



DELHI PUBLIC SCHOOL BANGALORE SOUTH

# CONFLUENCE

AUGUST 2023

WITH 30 EXCITING EVENTS!

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# PRINCIPAL'S MESSAGE

'THE BEST PART OF A CHALLENGE IS THAT THROUGH IT WE DISCOVER WHAT WE ARE CAPABLE OF AND HOW MUCH MORE WE CAN ACTUALLY DO THAN WE EVER BELIEVED POSSIBLE.'

GREETINGS FROM THE DPS BANGALORE SOUTH FRATERNITY! IT IS WITH GREAT ENTHUSIASM THAT WE BRING TO YOU 'CONFLUENCE 2023 - THE INTER - SCHOOL FEST WHICH WILL SERVE AS A PLATFORM FOR STUDENTS TO COMPETE IN VARIOUS ACADEMIC AND CO-CURRICULAR ACTIVITIES.

CONFLUENCE HAS BEEN CURATED AS AN EXCELLENT OPPORTUNITY FOR BUILDING INDIVIDUAL AND COLLECTIVE CAPACITIES AND FOSTERING A SPIRIT OF HEALTHY COMPETITION. WE HAVE CAREFULLY SELECTED A RANGE OF EVENTS THAT CATER TO DIVERSE INTERESTS AND STRENGTHS. WHETHER YOU EXCEL IN ACADEMICS, SPORTS OR PERFORMING ARTS, AT CONFLUENCE YOU WILL UNDOUBTEDLY FIND AN EVENT THAT WILL ENABLE YOU TO SHOWCASE YOUR TALENTS. I URGE EACH AND EVERY ONE OF YOU TO CONSIDER PARTICIPATING IN AN EVENT THAT ALIGNS WITH YOUR PASSION AND EXPERTISE.

DEAR CHILDREN, REMEMBER, SUCCESS IS NOT MEASURED SOLELY BY WINNING BUT BY THE EFFORT, DEDICATION, AND PERSONAL GROWTH WE PUT INTO OUR ENDEAVOURS. SO, REGARDLESS OF THE OUTCOME, I WANT YOU TO APPROACH THIS OPPORTUNITY WITH DETERMINATION, PERSEVERANCE, AND A POSITIVE ATTITUDE. EMBRACE THE CHALLENGES, LEARN FROM THE EXPERIENCE, AND STRIVE TO PERFORM YOUR BEST.

I WISH YOU ALL THE VERY BEST OF LUCK!

WITH WARM REGARDS,  
ANITHA BIJESH  
PRINCIPAL

# EVENTS

## SCIENCE

### ANDROMEDA

CHAOS HAS ENSUED AND THE WORLD NOW NEEDS YOUR AID! A DEADLY PATHOGEN HAS CAUSED AN OUTBREAK OF A LIFE-THREATENING DISEASE AND YOU MUST UNCOVER THE TRUTH.

UNLEASH YOUR UNTAPPED POWERS OF DEDUCTION AND TRAVERSE A LABYRINTH OF SECRETS, FOLLOWING ELUSIVE TRAILS THAT LEAD TO A SHATTERING REVELATION. BRACE YOURSELF FOR AN ELECTRIFYING PURSUIT, EMPLOYING BLOOD TESTING, DNA DECRYPTION, GEL ELECTROPHORESIS, AND MORE. WITH TIME SLIPPING AWAY, ONLY THE SHARPEST MINDS CAN OUT MANOEUVRE THE REST, SAVING THEMSELVES AND THE REST OF HUMANITY.

THE BURNING QUESTION ECHOES: WILL YOU SURRENDER TO THE THRILL AND DO WHATEVER IT TAKES TO UNVEIL THE IMPOSTER?

#### GENERAL GUIDELINES FOR THE EVENT-

- EACH TEAM MUST CARRY A LAPTOP, IPAD, OR PHONE WITH A DONGLE OR GOOD MOBILE HOTSPOT FOR THE EVENT.
- STUDENTS WILL NOT BE ALLOWED TO ACCESS ANY SEARCH ENGINE UNLESS DIRECTED TO DO SO BY THE EVENT HEADS.
- UNETHICAL APPROACHES WILL NOT BE TOLERATED AND THE TEAM WILL BE DISQUALIFIED IMMEDIATELY.
- STUDENTS WILL BE REQUIRED TO CARRY LAB COATS WITH THEM ALONG WITH BASIC STATIONERY.

