

# AD HARVA

WHERE LEGENDS RISE. RHYTHMS ROAR AND  
BRILLIANCE BREAKS BOUNDARIES

26 | 07 | 2025



ADHARVA, A TRADITION THAT WILL TRANSCEND GENERATIONS.  
BHAVAN'S VIVEKANANDA VIDYA MANDIR'S, VERY OWN SCHOOL FEST.

HOSTING OVER 10 SCHOOLS & 5 EVENTS,  
THIS IS OUR WAY OF SETTING STAGE FOR A TRADITION NEVER TO BE  
FORGOTTEN.

THIS IS OUR TIME TO ENGRAVE OUR LEGACY.

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A SPARK BECOMES A FLAME.  
AND FROM THAT FLAME.  
A LEGACY WILL BE FORGED.

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THIS IS ADHARVA

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# GENERAL RULES

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- REGISTRATION FEE FOR THE SCHOOL WILL BE RS. 400.
  - ALL SCHOOLS MUST REPORT BY 7:30 AM.
  - A MAXIMUM OF 15 NON-PARTICIPANTS WILL BE ALLOWED PER SCHOOL.
  - ONLY REGISTERED STUDENTS AND TEACHERS WILL BE ALLOWED IN THE CAMPUS.
  - ALL PARTICIPANTS AND NON-PARTICIPANTS MUST WEAR THEIR RESPECTIVE SCHOOL UNIFORMS.
  - ALL VISITORS, INCLUDING TEACHERS, MUST CARRY A VALID SCHOOL ID ALONG WITH THE EVENT-SPECIFIC ID CARD.
  - THE FOOD COUPONS ARE NON-REFUNDABLE.
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- STUDENTS MAY BRING MOBILE PHONE TO THE CAMPUS; HOWEVER THEIR USAGE IS STRICTLY PROHIBITED IN THE AUDITORIUM ALONG WITH ALL EVENTS VENUES.
- ANY DAMAGE CAUSED TO SCHOOL PROPERTY WILL BE COMPENSATED BY THE RESPECTIVE SCHOOL.
- USE OF ABUSIVE LANGUAGE, GESTURES, OR UNRULY BEHAVIOR WILL LEAD TO IMMEDIATE DISQUALIFICATION.
- LATE ARRIVALS, WILL NOT BE ALLOWED TO PERFORM.
- SCHOOLS MUST ENSURE THEIR CONTINGENT LEAVES THE CAMPUS AT THE ALLOTTED DISPERSAL TIME.
- NO RE-ENTRY WILL BE ALLOWED ONCE A STUDENT EXITS THE CAMPUS, UNLESS PERMITTED BY THE ORGANIZING TEAM.
- PLEASE NOTE: STUDENTS ARE RESPONSIBLE FOR THEIR OWN BELONGINGS.



# NATYASUTRA

WHERE EVERY MOVEMENT.

TELLS A TALE





EVOKE THE RAW EMOTION. EMBODY THE RHYTHM.  
EXPRESS THE UNSEEN.

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STEP INTO A REALM WHERE MUSIC STIRS THE SOUL  
AND MOVEMENT TRANSFORMS INTO POETIC EXPRESSION.  
EACH HEARTBEAT ALIGNS WITH RHYTHM AND EACH GESTURE  
UNVEILS EMOTION.  
A SYMPHONY OF PASSION AND UNTOLD STORIES UNFOLDS —  
RAW. EVOCATIVE.  
AND RESPLENDENT IN ITS

SILENT POWER

# RULES

FOR NATYA SUTRA

- EACH SCHOOL IS ALLOWED TO PARTICIPATE WITH ONLY ONE TEAM, CONSISTING OF A MAXIMUM OF 8 PARTICIPANTS.
- EACH TEAM WILL BE ALLOTTED 3 MINUTES FOR STAGE SETUP AND 7 MINUTES FOR THE PERFORMANCE.
- SCHOOLS MAY BRING THEIR OWN PROPS, PROVIDED THEY DO NOT DAMAGE ANY SCHOOL PROPERTY OR OBSTRUCT THE SMOOTH FLOW OF THE EVENT.
- ALL PROPS MUST BE EASILY MANAGEABLE AND CLEARED OFF THE STAGE IMMEDIATELY AFTER THE PERFORMANCE BY THE PARTICIPANTS.
- USE OF FIRE, WATER, SHARP OBJECTS, POWDER, OR ANY OTHER HAZARDOUS MATERIALS IS STRICTLY PROHIBITED.

