



Bombay Scottish School, Mahim



# HANDBOOK

PERSEVERANTIA 2025

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# ABOUT BOMBAY SCOTTISH

Located in the heart of Mahim, Bombay Scottish School has, since its founding in 1847, remained committed to fostering academic excellence, character development, and holistic education. Over the decades, the school has earned a reputation for cultivating not only intellectual growth, but also ethical awareness and social responsibility among its students.

At Scottish, education is not confined to textbooks; it extends into every interaction, activity, and experience. The institution encourages curiosity, nurtures creativity, and instills in every student the values of perseverance, empathy, and integrity. Its dedicated faculty, dynamic curriculum, and supportive environment ensure that each learner is equipped to meet the demands of an ever-changing world.

With a rich legacy rooted in tradition and a progressive vision for the future, Bombay Scottish continues to shape generations of thoughtful, capable and compassionate individuals, ready to lead with purpose and learn with passion.

# ABOUT PERSEVERANTIA 2025

Perseverantia 2025 celebrates the spirit of resilience, creativity, and meaningful collaboration. Annual interschool fest of Bombay Scottish School, Mahim brings together young minds from across the city to engage in dialogue, showcase performance and compete across a wide range of disciplines. Rooted in the values of excellence and integrity, Perseverantia is a platform where talent meets purpose and innovation meets community.

The theme for Perseverantia's 4th edition, 'OFFTHENTIC', calls upon participants to reflect on the importance of authenticity in an increasingly digital world. In a time shaped by social media filters, fast trends, and virtual personas, 'OFFTHENTIC' is an invitation to go offline, to reconnect with one's roots, embrace originality, and express identity in its truest form. Each event has been carefully curated to inspire honest self-expression and thoughtful reflection, ensuring that this year's edition of Perseverantia is not just memorable, but deeply meaningful.



## FROM THE PRINCIPAL'S DESK

At Bombay Scottish, we believe that education goes far beyond books and exams; it is about shaping character, fostering resilience, and empowering students to be their most authentic selves.

This year, as we embrace the theme of Perseverantia, 'OFFTHENTIC', we are reminded of two powerful truths: the importance of enduring with purpose, and the value of staying real in a world that often rewards appearances over authenticity.

Perseverantia teaches our students that success is not always about speed but about steadfast determination. And in celebrating Offthenticity, we encourage them to honour their individuality, to be bold enough to share not just their achievements but their journeys.

Let this be a year where students not only shine but also stand firm in their values, take pride in their true selves and persist with quiet strength.

Warm regards,



Sunita George,  
Principal,  
Bombay Scottish School.



## PRESIDENTS' NOTE

Dear Participants,

Perseverantia has always been more than a fest; it is a celebration of raw energy, youthful creativity, and unfiltered expression. As we welcome you to the 4th edition, we are proud to carry forward this tradition of excellence while daring to ask deeper questions about who we are and what we choose to share with the world.

This year's theme, 'OFFTHENTIC', challenges us to step away from the curated perfection of the digital world and return to something more honest: our roots, our stories, and our unedited selves. It's about peeling away the filters, literal and metaphorical, and presenting something real, something true. Every event has been designed not just to entertain or impress, but to ignite reflection, spark conversation and inspire authenticity.

To every performer, speaker, builder, thinker and dreamer, thank you for being part of this journey.  
Let's make it count!

Warm regards,



DARSHIL KOCHAR



NISHIL IYER



NEEL MORE

Presidents, Perseverantia 2025



# TIMELINE



# REGISTRATION PROCESS

## Initial School Registration:

All participating schools are required to complete an initial registration process by submitting the details of their Teacher-in-Charge and Contingent Leader. The registration form will be emailed directly to each school.

- **Deadline for School Registration:** 31st August, 2025.

Upon successful submission, each school will receive a confirmation email containing a unique School Code and Password. Please note that this code is confidential and must not be shared with any other participating school.

## Event Registration:

Using the provided School Code and Password, schools must log into our [Official Website](#), where three separate registration forms will be available—one for each event category.

- **Deadline for Event Registration:** 12th September, 2025.

Event participation will be confirmed on a first-come, first-served basis.

If an event reaches full capacity, additional participating teams will be placed on a waitlist, and a notification will be sent to the respective Contingent Leader via email.

## On both the days of the Fest:

- Either the Contingent Leader or the Teacher-in-Charge must report to the Main Registration Desk, located near the entry gate.
- All participants must carry their School ID Cards. In the absence of a School ID Card, a digital copy of a government-issued ID must be presented at the Event Registration Desk.
- Identity verification will be conducted at the Event Registration Desk for all participants.
- For team events, the entire team must be present before approaching the desk.
- The Contingent Leader or Teacher-in-Charge will be required to mark the attendance for the entire school/group.
- Upon successful verification, teams may proceed to their respective event venues.

# GENERAL RULES

- **Dress Code:**

1. Participants must ensure that their makeup and costumes are respectful and appropriate. Violators of the dress code will not be permitted entry. Clothes like sleeveless tops, crop tops, shorts, ripped jeans, revealing or tight-fitting clothing, short skirts, dresses and skirts above knee length are prohibited.
2. Certain events may have specific dress code requirements, such as formal attire or athletic wear. Participants are responsible for understanding and adhering to any specific dress code requirements communicated by the host school.

- **Grounds for Disqualification:** Disqualification may occur under the following circumstances:

1. Use of profane or obscene language
2. Inappropriate costumes or props
3. Misconduct on stage
4. Disruption of an ongoing performance
5. Disrespectful behaviour towards other participants, judges, or organisers
6. Failure to comply with event rules and guidelines
7. Disclosure of your school's identity

- **Logistics Support:**

One participant from each school must assist the Logistics Team with lighting during all stage performances. This participant is in addition to the specified number of members allowed per team.

- **Zero Tolerance Policy:**

Our school employs a strict zero-tolerance policy towards any form of bullying. This includes physical, verbal and emotional bullying, as well as cyberbullying. Bullying in any form will not be tolerated and any incidents will be thoroughly investigated.

# GENERAL RULES

- **Coverage and Distribution:**

1. By participating in the event, you acknowledge and agree that PERSEVERANTIA and all its associated channels hold the exclusive rights to cover the event.
2. Any unauthorised recording, photography or distribution of the same is strictly prohibited.