**Event duration: 2 days**

**Category: Grades 10 to 12**

**Group event**

**Number of participants per team: 2**

# **NOVA**

GET YOUR SPACESUITS AND LAB-COATS READY TO VENTURE THROUGH THE WORLD OF PHYSICS, ASTRONOMY AND ELECTRONICS WITH SCIENTIFIC INTUITION AS YOUR ONLY TORCH-BEARER THROUGH THE DARK. EXPLOIT THE PHILOSOPHY OF SCIENTIFIC PHENOMENA TO CREATE MAJESTIC DESIGNS, THINK QUICK ON YOUR FEET AND EMERGE VICTORIOUS IN AN OCEAN OF HIDDEN POTENTIAL. CHALLENGES AWAITS YOU, WHETHER IT IS CONTEMPLATING THE FUTURE OF THE UNIVERSE, OR DESIGNING A VEHICLE TO MANOEUVRE AN OBSTACLE-RIDDEN PATH. DO YOU HAVE WHAT IT TAKES TO LAY THE FOUNDATION FOR FUTURE SCIENTIFIC ACHIEVEMENTS? FIND OUT THROUGH NOVA!

**GENERAL GUIDELINES FOR THE EVENT-**

- EACH TEAM MUST CARRY A LAPTOP, IPAD, OR PHONE WITH A DONGLE OR GOOD MOBILE HOTSPOT FOR THE EVENT.
- STUDENTS WILL NOT BE ALLOWED TO USE ANY SEARCH ENGINES UNLESS DIRECTED TO DO SO BY THE EVENT HEADS.
- USE OF UNFAIR MEANS WILL NOT BE TOLERATED AND THE TEAM WILL BE DISQUALIFIED IMMEDIATELY IF CAUGHT.

**Event Duration: 2 Days**

**Category: Grade 8 and 9**

**Group event**

**Number Of Participants per team: 3**

# **AQUARIUS**

WELCOME TO AQUARIUS, AN EXPERIENCE OF A LIFETIME FOR LOVERS OF CHEMISTRY. GET READY FOR A SERIES OF EXHILARATING EXPERIENCES. FROM THE STREETS OF MEXICO'S CRACOLANDIA AND THE DEPTHS OF THE PACIFIC OCEAN TO THE PITS OF THE INTERNET! ARE YOU READY FOR AN ADVENTURE?

DO YOU HAVE WHAT IT TAKES TO SURVIVE, AND TRUMP ALL THE CHALLENGES THE WORLD OF CHEMISTRY HAS TO OFFER?

**GENERAL GUIDELINES FOR THE EVENT-**

- EACH TEAM MUST HAVE FULLY CHARGED PHONES AND AT LEAST ONE LAPTOP WITH GOOD INTERNET ACCESS.
- STUDENTS WILL BE REQUIRED TO CARRY LAB COATS WITH THEM ALONG WITH BASIC STATIONERY.

**Event duration: 2 Days**

**Category: Grades 10 to 12**

**Group event**

**Number of participants per team: 2**

# MATH PHOENIX

TRAVEL THROUGH THE WORLD OF MATHS WHILE EXPERIENCING ITS FULL WRATH. CRYPTIC PUZZLES? HARD-CORE CALCULATIONS? YOU GOT IT! THIS EVENT HAS IT ALL. FROM RACKING YOUR BRAIN TO REMEMBERING FORMULAS TO EXPERIENCING YOUR EUREKA MOMENT AND FEELING THE SATISFACTION OF FINALLY GETTING THE ANSWER, THIS EVENT WILL TAKE YOU THROUGH THE COMPLETE EXPERIENCE. IF YOU WANT THE MATHEMATICIAN IN YOU TO BE PUSHED TO THE LIMITS, THEN THIS EVENT IS FOR YOU.