# RULES

FOR NATYA SUTRA

- CONTROVERSIAL OR SENSITIVE THEMES, INCLUDING THOSE RELATED TO RELIGION, POLITICS, OR CULTURAL STEREOTYPING ARE NOT PERMITTED.
- COSTUMES AND CHOREOGRAPHY MUST BE APPROPRIATE FOR A SCHOOL AUDIENCE. ANY FORM OF VULGARITY OR OBSCENITY WILL LEAD TO IMMEDIATE DISQUALIFICATION.
- AUDIO TRACKS MUST BE SUBMITTED TO THE ORGANIZING COMMITTEE IN THE MORNING DURING REGISTRATION.
- PARTICIPANTS ARE REQUESTED TO BRING A BACKUP COPY IN A PEN DRIVE.
- LIGHTING ARRANGEMENTS WILL REMAIN STANDARD FOR ALL TEAMS.
- THE DECISION OF THE JUDGES AND ORGANIZING COMMITTEE WILL BE FINAL AND BINDING.



# NAADA NIRVANA



THE SOUL SINGS.

THE SPIRIT LISTENS



TRANSCEND THE MUNDANE. STEP INTO A REALM WHERE  
HARMONIES ENTWINE WITH HEARTBEATS AND AWAKEN DREAMS

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EACH NOTE CARRIES INTENTION.  
EACH CRESCENDO BREATHES BRILLIANCE —  
A SONIC TAPESTRY OF YOUTHFUL ARTISTRY UNFOLDS.  
HERE.

MUSIC DOESN'T JUST ENTERTAIN —  
**IT COMMANDS**



# RULES

For NAADA NIRVANA

- ONLY 1 TEAM PER SCHOOL WILL BE ALLOWED TO PARTICIPATE.
- A MINIMUM OF 5 PARTICIPANTS IS REQUIRED (I.E., 2 SINGERS & 3 INSTRUMENTALISTS).

(NOTE: A MINIMUM OF 3 SINGERS IS REQUIRED IF THE COUNT EXCEEDS 5).

- NO OTHER EQUIPMENT WILL BE PROVIDED OTHER THAN DRUMS, IEMs, AND MICS.
- POLITICAL, CLASSICAL, DEVOTIONAL SONGS, OR SONGS WITH INAPPROPRIATE LANGUAGE ARE NOT ALLOWED.
- THE USE OF PRE-RECORDED MIDI FILES, RHYTHM MACHINES, KARAOKE TRACKS, OR DRUM PADS IS STRICTLY PROHIBITED.
- PARTICIPANTS MUST BRING THEIR OWN INSTRUMENTS AND NECESSARY ACCESSORIES.