- **Cleanliness:**

1. All participants are required to maintain cleanliness and refrain from littering in any area associated with the school or event.
2. It is the responsibility of all participants to ensure that they dispose of any waste materials in the designated trash cans or waste bins provided.
3. Failure to comply with this rule may result in disciplinary action or disqualification which will be determined by the host school.

- **Punctuality:**

1. Participants are expected to arrive at the event venue on time and adhere to the schedule provided by the organisers.
2. Tardiness will not be tolerated and may result in penalties or disqualification at the discretion of the organisers.
3. In the event of unforeseen circumstances that may cause delay, participants are required to inform the organisers as soon as possible.

- **Respect:**

1. Demonstrate respect towards all other human beings, regardless of their background, identity, or beliefs.
2. Participants are strictly prohibited from advocating for or engaging in any form of harassment, hate speech, or offensive behaviour directed towards others based on sex, gender, identity and expression, sexual orientation, race, ethnicity, disability, physical appearance, body size, age, or religion.

# GENERAL RULES

- Cooperation:

Participants are expected to fully cooperate with school authorities throughout the duration of the event.

- Safety:

1. All participants are prohibited from bringing any illegal devices or substances to the event venue. This includes, but is not limited to, drugs, weapons and any other illegal items.
2. The use, possession, distribution or sale of illegal substances is strictly prohibited during the event.
3. Any participant found to be in possession or under the influence of illegal substances will be immediately disqualified from the current or following events.
4. Participants must adhere to all rules and regulations regarding the use of electronic devices during the event. Devices such as drones, cameras, and recording equipment may require special permission or be prohibited altogether.
5. Participants must report any suspicious or dangerous items they come across during the event to the nearest authority immediately.
6. The host school shall not be held liable for any damage or loss of property or any injuries sustained by the participants!
7. The host school shall not be held liable for any loss, damage or injury resulting from the use or possession of illegal devices or substances by participants.
8. Participants must inform the host school of any medically prescribed substances that participants may need to use during the event that may affect their performance or behaviour during the event.

- Event Specific Rules:

1. Participation in the event is subject to the event specific rules and guidelines provided by the organisers.
2. Only one team per school can be sent for an event.
3. Participants are required to arrange their own Wi-Fi if their event involves the use of a device.
4. Participants are required to thoroughly read and understand these rules and guidelines before the event.
5. Failure to comply with these rules may result in disqualification or other penalties at the discretion of the organisers.
6. Participants are also encouraged to seek clarification from the organisers if they have any questions or doubts regarding the rules and regulations.
7. The decisions of the judges are final and binding. They must not be challenged.

# GENERAL RULES

- TO BE NOTED

1. To ensure the safety and security of all participants, all bags will be subject to inspection by the security team upon entry to the venue. We kindly request all participants to adhere to the safety measures that have been implemented and to follow all event guidelines.

2. All Stage Events' participants MUST carry a pen drive of their video/ audio track as a backup.

- DISCLAIMER

All rules and regulations must be strictly followed by the participants. Violation of these rules will lead to immediate disqualification.

## EVENT DAYS

### 3RD OCTOBER, 2025

#### 1. EXPLORARE

#### 2. FOOTBALL

#### 3. BASKETBALL

#### 4. GULLY CRICKET

#### 5. TABLE TENNIS

#### 6. TUG OF WAR

#### 7. E- SPORTS

#### 8. SYMPHONIA

NOTE: The event SYMPHONIA will take place on both the days.

### 4TH OCTOBER, 2025

#### 1. ADMETA

#### 2. ARTEM

#### 3. CARMEN

#### 4. FABULA

#### 5. FORTUNA

#### 6. CODEFERNO

#### 7. GUSTATIO

#### 8. MAHIM- 16

#### 9. ADVENTURIUM

#### 10. MONOPOLIUM

#### 11. GRATIA

#### 12. SYMPHONIA

#### 13. PANACHE

#### 14. MR. & MS. PERSEVERANTIA

# LIST OF EVENTS

<b><u>1. ADMETA</u></b>	<b>13-14</b>
<b><u>2. ARTEM</u></b>	<b>15-16</b>
<b><u>3. CARMEN</u></b>	<b>17-18</b>
<b><u>4. FABULA</u></b>	<b>19-20</b>
<b><u>5. FORTUNA</u></b>	<b>21-22</b>
<b><u>6. CODEFERNO</u></b>	<b>23-24</b>
<b><u>7. GUSTATIO</u></b>	<b>25-26</b>
<b><u>8. MAHIM- 16</u></b>	<b>27-28</b>
<b><u>9. 'ADVENTURIUM</u></b>	<b>29-30</b>
<b><u>10. GRATIA</u></b>	<b>31-32</b>

# LIST OF EVENTS

<b><u>11. PANACHE</u></b>	<b>33-34</b>
<b><u>12. SYMPHONIA</u></b>	<b>35-36</b>
<b><u>13. MR AND MS PERSEVERANTIA</u></b>	<b>37-38</b>
<b><u>14. EXPLORARE</u></b>	<b>39-40</b>
<b><u>15. MONOPOLIUM</u></b>	<b>41-42</b>
<b><u>16. FOOTBALL</u></b>	<b>43-44</b>
<b><u>17. BASKETBALL</u></b>	<b>45-46</b>
<b><u>18. GULLY CRICKET</u></b>	<b>47-48</b>
<b><u>19. TABLE TENNIS</u></b>	<b>49-50</b>
<b><u>20. TUG OF WAR</u></b>	<b>51-52</b>
<b><u>21. E- SPORTS</u></b>	<b>53-54</b>

# ADMETA

# ADMETA

# ADMETA



# ADMETA

Admeta is not a conventional debate – it is a distinguished forum for the respectful exchange of opinions, originality of thought, and intellectual spontaneity. In an age where digital discourse often prioritises volume over veracity, this event seeks to uphold the values of civil discourse, encouraging critical engagement, mutual respect, and the unwavering pursuit of truth.