GENERAL GUIDELINES FOR THE EVENT-

- TEAMS WILL BE REQUIRED TO USE THEIR HOTSPOT
- EACH TEAM MUST HAVE AT LEAST ONE LAPTOP
- TEAMS CAN CARRY CHARGERS AND POWER BANKS IF NEEDED
- EACH TEAM MUST BRING THEIR OWN STATIONERY

**Event duration - 2 days**

**Category - Grades 10 to 12**

**Group event**

**Number of participants per team- 2**

# CYGNUS

THIS EVENT WILL PUT YOU TO A TEST AGAINST TIME. THE INNOVATIVE AND OUT-OF-THE-BOX MATHS PROBLEMS, ALONG WITH TIME CONSTRAINTS ARE GOING TO PUT THE PRODIGIES THROUGH A LOT OF EXCITING AND NERVE WRACKING MOMENTS. THIS THRILLING EVENT PROMISES TO CHALLENGE YOUR MATHEMATICAL SKILLS AND IGNITE YOUR PASSION FOR PROBLEM-SOLVING. GET READY TO BEAT ALL ODDS AND EMBARK ON A JOURNEY OF MATHEMATICAL DISCOVERY.

CAUTION: MADE ONLY FOR MATH LOVERS :)

GENERAL GUIDELINES FOR THE EVENT-

- IT IS PREFERRED THAT EACH PARTICIPANT CARRIES A MOBILE PHONE.
- EACH TEAM MUST CARRY THEIR OWN STATIONERY.

**Event duration- 2 days**

**Category -Grades 8 and 9**

**Group event**

**Number of participants per team - 2**

# **COMMERCE**

## **ALTAIR**

STEP INTO A WORLD WHERE CREATIVITY REIGNS SUPREME AND BOUNDARIES ARE SHATTERED. DISCOVER THE POWER OF INNOVATION, CREATIVITY, AND CUTTING-EDGE TECHNIQUES THAT WILL PROPEL YOU TO BRAND NEW HEIGHTS AS WELL AS EXPLORE WAYS TO GAIN A COMPETITIVE EDGE IN AN EVER-EVOLVING DIGITAL LANDSCAPE. PREPARE TO BE INSPIRED, ENLIGHTENED, AND FOREVER CHANGED AS YOU NAVIGATE THE UNEXPLORED REALMS OF MARKETING EXCELLENCE. SO, GEAR UP FOR THIS TRANSFORMATIVE JOURNEY, WHERE POSSIBILITIES KNOW NO LIMITS AND THE PATH TO SUCCESS REVEALS ITSELF IN MYSTERIOUS WAYS.

### **GENERAL GUIDELINES FOR THE EVENT-**

- EACH TEAM MUST HAVE AT LEAST ONE LAPTOP

**Event duration- 2 Days**

**Category -Grades 10 to 12**

**Group event**

**Number of participants per team- 2**

## **PERSEUS**

WITHIN THE REALM OF POSSIBILITY, AMIDST THE TURBULENCE OF UNCERTAINTY, LIES THE SWEET SPOT WHERE AUDACITY MEETS ACTION. EMBRACE THE EXTRAORDINARY, FOR IT IS WITHIN YOUR GRASP. BREAK FREE FROM THE SHACKLES OF THE ORDINARY AND CHALLENGE THE STATUS QUO. SURROUND YOURSELF WITH FEARLESS ENTREPRENEURS AND VISIONARY THINKERS WHO WILL TEST YOUR LIMITS. THE STAGE IS SET, THE GAUNTLET IS THROWN. WILL YOU RISE TO THE OCCASION AND SEIZE GREATNESS?

### **GENERAL GUIDELINES FOR THE EVENT-**

- PARTICIPANTS WILL BE REQUIRED TO CARRY THEIR LAPTOPS AND PHONES.