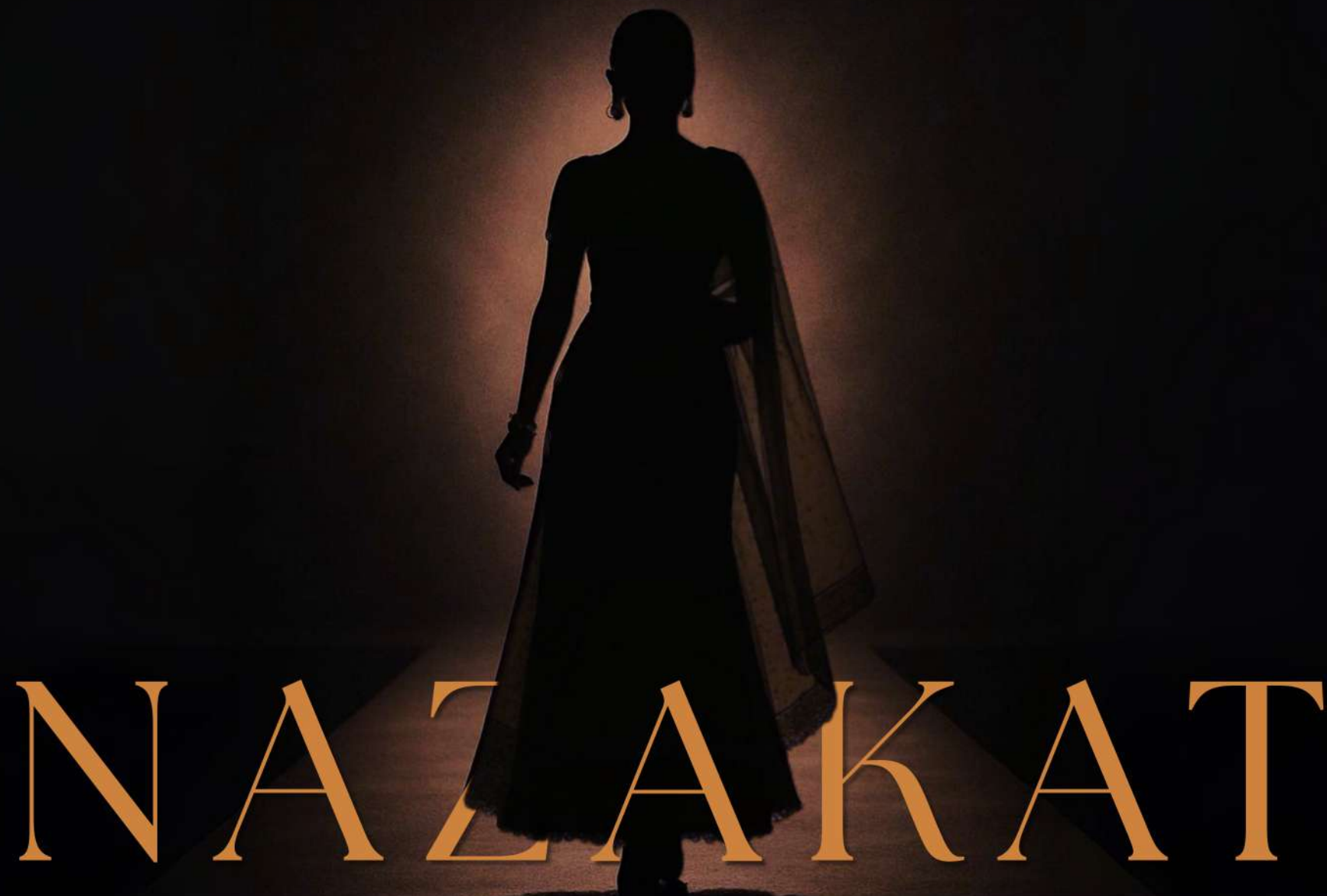
# RULES

For NAADA NIRVANA

- RESPECTIVE PARTICIPANTS ARE ACCOUNTABLE FOR THEIR OWN INSTRUMENTS.
- ALL PERFORMANCES MUST BE LIVE — LIP-SYNCING OR PLAYBACK SINGING IS PROHIBITED.
- JUDGES' DECISION WILL BE FINAL AND BINDING.







# NAZAKAT

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GRACE IN EVERY GESTURE



WITNESS THE BRILLIANCE.  
WITNESS FASHION BEING REBORN.

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BEHOLD A SARTORIAL SPECTACLE WHERE FASHION MEETS SOUL  
—EACH ENSEMBLE COMMANDS PRESENCE.  
EVERY THREAD RICH WITH MEANING.  
AN ODYSSEY OF IMAGINATION UNFOLDS.  
WITH EACH SILHOUETTE  
A STATEMENT AND THE RUNWAY A CANVAS OF COUTURE

REBORN



# RULES

For NAZAKAT

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- EACH PARTICIPATING SCHOOL MAY SEND ONE TEAM, CONSISTING OF 3 DESIGNERS AND 3 MODELS.
  - THE THEME FOR THE EVENT WILL BE ANNOUNCED SHORTLY AFTER THE INAUGURAL CEREMONY.
  - COSTUME PREPARATION IS TO BEGIN ONLY AFTER THE THEME ANNOUNCEMENT.
  - EACH TEAM MUST DESIGN 3 COSTUMES AND INCLUDE AT LEAST 1 RELEVANT PROP THAT ALIGNS WITH THE THEME.
  - NO PRE-PREPARED MATERIALS SHOULD BE BROUGHT.
  - TEAMS WILL BE ALLOTTED SEPARATE GREEN ROOMS.
  - THE DESIGNED COSTUMES MUST BE WORN OVER A BLACK BASE LAYER.