C1 - 9<sup>TH</sup> & 10<sup>TH</sup>  
C2 - 11<sup>TH</sup> & 12<sup>TH</sup>



2 PARTICIPANTS  
PER CATEGORY



4 HOURS

## RULES:

### Round 1: Preliminary Round

#### Format:

- School vs School

#### Speaking Time:

- 1 minute speech per speaker (2 minutes collective speaking time)
- 1 minute team rebuttal (together)

#### Total:

3 minutes per team

#### Topics:

Unique for each debate; will be released 2 days in advance

#### Judging Criteria:

- Content and Clarity
- Structure and Logic of arguments
- Delivery and Persuasion
- Effectiveness of team rebuttal

### Round 2: Final Round

#### Qualifiers:

Top 8 teams from Round 1

Preparation Time: 30 minutes before the debate

#### Debate Format:

- Team vs Team
- Four topics will be released; teams will be randomly assigned one topic. They will be given their stance 30 seconds before (teams must prepare both stances in advance).

#### Speaking Time:

- 1 minute per speaker (2 speakers per team)
- Total of 2 minutes speech per team
- 2 minutes rebuttal (joint) per team
- Total Time per Debate Slot: 8 minutes

Dress Code: All participants must be dressed in FORMAL ATTIRE.

- No jeans
- Footwear should be formal
- Hair must be neatly done





# ARTEM

*This isn't just an art booth. It's a moment of presence – Where art isn't made to impress, but to express. Here, portraits are painted not by how you look, but by how you feel. There are no filters, no facades. Here at ARTEM, it's just you, the muse, and real, raw, human connection.*



9<sup>TH</sup> TO 12<sup>TH</sup>



1 PARTICIPANT  
PER TEAM



3 HOURS

## RULES:

- Each participant will be required to fill out a form before 27<sup>th</sup> September, 2025 which will be sent via school email.
  - On 4<sup>th</sup> October, 2025 participants will create an abstract portrait based on the personality of a muse assigned on the spot.
  - Participants will be allotted 2 hours to complete their portrait.
  - The artist must provide a written artist's statement at the end to describe their process and explain the meaning behind their work.
  - A3 size paper will be provided to each participant.
- Participants are required to carry their own art supplies and can use any medium they want. Note that the submission MUST be a coloured piece. Using acrylics, poster colour paints and such are recommended.
- SPRAY PAINTS ARE STRICTLY NOT ALLOWED.**

### Judging Criteria:

1. Creativity
2. Emotional Impact
3. Technique and Execution
4. Composition and Balance
5. Artist's Statement



# CARMEN

## CARMEN

Unleash your creativity at Carmen, a blackout poetry event where pages hold a hidden poem waiting to be revealed. Uncover the words that speak to you and let your performance shine with purpose and power.



C1- 9<sup>TH</sup> & 10<sup>TH</sup>  
C2- 11<sup>TH</sup> & 12<sup>TH</sup>



1 PARTICIPANT  
PER CATEGORY



3 HOURS

### RULES:

- Book pages will be provided at the venue.
- Participants must carry their own writing pads/boards and art stationery (markers, pens, etc.).
- Each participant may submit only one poem.
- All three provided pages must be used in the poem.
- Every poem must have a suitable and appropriate title.
- No phones or AI will be allowed.
- Participants are allowed to refer to their poem while performing.
- Exceeding the time limit will result in a penalty.

#### Flow of Events:

**1. Creation Period:**  
Participants will receive their book pages at the start. A total of **One hour** will be given to conceptualise, create, and design the blackout poem.

**2. Submission and Screening:**  
All poems will be screened for appropriate language and content after the creation period.

**3. Performance:**  
Each participant will be given 2 to 3 minutes to recite their poem. A warning buzzer will sound at the 2-minute mark. The performance must conclude strictly by 3 minutes.

#### Judging Criteria:

1. Content
2. Creativity
3. Structure
4. Coherence
5. Recitation





# FÁBULA

In an age of curated lives and polished posts, 'Unfiltered' invites participants to capture the raw, honest and often unseen moments of real life. The challenge lies in telling the story behind a fleeting scene: one filled with emotion, decisions and meaning.



9<sup>TH</sup> TO 12<sup>TH</sup>



4- 10 PARTICIPANTS  
PER TEAM



3 HOURS

## RULES:

### ROUND 1: Short Film Submission

- Theme: Unfiltered
- Film Duration: 2-4 minutes
- Mode: Landscape (16:9)
- Language: Primarily English (brief Hindi phrases allowed)

#### Rules:

- Each team will be emailed a film clip or stock video showing an "Offtheatic" moment.
- Teams must create the short film around the clip they receive.
- The clip can be placed at the beginning, middle, or end of the film and must be used meaningfully in the film.

#### Teams can either:

- Use the stock footage as it is, or
- Recreate the scene with their own actors and camera work, matching the original closely.

#### Judging Criteria:

- Creativity
- Production Quality
- Acting
- Theme Relevance

### Submission Format:

Short Film Format: MP4  
BTS photos Format: Google Slides

### Submission Deadline:

27<sup>th</sup> September, 2025.  
Late submission will result in negative marking.

Submission Email:  
[fabula@bombayscottish.in](mailto:fabula@bombayscottish.in)  
Video File Name Format:  
BSS\_Persev\_Fabula\_SchoolCode

Google Slides File Format:  
BSS\_Persev\_FabulaBTS\_SchoolCode

Credits must include all team member names and roles, but must not reveal your school's identity.

Film should be shot only on a phone camera.

### ROUND 2 : Reel submission

- The round 2 will be held on 4th October, 2025.
- Teams will create a 20-30 seconds reel.
- The theme and the audio clip for their reel will be given on the day of the event.
- The teams are required to carry all necessary gear (phones, laptops, Wi-Fi dongles, chargers, editing software, etc.).
- The reel should be uploaded on the Instagram account.
- The login id and password of the account will be given on the day of the event.

#### Judging Criteria:

1. Visual Quality
2. Editing
3. Theme Relevance
4. Music and Audio Sync



# FORTUNA

THURSDAY

BUSINESS & FINANCIAL NEWS

LATEST 10CENTS

# STOCK MARKET CRASH



## PANIC SELLING SWEEPS WALL ST.



MARKET IN TURMOIL  
PANIC SELLING SWEEPS WALL ST.

# FORTUNA

Fortuna is a high-stakes, fast-paced stock market simulation where students take on the roles of investors and traders in a fictional but volatile financial world. Using real-time market news, insider tips and negotiation tactics, participants must buy, sell and manage a diverse portfolio to maximize returns and navigate economic storm. Strategic thinking, risk management and financial literacy take center stage.