**Event duration- 2 Days**

**Category - Grades 10 to 12**

**Group event**

**Number of participants in a team- 3**

# SIRIUS

"TO EXCEL AS A MANAGER, ONE MUST STRIKE A BALANCE BETWEEN BEING FAIR AND STRAIGHTFORWARD". IN THIS EVENT, PARTICIPANTS WILL FACE THE CONSTRAINTS OF LIMITED RESOURCES, TIME, AND A HIGH-PRESSURE ENVIRONMENT. FROM FORMULATING GROUNDBREAKING PROPOSALS TO EFFECTIVELY MANAGING CRISES, THIS EVENT WILL EVALUATE AND CHALLENGE YOUR INVENTIVE ENTREPRENEURIAL APTITUDE AMIDST INTENSE RIVALRY, WITH THE GOAL OF EMERGING AS THE FOREMOST CONTENDER. THE COMPETITION WILL BE FIERCE, ALLOWING ONLY A FEW INDIVIDUALS TO RISE TO THE TOP AND BE RECOGNIZED AS LEADERS.  
DO YOU HAVE WHAT IT TAKES?

GENERAL GUIDELINES FOR THE EVENT-

- THE PARTICIPANTS MUST HAVE THEIR OWN LAPTOPS AND PHONES.

**Event duration- 2 Days**

**Category - Grades 10 to 12**

**Individual event**

# DRACO

GET READY TO UNLEASH YOUR HR PROWESSIONALISM AND EMBARK ON A THRILLING ADVENTURE THAT WILL PUT YOUR KNOWLEDGE AND SKILLS TO THE ULTIMATE TEST! JOIN US FOR AN EXHILARATING HR CHALLENGE LIKE NO OTHER, WHERE THE ENERGY IS HIGH, AND THE STAKES ARE EVEN HIGHER.

STEP INTO THE REALM OF HR EXCELLENCE AS YOU NAVIGATE THROUGH A SERIES OF MIND-BENDING QUESTIONS, REAL-WORLD SCENARIOS, AND STRATEGIC DILEMMAS THAT WILL PUSH THE BOUNDARIES OF YOUR EXPERTISE. FEEL THE ADRENALINE SURGE AS YOU RACE AGAINST THE CLOCK, MAKING CRITICAL DECISIONS THAT WILL SHAPE THE DESTINY OF YOUR VIRTUAL ORGANIZATION.

GENERAL GUIDELINES FOR THE EVENT-

- PARTICIPANTS WILL BE REQUIRED TO CARRY THEIR LAPTOPS AND PHONES.

**Event duration- 2 Days**

**Category - Grades 8 and 9**

**Group event**

**Number of participants in a team- 2**

# HUMANITIES

# COLUMBA

WELCOME TO THE ELECTRIFYING WORLD OF MOOT COURT, WHERE LEGAL MINDS CLASH IN A BATTLE OF WIT, ELOQUENCE, AND STRATEGIC ARGUMENTS! PICTURE A COURTROOM TRANSFORMED INTO AN INTELLECTUAL BATTLEGROUND, WHERE ASPIRING LAWYERS DON THEIR SUITS OF KNOWLEDGE AND WIELD THEIR LEGAL ACUMEN LIKE SWORDS. EVERY OBJECTION, EVERY CROSS-EXAMINATION, AND EVERY CLOSING STATEMENT IS A SYMPHONY OF PERSUASIVE PROWESS. JUDGES PRESIDE WITH AUTHORITY, WHILE PARTICIPANTS NAVIGATE A LABYRINTH OF CASE LAW WITH PRECISION. IT'S A HIGH-STAKES THEATER OF LAW, WHERE YOUNG ADVOCATES STRIVE TO SHOWCASE THEIR LEGAL PROWESS AND IGNITE THE FLAMES OF JUSTICE. BRACE YOURSELVES FOR THE ADRENALINE RUSH, AS COLUMBA UNLEASHES A DISPLAY OF LEGAL BRILLIANCE!

## GENERAL GUIDELINES FOR THE EVENT-

- EACH TEAM MUST HAVE A MINIMUM OF 1 LAPTOP.
- TEAMS MUST STICK TO THE ALLOTTED TIME (30 MINS) TO PREPARE THEIR ARGUMENTS. NO EXTRA TIME WILL BE GRANTED ON ANY GROUNDS.
- AFTER THE PREPARATION TIME ENDS, ALL DEVICES WILL HAVE TO BE SUBMITTED TO THE MANAGERS. THE DEVICES WILL BE HANDED BACK ONCE IT'S THE TEAM'S TURN TO PRESENT.