# RULES

For NAZAKAT

- TEAMS WILL BE PROVIDED ONLY WITH CLOTH, NEWSPAPER, AND SAFETY PINS. ALL OTHER MATERIALS SHOULD BE BROUGHT BY THE PARTICIPANTS.
- TEAMS WILL BE GIVEN A MAXIMUM OF 4 MINUTES FOR THE RAMP WALK, FOLLOWED BY 3 MINUTES FOR THE DESIGNERS TO EXPLAIN THE CONCEPT AND DETAILS OF THE OUTFITS.
- THE EXPLANATION MUST BE CONCISE, RELEVANT, AND WITHIN THE GIVEN TIME.
- EACH TEAM MUST SUBMIT THEIR SOUNDTRACK ON THE DAY OF THE FEST DURING REGISTRATION.
- USE OF FLAMMABLE MATERIALS, HAZARDOUS PROPS, SHARP OBJECTS, GLITTER BOMBS, OR ANY SMOKE-PRODUCING ITEMS IS STRICTLY PROHIBITED.
- THE DECISION OF THE JUDGES WILL BE FINAL AND BINDING.



# YUKTI

THE PURSUIT

OF KNOWLEDGE





CHALLENGE THE TENACIOUS MINDS THAT DARE TO THINK BEYOND  
THE OBVIOUS — DRIVEN BY CURIOSITY. POWERED BY INTELLECT.

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NAVIGATE A LABYRINTH WHERE INSTINCT SHARPENS  
INSIGHT AND EVERY QUESTION PUSHES YOUR LIMITS.  
WITH PRECISION AND PERCEPTION. OUTWIT AND OUTSCORE.  
THIS IS WHERE TRIVIA COLLIDES WITH UNSHAKABLE  
BRILLIANCE.

GRASP THE UNSEEN.  
UNLOCK THE UNKNOWN.