9<sup>TH</sup> TO 12<sup>TH</sup>



3 PARTICIPANTS  
PER TEAM



3 HOURS

### RULES:

- This event will be conducted in 3 rounds. (40 minutes each round)
- Each round will have three gameplay phases.

#### 1. Market News & Analysis (10 minutes):

In this phase, participants receive critical updates about the market. These include public news announcements, economic developments and sector-specific events that will influence stock prices. Players must analyze this information to plan their trading strategies. This phase demands quick thinking and financial interpretation.

#### 2. Open Trading (Face-to-Face) (25 minutes):

During this phase, participants engage directly with one another to negotiate and execute trades. They may buy or sell shares of different companies based on their expectations of price changes. All trades are made face-to-face, allowing for dynamic interaction, alliance-building, and competitive bargaining. Deals must be mutually agreed upon, recorded and finalized within the time limit.

#### 3. Portfolio Updating (5 minutes)

In this final step of the round, participants update their personal portfolio sheets. This ensures that every participant has a clear and accurate record of their financial standing going into the next round.

- Teams should carry one device each.

**Dress Code:** All participants must be dressed in FORMAL ATTIRE.

- No jeans
- Footwear should be formal

#### Judging Criteria:

1. Final Portfolio Value
2. Dynamic Interaction
3. Alliance Building
4. Competitive Bargaining



# CODEFERNO

Welcome to Codeferno, a high-speed, high-stakes coding tournament designed to give you a real taste of what authentic programming contests feel like. With problems hosted on CMS: the same platform used in olympiad-level contests worldwide, you'll experience the thrill of solving timed algorithmic challenges at the highest level.



9<sup>TH</sup> TO 12<sup>TH</sup>



1 PARTICIPANT  
PER TEAM



4 HOURS

# codeferno

## RULES:

### Languages Allowed:

- Python, C++, C, Java
- Participants must use one of the approved languages. Standard IDEs: VSCode, Sublime Text, BlueJ will be provided on lab systems. No external software will be allowed. School lab computers will be used

### Monitoring & Fair Play:

- Strict invigilation throughout
- Participants will be monitored for use of IDEs and browser tabs
- Use of unauthorised tools (e.g. AI assistants) is strictly prohibited

### Format Overview:

#### Multi- Round Format

##### Round 1: Elimination Round

- Duration: 30 minutes (+10-minute buffer if needed)
- One problem with subtasks and partial scoring
- Top participants advance to Round 2

##### Round 2: Final Qualifier or 2nd Elimination Round

- Duration: 30 - 40 minutes
- One advanced problem
- Final scores decide winners

### NOTE:

The number of rounds and qualifiers may be adjusted based on total registrations.

### Resources:

Get familiar with the input/output style and problem types by trying out problems from:

- CSES Problem Set: <https://cses.fi/>
- Codeforces: <https://codeforces.com/>

### Judging Criteria:

- Each problem carries 100 points.
- Partial scoring based on subtasks.
- In case of a tie, submission time will be considered.



# GUSTATIO

Welcome to GUSTATIO, where gastronomy meets creativity and chaos meets cuisine. This is not your average cook-off; it's an unpredictable, high-stakes test of how well you can cook with your senses and think like an algorithm. From mystery wheels to viral desserts, you'll be challenged to create dishes that not only taste good but also think offthentic, real-world flavour with an online twist.



9<sup>TH</sup> TO 12<sup>TH</sup>



2 PARTICIPANTS  
PER TEAM



2.5 HOURS

## RULES:

**Theme:**  
Cook Offline, Think Online

**Basic Rules:**

- Participants are not allowed to use phones or other devices
- Aprons, gloves and hair nets must be worn
- Cutlery for presentation and utensils to cook must be brought
- Everything will be provided to the teams that qualify for the 2nd round

**Event Structure:**

Round 1: Online Glitch Twist

Time Limit: 45 minutes

- Teams will be given few ingredients to cook a specific dish

**Mid-Round Twist:**

Each team will be challenged with an AI theme twist

**Judging Criteria:**

1. Creativity & Innovation
2. Taste & Flavour
3. Presentation & Plating
4. Incorporation of the twist ingredient

Round 2: Dessert Round –  
"Replate Relay"

Time Limit: 45 minutes

**Game Mechanic:**

- Each team will taste test a different Instagram viral dessert blindfolded and they must identify the dish along with the ingredients involved and methods used.

- A list of the prospective dishes will be shown prior to the taste testing.

- They will be given 5-10 minutes to think

- An array of all the ingredients from all the dishes tasted will be shown and teams must choose according to their dish and recreate it.

**Judging Criteria:**

1. Taste
2. Presentation
3. Accuracy to Instagram-viral Dish



*gustatio*

# MAHIM- 16

Mahim16 – inspired by Brooklyn99 – is a thrilling mystery-based crime event where teams step into the shoes of investigators to crack a complex case. Using a starter podcast and an evidence file, teams must analyse the crime, build an investigation board, and narrate their theory of the case. Judging is based on logic, creativity, accuracy and presentation.



9<sup>TH</sup> TO 12<sup>TH</sup>



3- 4 PARTICIPANTS  
PER TEAM



3 HOURS

## RULES:

Each team will be allotted one case in the form of a podcast.

### Team Tasks:

- Each team will be given a podcast and set of materials that they need to analyse thoroughly.
- Identify the culprit and determine the motive and method.
- Design and display an Investigation Board that outlines:
  1. Evidence
  2. Timeline
  3. Theories
  4. Conclusion
- Materials for creating the investigation board will be provided.
- Preparation time: 1 hour
- The teams will get 3 minutes to present their report/ findings using the investigation board.
- The judge will ask 1 question to each team based on their findings.

### General Rules:

- Participants will listen to the podcast on their laptop, after which the laptop must be switched to Airplane Mode. Mobile phones are strictly prohibited for listening to the podcast.
- Teams are not allowed to use the internet or external help during the investigation. Doing so will result in negative marking.
- Fully charged laptops, chargers and earphones are required.
- Teams must remain at their designated tables during the round.

