip their turn without playing cards (this is rare since it reveals hesitation)
- Skipping Ranks: If the center pile is picked up, the next player starts a new sequence with the rank of their choice

Winning the Game

- The first player to successfully play all their cards and avoid being called out wins
- If a player's final cards are challenged and they were bluffing, they must pick up the pile and continue playing



Category	Venue	Day	Time
Chess	A Levels Area	Day1	10:30 AM Onwards
Table Tennis	A Levels Area	Day1	11:30 AM Onwards
BLUFF	A Levels Area	Day 1	10 AM Onwards
Strong Men	A Levels Green Area	Day 1	1PM Onwards
Cricket	Turf	To Be Disclosed	9 AM Onwards
Futsal	Football academy	Day 2	9 AM Onwards
Basketball	Junior Campus Basketball Court	Day 2	10 AM Onwards
Badminton	School Auditorium	Day 2	10:30 AM Onwards
Throwball	Junior Campus Basketball Court	Day 2	12 PM Onwards
Snooker	School Auditorium	Day 2	10:30 AM Onwards
E-gaming	To Be Disclosed	Day 2	11 AM Onwards

Contact

Event Heads	Email	Contact Number
Muqaddus Ajmal	Muqaddusajmal01@gmail.com	0323 2618246
Owais Zahid	owais.omega5382@gmail.com	0334 5553416





DIRECTORS

Qasim Malik	0333 0421188

Eman Tayyab 0315 4199714

CO-DIRECTORS

	Omar Sikander	0324 1496967
--	---------------	--------------

Ayesha Ali 0326 6677558

PAYMENT DETAILS

Disclaimer

- ONLY Students aged 16-20 are allowed to participate in this event
- There will be **no on-spot registration**. The management will not allow entry without the confirmation email
- Any damage caused to school property or equipment provided by the management must be compensated by the participant
- If sports teams fail to **report within 30 minutes** of the given schedule, their opponents will be given a walkover, and the late team will incur a loss
- The management reserves the right to disqualify and remove any delegate found guilty of misconduct. Smoking and drug use are strictly prohibited
- The management retains the right to deny entry to any individual deemed inappropriate for the event
- All private/institutional delegates must bring valid institutional identification cards along with CNIC / SMART CARD

For further queries and registration, please contact the DASTAK Directors or Co-Directors

How To Register For DASTAK?

Method 1 - Visit School & Pay Fee in Cash

- **Step 1 -** You will be given a signed and stamped receipt for each category for which you want to register
- **Step 2 -** After getting the slip, go to the respective category's Google Form and fill it out with your details
- Step 3 Attach the picture of the payment slip in the form
- Step 4 You will receive a confirmation email/message after 5 days from the Event Head

Method 2 - Online Payment

Step 1 - Pay your registration fee to the account mentioned below

Meezan Bank | Title: Ruqayyah Maalik | Acc # 02650110871340

- **Step 2 -** Make a separate payment for each category you participate in/register for. (In case you participate in a team event, you need to make ONE payment for the whole team)
- Step 3 Share payment proof with the event head(s), using the contact details in the invite
- **Step 4 -** Share payment proof with the Event Head(s) using the contact details provided in the invite. The Event Head(s) will issue a duly signed slip of the numbered invoice to the delegate within three days of verifying the payment
- Step 5 Fill out the online registration form and attach the picture of the signed slip given by the Event Head
- Step 6 You will receive a confirmation email/message within 5 days from the Event Head