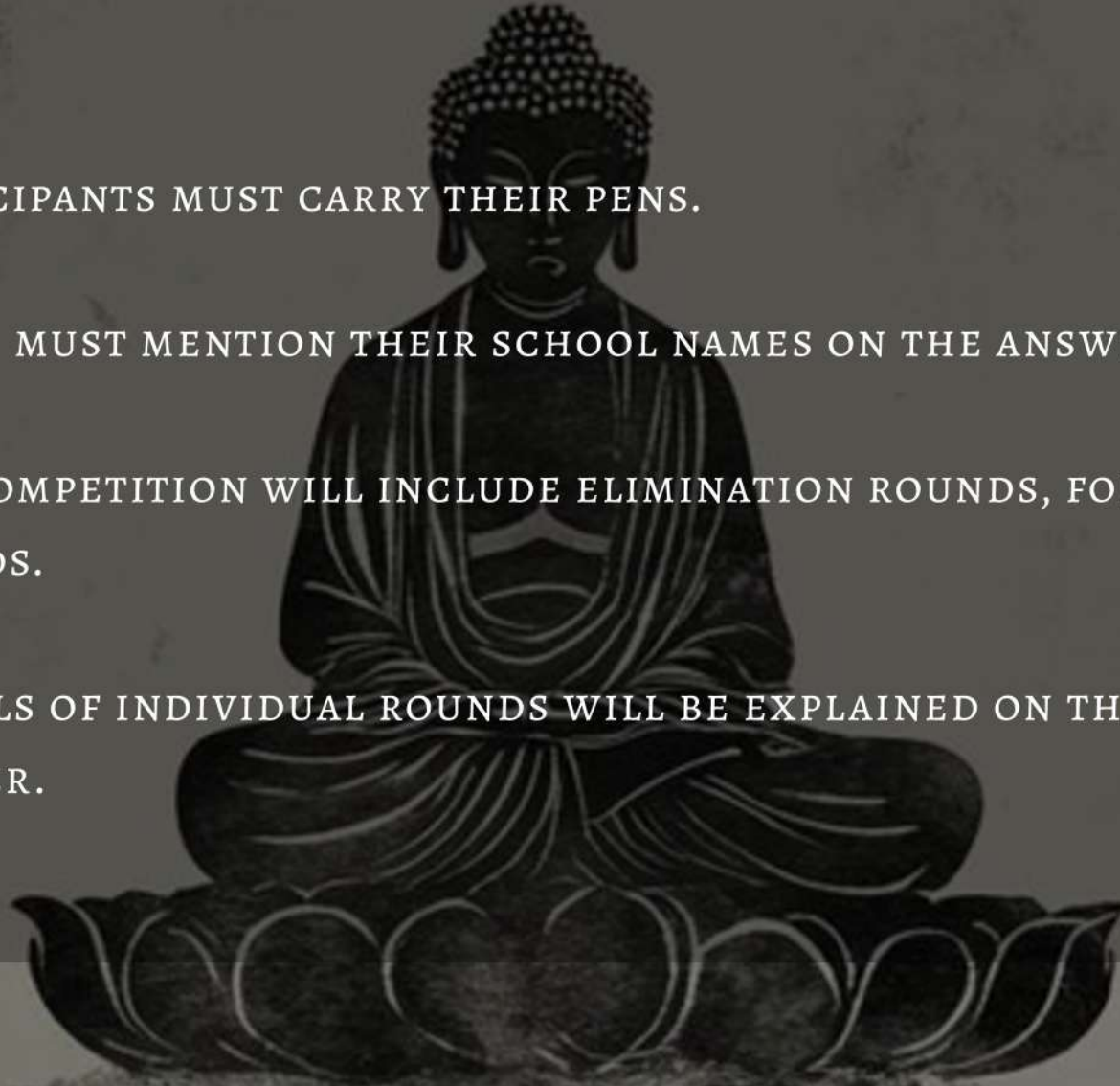
RISE ABOVE THE REST



# RULES

For YUKTI

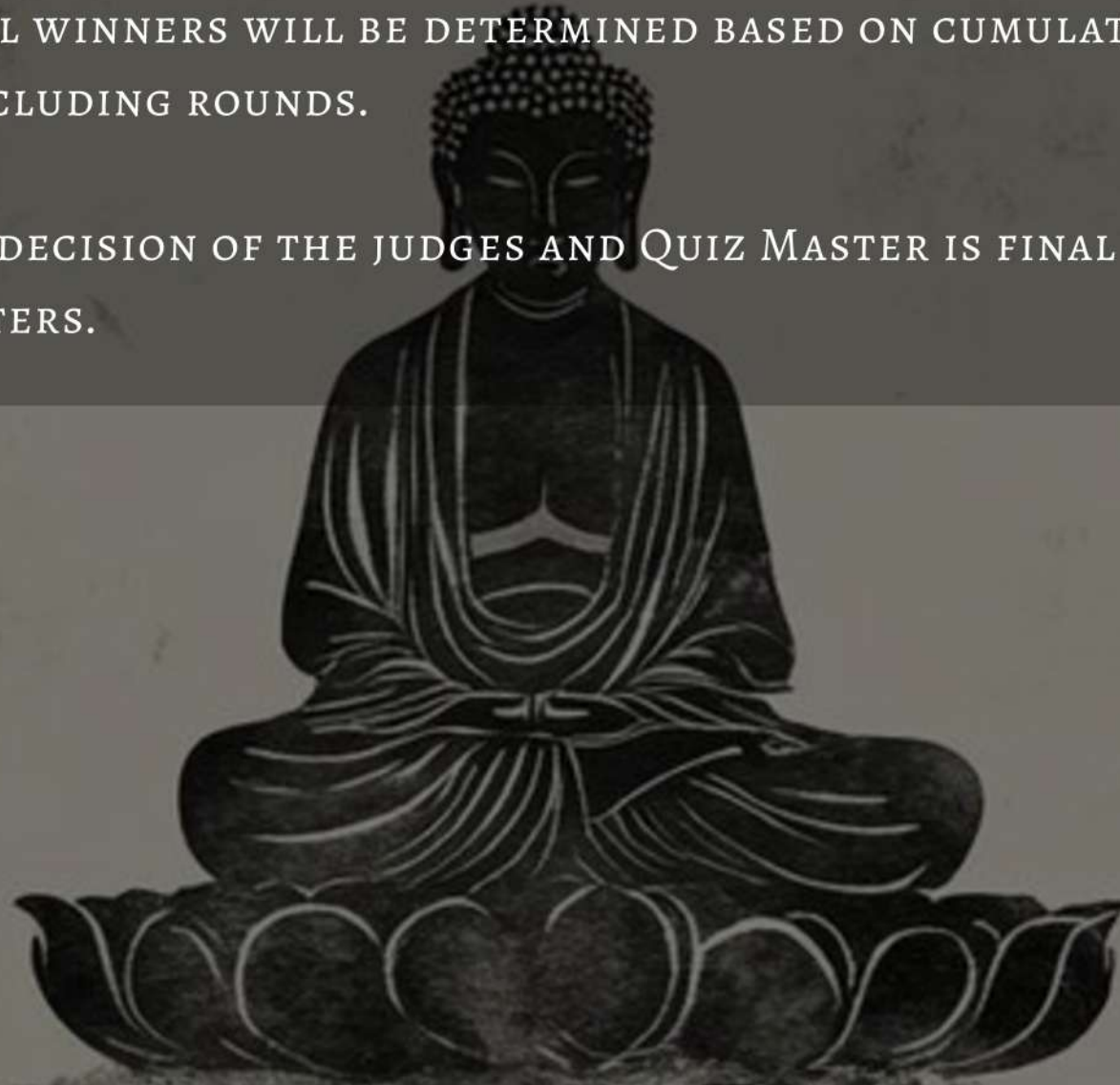
- EACH SCHOOL MAY REGISTER A MAXIMUM OF 2 TEAMS, WITH 2 PARTICIPANTS PER TEAM.
- PARTICIPANTS MUST CARRY THEIR PENS.
- TEAMS MUST MENTION THEIR SCHOOL NAMES ON THE ANSWER SHEET.
- THE COMPETITION WILL INCLUDE ELIMINATION ROUNDS, FOLLOWED BY POINT-BASED ROUNDS.
- DETAILS OF INDIVIDUAL ROUNDS WILL BE EXPLAINED ON THE SPOT BY THE QUIZ MASTER.