NOTE: Conclusion must be logical and evidence based. Points will be deducted for unsupported and incorrect conclusions.

### Judging Criteria:

- Depth of Investigation
- Creativity & Storytelling
- Accuracy
- Board Presentation
- Teamwork and Effort





# 'AD'VENTURIUM

## 'AD'VENTURIUM

Welcome to 'AD'VENTURIUM, a pitch challenge where improv meets influence, and wit meets authenticity. In this offbeat, offthentic showdown, participants must persuade, sell, and perform under the most unexpected constraints.

From blindfolds to livestream meltdowns, your pitch is your superpower.



9<sup>TH</sup> TO 12<sup>TH</sup>



3 PARTICIPANTS  
PER TEAM



3 HOURS

### RULES:

- Objective:

Teams will pitch a random everyday object in a completely reimagined way, without referencing its real-world use.

- Round Structure:

1. Blind Draw:

One member of the team picks an object blindfolded from a mystery box.

2. Taboo Twist:

Each team receives 3 banned phrases they must not use during the pitch.

3. Character Reveal:

Teams are assigned movie characters to portray during the pitch. A character sketch will be provided to the teams.

4. The Pitch (3 minutes maximum):

- Present a rebranded, imaginative use of the object.
- All 3 members must speak in character throughout the pitch.
- Maintain team coordination and clarity.
- Use of ads, jingles, skits is encouraged.

• Preparation Time: 1 hour

- Rules:

1. No AI tools or any devices allowed.

2. Negative marking for using banned phrases and exceeding pitch time of 3 minutes.

- Judging Criteria:

1. Creativity
2. Entertainment Value
3. Character Consistency
4. Thematic Relevance



# GRATIA

# GRATIA

# GRATIA

# GRATIA

# GRATIA



## GRATIA

In a world obsessed with going viral, Gratia invites you to go visceral. This is your chance to break the algorithm and reconnect with the soul of dance – not through reels and filters, but through raw, authentic movement that carries the weight of heritage. Contestants will showcase a traditional or cultural dance form, shedding light on forgotten or fading legacies.



9<sup>TH</sup> TO 12<sup>TH</sup>



6- 8 PARTICIPANTS  
PER TEAM



2 HOURS

### RULES:

- Competition Theme: "BAREBEAT"  
Emphasises authenticity, raw emotions and storytelling

#### ROUND 1:

- Participant Requirements:  
1. Must show the essence of the theme through props, costumes and storytelling 'authentically'  
2. Use of one prop is compulsory.

#### Time Limit:

Minimum: 2.5 minutes  
Maximum: 3 minutes

#### ROUND 2: FACE OFF

- 1. 8 teams will qualify for round 2.
- 2. Two best dancers per shortlisted team need to be nominated by the team itself.
- 3. Music will be provided by the host.
- 4. No preparation time will be given

#### Judging Criteria:

1. Expressions
2. Choreography
3. Energy
4. Synchronization
5. Clarity of Movements
6. Theme Relevance

- Video Submission:  
The background video for the dance must be submitted in mp4 format with the audio embedded in it.

1. No school information should be disclosed in the video.
2. The video and audio should be of high quality.

- Mode: Landscape  
The ratio should be 16:9. Power point presentation will not be accepted.

- Submission Deadline: 27<sup>th</sup> September, 2025.

Late submission will result in negative marking.

- Submission Email:  
[gratia@bombayscottish.in](mailto:gratia@bombayscottish.in)

- Video File Name Format:  
`BSS_Persev_Gratia_SchoolCode`

- Costume Restrictions:  
No revealing costumes.

- Music:  
Strictly No explicit music/ content.

- Religious Sentiments:  
Must be respected.



# PANACHE



## PANACHE

In Panache, fashion meets history. Teams will design a runway-ready fashion line inspired by a pre-digital era or cultural movement—think '70s rebellion, vintage Bollywood or grunge rock—and reimagine how it would be seen today.

From mood board to showstopper, tell a powerful story through clothes.

The runway is yours to command.



9<sup>TH</sup> TO 12<sup>TH</sup>



5- 7 PARTICIPANTS  
PER TEAM



1 HOUR

### RULES:

#### Round 1 (Remnants of the Past) :

- Design a fashion line inspired by a pre-digital era or iconic cultural moment, but with a twist. Reimagine how it would be perceived in today's day and age - whether it's the grandeur of the Renaissance, the glamour of classic Bollywood cinema, or the rebellion of the '70s punk scene. Let history be your muse, the digitally driven world your setting and the ramp your canvas.
- One show-stopper piece is compulsory. It must be the final look of the runway presentation. The piece should be dramatic, cohesive, emotionally resonant and encapsulate the collection's theme.
- Each fashion line must be given a name.
- Each line must tell a story or express a message through its outfits.
- The ramp walk duration is **3 minutes per team**. Exceeding the given time will lead to negative marking.
- A mood board (inspiration deck) with a short write-up on an A4 sheet must be submitted on the final day. The write-up must include the **name of the fashion line, the inspiration, back story or the story being conveyed, which will aid the judges during the fashion show**.
- Each team must incorporate a minimum of 3 and a maximum of 5 props during their presentation.

#### Video Submission:

The background video for the fashion show must be submitted in mp4 format with the audio embedded in it.

- 1. The video should mention the name of the fashion line.
- 2. No school information should be disclosed in the video.
- 3. The video and audio should be of high quality.

4. **Mode: Landscape**  
The ratio should be 16:9. Power point presentation will not be accepted.

#### Props and Outfit Submission:

- 1. Each team is required to submit clear pictures of the items they made on Google Slides.
- 2. The Google Slides Deck (ppt) must also contain not only the props and the outfits but their inspiration, too.

• **Submission Deadline:** 27<sup>th</sup> September, 2025.  
Late submission will result in negative marking.

• **Submission Email:**  
[panache@bombayscottish.in](mailto:panache@bombayscottish.in)

• **Video File Name Format:**  
BSS\_Persev\_Panache\_SchoolName

• **Costume Restrictions:**  
No revealing costumes.

• **Music:**  
Strictly No explicit music/ content.

• **Religious Sentiments:**  
Must be respected.

