SNITCH IN TIME

"I know that you are preparing to fight. Your efforts are futile. You cannot fight me. I do want to kill you. I have great respect for the teachers of Hogwarts. I do not want to spill magical blood. Give me Harry Potter, and none shall be harmed.

Give me Harry Potter, and I shall leave the school untouched.

Give me Harry Potter and you will be rewarded. You have until midnight."

With the Dark Lord at the peak of his powers and tyranny, the whole wizarding world stands on the verge of a new era, an era which will be defined by the whims and fancies of You-Know-Who and Death Eaters. Their only hope is Harry Potter, the Boy-Who-Lived. Only he can save the magical world from this impending doom.

With this, we invite you to be a part of 'Snitch in Time' this ATMOS. Join us, as we undertake a one-of-a-kind Harry Potter journey.

FORMAT: The event will consist of two rounds which are described below. Top seven teams will qualify for the second round based on their performance in the first round. In case of a tie in the first round scores, there will be a tie-breaker question which the teams with same scores will have to attempt to qualify for the second round. In case of a tie in the second round scores, first round scores for those teams will be taken into account and the team with higher score will get preference.

ROUND 1: Harry, Ron and Hermione have discovered the horcruxes, except Nagini (and except Harry of course, as he does not know yet that he himself is the last horcrux) but it is of no use if they are unable to destroy them. They do not have access to basilisk fang which is primarily used to destroy the horcruxes. However, Hermione, like always, comes to their help. She has found a magical book which will give them the names of other substances that can be used to destroy the horcruxes if they correctly answer questions the book asks them.

Help them figure out those substances by answering simple questions based on chemistry.

RULES: For each horcrux, namely Hufflepuff Cup, Ravenclaw Diadem, Tom Riddle's Diary, Marvolo Gaunt's Ring and Salazar Slytherin's Locket, there will be a question which will have 4 subparts. From each subpart's answer, you will get a code. You need to decode each answer. Combining all the four decoded answers together, you will discover the article required to destroy the horcrux. A special Harry Potter periodic table will be provided for this round.

- 1) Each subpart of each question essentially has two further subparts, getting the code and decoding it from the table provided.
- 2) 5 marks will be awarded for the **complete** correct code. No partial marking.
- 3) 2 marks will be awarded for decoding it correctly. Here too, no partial marking.
- 4) 2 marks will be awarded for writing the **full**, **correct name** from the decoded words you have arrived at in the 4 subparts. No partial marking.
- 5) Thus each question will be of 4 * (5+2) = 28 + 2 = 30 marks.
- 6) Round 1 will thus be of 30 * 5 horcruxes = 150 marks.

ROUND 2: The five horcruxes are now destroyed. In order to destroy Nagini and then face Voldemort for the final time, Harry needs all the support he can get from his friends and members of the Order. On reaching Hogwarts, however, he finds out that seven of his closest companions, Lupin, Tonks, Fred, Ginny, George, Neville and Luna have been petrified or cursed by the Death Eaters. They can be brought back to normalcy only by administering potions which will reverse the effect of the spells on them. Harry has never been good at this subject and hence requires your help to save his friends. Help Harry make the antidotes to these poisons so that his friends can help him defeat the Dark Lord.

RULES: Each of the 7 qualifying teams will have a separate question which will be decided by chits before the round begins. This is a lab based round.

- 1) You will get two questions. The answer to one question will be a specific cation and the answer to the other question, a specific anion. Each correct answer in this carries 10 marks.
- 2) On your workbench there will be several unlabelled bottles. You have to figure out which bottles contain compounds which contain the anion and cation you found out in the previous question by carrying out simple, chemical reactions. Please note that cation and anion will not be present in the same bottle, so you need to figure out two correct bottles. Figuring out each correct bottle gets 10 marks.

Hints you ask for in this part will result in a deduction of

1st hint: 5 marks. 2nd hint: 8 marks. 3rd hint: 10 marks.

5) You now have the ingredients required to make the potion. You will get a sheet with simple-to-follow instructions and other reagents that might be needed for preparation. You need to follow these instructions to make the correct potion and show it to the event organizers. Preparing the correct potion properly carries 30 marks.

Hence, second round will be worth 70 marks.

All teams will get 2 hours for this round. The team scoring maximum marks at the end of 2 hours will win. Please note that preparing the potion before the time limit of 2 hours does not carry any extra marks. However, no team will be allowed to work after the completion of 2 hours.

Use of internet is prohibited in both rounds and may lead to disqualification of the candidates who fail to adhere to this.

The decision of the event organizers will be final and binding in case of any discrepancy which may arise.

Event organizer details:

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