# RULES

For YUKTI

- NEGATIVE MARKING MAY APPLY DEPENDING ON THE FORMAT OF THE ROUND.
- FINAL WINNERS WILL BE DETERMINED BASED ON CUMULATIVE POINTS FROM THE CONCLUDING ROUNDS.
- THE DECISION OF THE JUDGES AND QUIZ MASTER IS FINAL AND BINDING IN ALL MATTERS.







# NATAKA

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EVERY ACT A STORM. EVERY SILENCE A SCREAM.



NATAKA IS WHERE ILLUSION WEARS THE MASK OF TRUTH.  
AND TRUTH WEARS THE CLOAK OF MYTH.

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CHARACTERS ARE NOT WORN—THEY ARE BECOME. FORGED IN THE  
FURNACE OF CONVICTION. SHAPED NOT BY COSTUME BUT BY SPIRIT.  
BY THE PULSE OF SOMETHING DEEPER THAN DIALOGUE.  
IN NATAKA, PAGES DO NOT LIE FLAT—THEY OPEN LIKE PORTALS.  
STORIES DO NOT UNFOLD—THEY ERUPT. SWEEPING THE STAGE WITH  
THE POWER OF MYTH REBORN.

THIS IS NOT THEATRE AS YOU KNOW IT.  
THIS IS NATAKA—WHERE THE STAGE BECOMES A UNIVERSE. AND  
THE ACTOR, FOR A MOMENT, BECOMES A GOD.



# RULES

FOR NATAKA

- TEAMS ARE EXPECTED TO BRING THEIR OWN REQUIRED MATERIALS EXCEPT FOR PAPERS, WHICH WILL BE PROVIDED AT THE VENUE.
- EXAM BOARDS ARE STRICTLY PROHIBITED AT THE VENUE.
- THE LANGUAGE FOR ALL ROUNDS WILL BE ENGLISH.
- THERE WILL BE A TOTAL OF 3 ROUNDS.

## ROUND 1 – PLOT DEVISING

- ROUND ONE IS TO DEVISE A NEW PLOT FROM A PARTICULAR MOVIE.
- THE TEAMS WILL BE PROVIDED WITH THE VIDEO OF THAT PARTICULAR SCENE AND ITS SUMMARY.
- THE TEAM WILL HAVE TO DEVISE A NEW PLOT ACCORDINGLY WITHIN 30 MINUTES.
- THE BEST 3 PLOTS FROM EACH POOL WILL BE ADVANCED TO THE NEXT ROUND.