#### Judging Criteria:

1. Theme Interpretation
2. Originality & Conceptual Depth
3. Design & Construction
4. Visual Impact (Styling & Accessories)
5. Showstopper Piece
6. Choreography & Stage Presence



# SYMPHONIA



## SYMPHONIA

Welcome to SYMPHONIA, where melody meets meaning and rhythm becomes identity. This isn't just a musical event, it's a two-day celebration of authenticity, creativity, and sound that speaks from the soul.

From indie vibes to folk roots, your band will tell a story, one beat at a time.



9<sup>TH</sup> TO 12<sup>TH</sup>



5- 7 PARTICIPANTS  
PER TEAM



DAY 1: 5 HOURS  
DAY 2: 2 HOURS

### RULES:

#### FLOW OF EVENTS:

##### DAY 1 - ROUND 1

All participants must come prepared with a medley consisting of:

1. An English song
2. A Bollywood/Hindustani song
3. A regional song in a different language

- All bands are required to prepare a one-line introduction explaining how the medley reflects their band's journey. This line must be spoken while setting up their instruments.

##### Performance Duration:

Minimum: 3 minutes

Maximum: 4 minutes.

- The timer will start from the moment the first chord/note/beat is played.

- No pre-recorded tracks or metronomes are allowed during the performance.

Songs with explicit lyrics or clean versions of songs that originally contain explicit lyrics will not be permitted.

Participants must submit their list of instruments and their setlist no later than **20th September, 2025**.

Submission Email: [symphonia@bombayscottish.in](mailto:symphonia@bombayscottish.in)

The top 5 bands will be selected based on their performances in this round.

These top 5 bands will be assigned a popular, crowd-pulling song with a twist and will have to interpret it in any genre that they wish but it has to differ from the original.

#### DAY 2 – Round 2

- The total performance time will be 7 minutes. This includes the medley from Round 1 along with the assigned song, which can be incorporated at any point during the performance.
- The top 5 bands from DAY 1 will perform on DAY 2.

#### Instrument Options:

- 4 microphones will be provided to participants.
- A maximum of 2 vocalists is allowed per band.

The host school will provide the following instruments:

- Electronic Drumkit - Roland
- Keyboard (without pedal) Yamaha psr-S910
- Electric Guitar ESP-Ltd
- Cajon
- Bass Guitar - Oscar Schmidt

If participants wish to use their own instruments, they must inform the host school by **20th September, 2025**

Strict negative marking will be applied for any violations of the above rules.

#### Marking Criteria:

1. Stage Presence
2. Song selection (unique spin/ interpretation of music)
3. Relevance to the Theme
4. Voice Quality & Clarity
5. Cultural Authenticity



# Mr. & Ms. PERSEVERANTIA



## MR. & MS. PERSEVERANTIA

Ready to own the spotlight and let your real self shine?

Mr. and Ms. Perseverantia is your stage to break the mould and celebrate what makes you, you. If you have the confidence to speak your mind, the courage to stay authentic, and a spark that sets you apart, this is your chance to show it. Through a mix of exciting rounds, this contest will reveal your personality, originality, presence and talent, beyond just looks and labels. Step up, stand out and show us what makes you truly Offthentic!



9<sup>TH</sup> TO 12<sup>TH</sup>



2 PARTICIPANTS  
PER TEAM



2 HOURS

### RULES:

- Each team must include a boy and a girl.

Round 2: Talent and Introduction Round with a twist on 4<sup>th</sup> October, 2025

Round 1: Online Video Submission – Both the participants have to submit an individual video in which they talk about their understanding and views of the theme 'Offthentic'.

- Duration:  
1 minute and 30 seconds maximum
- Mode: Landscape (16:9)
- Format: MP4
- Submission Deadline: 27<sup>th</sup> September, 2025
- Submission Email :  
[mrmspersev@bombayscottish.in](mailto:mrmspersev@bombayscottish.in)
- Video File Name Format:  
SchoolCode\_Mr/MsPersev
- While shooting the video, participants must introduce themselves without revealing the school information.
- Background and outfit should be visible.
- The video must be of high quality with clear audio.

Results of the first round will be declared on 30th September, 2025 via email..

- The top 10 boys and 10 girls will be given 1 minute to introduce themselves followed by 2 minutes to showcase their talent.

• Participants must bring any instruments or props they require for their performance and can use a maximum of two props.

- Music:  
1. Strictly No explicit music/ content.  
2. Mixes and mashups are permitted.  
3. If the participants require any audio/ video for their performance, they must submit it by 2<sup>nd</sup> October, 2025

Round 3: Question and Answer

- The final 5 boys and 5 girls will answer questions from the judges.

#### Judging Criteria:

1. Authenticity
2. Presentation
3. Versatility
4. Confidence





# EXPLORARE

Think fast. Run faster. Solve fastest.

Welcome to EXPLORARE – an adrenaline-fueled, F1-style treasure hunt designed to test your wit, stamina, strategy and team synergy. But here's the twist: you don't just race against time – you race without knowing it.



9<sup>TH</sup> TO 12<sup>TH</sup>



4 PARTICIPANTS  
PER TEAM



3 HOURS

## RULES:

### General Rules:

1. The first 16 schools that register will be able to participate in the event.
2. No watches will be allowed during the event.
3. **Escape Room:** Teams will be provided with a set of clues. Each team must solve the puzzles in the room with all the given clues to escape the room.
4. **Puzzle Trail:** Teams must decode the correct sequence of locations, completing the task at each one in order to proceed to the next.
5. **The event will take place on campus at Bombay Scottish School, Mahim on 3<sup>rd</sup> OCTOBER, 2025**

### Team Building Suggestions:

1. One Leader
2. One Athlete
3. One Analyst
4. One All-Rounder (if necessary)

### Dress Code:

- Participants must be dressed in smart casuals wearing sports shoes.
- Shorts as well as any form of revealing clothing will not be allowed.
- No flip flops will be allowed

### Judging Criteria:

The team with the least aggregate time for both the 'Escape Room' and the 'Puzzle Trial' wins.



# MONOPOLIUM



## MONOPOLIUM

Monopolium is a life size immersive commerce and economics simulation where participants step into the shoes of investors, industrialists and tycoons.

Inspired by the board game Monopoly, this event is supercharged with real-world business scenarios, market fluctuations, policy shifts, and cut-throat negotiations. Participants must build, trade, invest and strategize their way to market dominance!



9<sup>TH</sup> TO 12<sup>TH</sup>



1 PARTICIPANT  
PER TEAM



1.5 HOURS

### RULES:

- Total Number of Participants per game: 15
- Participants will all stand on GO in the beginning.
- Property cards will be shuffled and each participant will be randomly given 3 property cards
- There will be 2 life sized dices. Initially all the participants will have to roll the dice and the order of turns will be allotted from whoever rolled the highest to the lowest.
- The game will go as usual where players will roll and move the number of spaces which they rolled.
- Every 15-20 minutes there will be a spin the wheel to add some fun twist to the game like property market crash (rent and prices get halved) and IRS tax collector (lose 10% of your money).
- If a player lands on income tax, they have an option to pay the fee or they can risk it all for a riddle which will require them to guess the price range of a real life item. if they get it right they get to escape tax otherwise they have pay double.
- If a player goes to jail, they can either decide to pay the fee or roll doubles to get out OR they can decide to solve a riddle or puzzle to get out on that turn but if they get it wrong then they have to stay in jail for the full 3 turns. If a player rolls doubles three times they also go to jail.
- The game will go on till everyone but 1 player goes bankrupt or at the end of the 1.5 hours, the person with the most net worth will be the winner.



# Football

# Le Foot

# Futbol

# Calcio

# Fußball

# Footbal

# Fußball

# Futbol

# Voetbal

## FOOTBALL

At Perseverantia, football isn't just a sport – it's a full-blown spectacle. Expect fierce goals, electrifying plays, and roaring cheers as schools battle it out in a 5-a-side showdown. With mystery cards, the pressure of time, and knockout stakes, this is where grit meets glory. Whether you're scoring or supporting, get ready for a matchday you won't forget. When the whistle blows – the game is on!



U17 & U19 BOYS:  
U19 GIRLS



8 PARTICIPANTS  
PER TEAM



5 HOURS

### RULES:

#### Match Format:

- 5-a-side
- Match duration: 2 x 7-minute halves + 2-minute break
- Knockout format | Penalty shootout for ties (3 each, then sudden death)
- Finals & 3rd place will be conducted on the same day (Day 1)

#### Mystery Cards:

- Each team captain draws 1 mystery card before a match.
- The mystery card is revealed only at the start of the match.
- Cards can be played only when the ball is out of play, and only once per game

#### Key Rules:

- Kick-ins replace throw-ins (below waist only)
- Red card: Player out for the match + next game
- Yellow card: 2-minute suspension
- Goalkeeper throws must be below waist; no volleys
- No arguing with the referees
- Coaches may sit with substitutes off-field

NOTE: Draws will be sent via email on 1<sup>st</sup> October, 2025.

If teams fail to report post 5 mins of match time a walkover will be awarded for no show.



# BASKETBALL

Get ready for a high-octane basketball knockout where reflexes, teamwork, and strategy take centre court. Whether you're sinking threes or stealing passes, this is where hustle meets heart.



U19 GIRLS & BOYS



7- 10 PARTICIPANTS  
PER TEAM



4 HOURS

## RULES:

### Match Format:

- Knockout style tournament
- Match Duration: 12 minutes (2 x 6-minute halves)
- Halftime Break: 1.5 minutes
- Timeout: 1 per team (45 seconds)
- Overtime (if tied): 3 minutes
- Final & 3rd Place Match: 18 minutes (2 x 9-minute halves)
- There will be a maximum of 8 teams. Registrations will be on a basis of first come, first serve

### 3-Point Shootout

#### Event Format:

- Players shoot from 5 designated spots
- Players who are a part of their team for the tournament will NOT be allowed to participate in the 3-point shootout
- 45 seconds to score as many as possible (Finals: 1 min 15 sec)
- 1 point per shot
- Top scorers progress to next round (based on number of participants)
- Ties resolved by a 30-sec shoot-off
- Event conducted on both halves of the court

### Additional Rules:

- Rolling substitutions throughout
- Running time if point difference  $\geq 15$
- 5-minute buffer between matches
- Walkover if a team is 10+ minutes late
- No warmups on court – must be done off-court
- Girls and boys matches alternate
- Draws will be randomised

NOTE: Draws will be sent via email on 1<sup>st</sup> October, 2025.

If teams fail to report post 5 mins of match time a walkover will be awarded for no show.



# Gully Cricket



47

## GULLY CRICKET

"In India, every alley turns into a stadium and every kid dreams big with a bat in hand." Grab your bats and lace up! Welcome to the most iconic, unpredictable, and street-smart cricket showdown of the fest. It's time to bring your A-game, break the boundaries, and own the gully like never before! Sign up your team for Perseverantia and get ready to make your mark.



U19



6 PARTICIPANTS  
+ 1 SUBSTITUTE



5 HOURS

### RULES:

- Each school can send only one team.
- Each team must have at least one compulsory girl participant

#### Match Rules:

- Matches will be 3 overs per side
  - One bowler can bowl a maximum of 1 overs
  - Gully cricket rules apply:
  - One bounce, one hand catch = OUT
  - Direct wall hits = OUT
  - Only 2 boundary fielders are allowed at any time
  - Matches will be 4 overs per side in the semi-finals and finals.
- Compulsory girl participation:  
—She must either bowl 1 over or open the batting
- One substitute allowed per match

#### Equipment:

- Teams must bring their own bats

#### The following will be provided:

- Tennis balls
- Stumps
- Umpire

NOTE: Draws will be sent via email on 1<sup>st</sup> October, 2025.

If teams fail to report post 5 mins of match time a walkover will be awarded for no show.



# TABLE TENNIS

Whether you're a seasoned pro or a curious beginner, table tennis welcomes everyone! In this event, we celebrate the joy of the game, the camaraderie of competition, and the sheer fun of hitting that little white ball back and forth. Sign up to Perseverantia - Table Tennis with your own team and prepare for the first serve.



9<sup>TH</sup> TO 12<sup>TH</sup>



2- 4 PARTICIPANTS  
PER TEAM



2.5 HOURS

## RULES:

### General Rules:

- Each school can send only one team
- A team must consist of a minimum of 2 members and a maximum of 4 members.
- Participants must bring their own table tennis rackets.
- Ball must be tossed while serving.
- White shirts are not allowed. Participants wearing white shirts will be disqualified.