# RULES

FOR NATAKA

## ROUND 2

- THE QUALIFIED TEAMS WILL BE FURTHER GIVEN ANOTHER PLOT.
- EACH TEAM WILL HAVE TO DEVELOP A NEW SCRIPT
- THEY WILL BE GIVEN A TOTAL OF ONE HOUR FOR THE SAME.
- 3 TEAMS WILL BE ELIMINATED IN THIS ROUND

## ROUND 3

- IN THE FINAL ROUND OF NATAKA, THEY WILL HAVE TO ENACT THEIR SCRIPT IN FRONT OF THE RENOWNED JUDGING PANEL.
- THEY WILL BE GIVEN 15 MINUTES TO DO THE SAME.
- THEY WILL HAVE TO DEVELOP A SCRIPT WHILE KEEPING THIS IN MIND.
- ENACTMENT SHOULD STAY TRUE TO THE WRITTEN SCRIPT WITH ROOM FOR EXPRESSIVE IMPROVISATION.



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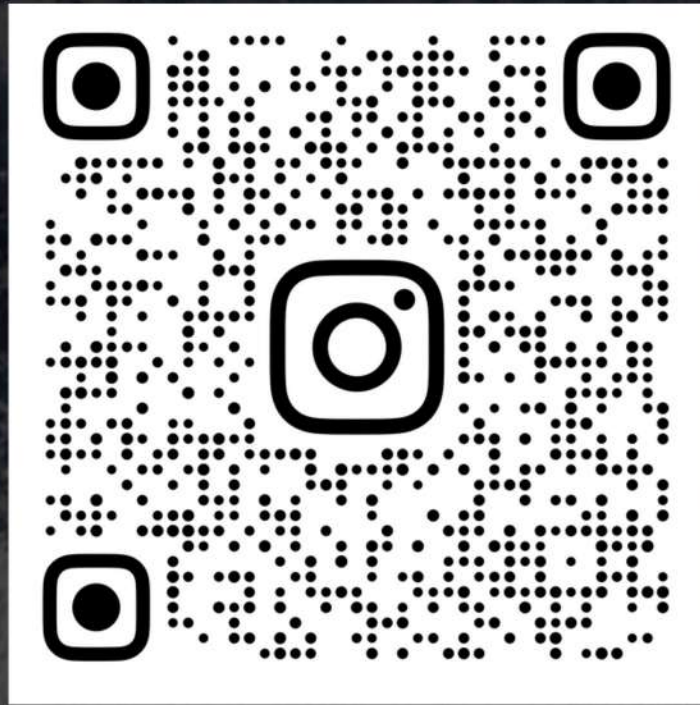


# YOUR GATEWAY TO ADHARVA

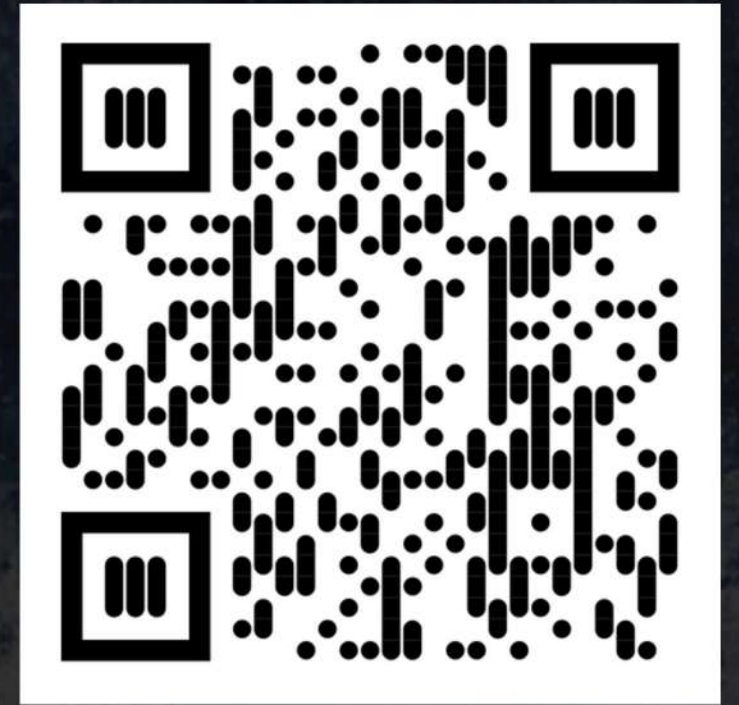
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