### Semi Final Rules:

- Participants must be prepared for any kind of twist.
- Teamwork is critical in this round to overcome the twists.
- The winners will move on to the finals.

### Final Rules:

- 3 games of 11 points will be played.
- There will be 2 singles and 1 double.

NOTE: Draws will be sent via email on 1<sup>st</sup> October, 2025.

If teams fail to report post 5 mins of match time a walkover will be awarded for no show.

# TABLE TENNIS



# TUG OF WAR

This isn't just muscle, it's mind over might. Strategy, strength, and synergy collide in the ultimate test of teamwork. In Tug of War: Pull with Purpose, every pull counts, every teammate matters, and every second is a battle for control. With high-stakes rounds and a twist of unpredictability, victory will go to the team that knows how to stay grounded, literally and figuratively.



**U16 & U19  
BOYS AND GIRLS**



**6 PARTICIPANTS  
+ 2 SUBSTITUTES**



**6 HOURS**

## RULES:

### Team Composition:

- 8 players on rope (including 1 anchor)
- 2 substitutes
- Combined team weight:  
BOYS: 450- 550 kgs  
GIRLS: 400- 500 kgs  
(verified at registration)
- Substitutions may occur between rounds

### Match Format:

- Best-of-three rounds
- Win two consecutive rounds to win the match
- Standard Tug of War rules apply
- All referee decisions are final
- Boys' and girls' teams will use different ropes; boys will have a thicker rope

NOTE: Draws will be sent via email on 1<sup>st</sup> October, 2025.

If teams fail to report post 5 mins of match time a walkover will be awarded for no show.



# TUG OF WAR

# E- SPORTS

Are you ready to flex your virtual dominance? Compete in Perseverantia's ultimate E-Sports Tournament – a multi-round face-off across CODM, Clash Royale, and FIFA. Whether you're building under pressure, bridging to glory, or scoring screamers with no rules, this is your chance to rise as the digital champion of the fest.



9<sup>TH</sup> TO 12<sup>TH</sup>



2- 4 PARTICIPANTS  
PER TEAM



3 HOURS

## RULES:

### Games:

#### Round 1: Call of Duty Mobile:

- 1 member from each school will have a death match with 4 different schools in one team.
- Straight elimination

#### Round 2: Clash Royal:

- The winning teams from Round 1 will join a clan and compete in a bracket style knockout round.
- Best of 3 or first to 2 wins will go on to the final round.

#### Round 3: FIFA:

The winning teams of Round 2 will play 2v2s in fifa with a bracket of straight knockouts.

### Rules:

1. In case of an odd number of participating teams, one team will receive a bye to the next round through a spin-the-wheel mechanism.

2. Match brackets will be generated using a live wheel spin during breaks between rounds.

3. For Call of Duty, the opponent match-ups will also be determined by a spin-the-wheel system.

### Reminders:

- No warm-up or practice time will be allotted before matches.
- All rounds follow a direct elimination format.
- Each team must consist of exactly 2 participants.
- Participants must carry their mobile devices and power banks.
- Unsportsmanlike conduct or unfair play will result in immediate disqualification.



# E-sports

# OUR TEAM

## TEACHERS IN- CHARGE

Ms. Alsona Gomes

Ms. Beverlee DeSylva

## PRESIDENTS

Darshil Kochar

Nishil Iyer

Neel More

## DEPARTMENT HEADS:

1.ADMINISTRATION: Adhunya Pan; Krishay Shreeram

2. AWARDS: Aditi Manchandani

3. FINANCE: Shaurya Raisoni; Vivaan Chakrabarti

4. HOSPITALITY: Druvan Kapoor; Nandini Gurav

5. MARKETING: Aastha Shahane; Yashvi Mehta

6. PHOTOGRAPHY: Suyash Agarwal; Naman Kalra

7. PUBLIC RELATIONS: Anshrah Ahmed; Anvi Khattar

8. RESEARCH AND DOCUMENTATION: Varun Sinha; Aadya Raikar

9. SECURITY: Arjun Bapat; Aaditya Gupta

10. DESIGN: Janyaa Patkar; Naisha Doshi

11. SOCIAL MEDIA: Sharanya Madan; Tanisha Dutta

12. TECHNICAL OPERATIONS: Hriduun Savant; Arhaan Bharucha

## EVENT HEADS:

1.ADMETA: Dia Jain

2. ARTEM: Nicole Lee

3. CARMEN: Joalene Kotian

4. FABULA: Mira Bimbhat

5. FORTUNA: Rayhan Bhatia

6. CODEFERNO: Avighna Chatrapati

7. GUSTATIO: Prajna Rayachoti

8. MAHIM- 16: Shreya Sangal

9. 'AD'VENTURIUM: Gaurika Agarwal

10. GRATIA: Samaya Satayani

11. PANACHE Ishita Agarwal

12. SYMPHONIA: Jasleen Kaur

13. MR. & MS. PERSEVERANTIA: Ashriya Agarwal

14. EXPLORARE: Bhrithi Khanna; Sharan Dhanu

15. MONOPOLIUM: Ved Chopde

16. FOOTBALL: Rehaan Bhat

17. BASKETBALL: Veda Sriranjan

18. GULLY CRICKET: Arrmaan Anand

19. TABLE TENNIS: Anmol Kampani

20. TUG OF WAR: Agastya Katiyar

21. E-SPORTS: Ruuhan Malde

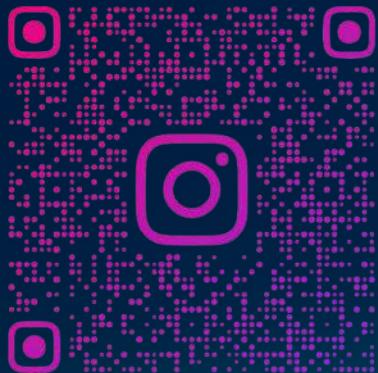
# PERSEVERANTIA

## OUR WEBSITE



<https://perseverantia.events-at-scottishmahim.com>

## FOLLOW US ON INSTAGRAM



@BSS.PERSEVERANTIA

BOMBAY SCOTTISH, MAHIM

Address:

153, SVS Rd,  
Mahim West,  
Mumbai- 40016,  
Maharashtra