**Event duration- 2 Days**

**Category - Grades 10 to 12**

**Group event**

**Number of participants per team- 2**

# **POLARIS**

STEP INTO THE PAST AND EMBARK ON A JOURNEY THROUGH TIME AT OUR EXHILARATING HISTORY EVENT AS WE BLEND EDUCATION AND ENTERTAINMENT INTO A THRILLING EXPERIENCE. IMMERSE YOURSELF IN CAPTIVATING EVENTS AND WITNESS AWE-INSPIRING REENACTMENTS OF KEY HISTORICAL MOMENTS. THIS EVENT PROMISES A PLETHORA OF ADVENTURES FILLED WITH LAUGHTER AND LEARNING. JOIN US FOR 2 DAYS OF HISTORICAL ESCAPADES WHERE THE PAST COMES ALIVE WITH A TOUCH OF WHIMSY AND A WHOLE LOT OF FUN.

GENERAL GUIDELINES FOR THE EVENT-

- TEAMS NEED TO HAVE A MINIMUM OF 1 LAPTOP

**Event duration- 2 Days**

**Category - Grades 8 and 9**

**Group event**

**Number of participants per team- 3**

# **PICTOR**

GET READY TO UNLEASH YOUR ARTISTIC PROWESS AND INNOVATIVE SPIRIT IN THIS EXHILARATING EVENT. WE INVITE CREATIVE MINDS FROM ALL WALKS OF LIFE TO SHOWCASE THEIR TALENT, ORIGINALITY, AND ABILITY TO PUSH BOUNDARIES. WHETHER YOU'RE AN ASPIRING DESIGNER, A SEASONED PROFESSIONAL, OR SOMEONE WITH AN EYE FOR AESTHETICS, THIS COMPETITION IS YOUR PLATFORM TO SHINE. THIS IS YOUR CHANCE TO DEMONSTRATE YOUR UNIQUE STYLE, CONCEPTUAL THINKING, AND PROBLEM-SOLVING SKILLS AS YOU TACKLE EXCITING CHALLENGES. ARE YOU WILLING TO ACCEPT THIS CHALLENGE?

GENERAL GUIDELINES FOR THE EVENT-

- EACH TEAM MUST HAVE AT LEAST ONE LAPTOP/ IPAD, CELL PHONE, A3 SHEET, STATIONERY (COLOUR PENCILS, SKETCH PENS, ETC. SKETCH BOOK).
- DESIGNS CAN BE HAND DRAWN OR DIGITAL ACCORDING TO THE ROUND.

**Event duration- 2 Days**

**Category - Grades 8 and 9**

**Group event**

**Number of participants in a team- 2**

# ERIDANUS

"THE SNAKE WHICH CANNOT CAST ITS SKIN HAS TO DIE. AS WELL THE MINDS WHICH ARE PREVENTED FROM CHANGING THEIR OPINIONS; THEY CEASE TO BE MIND." -FRIEDRICH NIETZSCHE  
AMONG THE MANY MYSTERIES RIDDLED IN THE WORLD ARE THOSE WHICH RESIDE IN THE MIND. THE PENDULUM OF THE MIND ALTERNATES BETWEEN SENSE AND NONSENSE. ERIDANUS WILL MAKE YOU CHALLENGE YOUR IDEALS, BROADEN YOUR VISION AND DECIPHER THE UNKNOWN. ENTER THE WORLD OF PSYCHOLOGY TO BECOME A PART OF THIS THRILLING EXPERIENCE. DO YOU HAVE WHAT IT TAKES TO LOOK BEYOND THE OBVIOUS, ADOPT A NEW PERSPECTIVE AND DISCOVER THE HIDDEN TRUTHS?

## GENERAL GUIDELINES FOR THE EVENT-

- PARTICIPANTS ARE REQUESTED TO BRING THEIR OWN STATIONERY
- BASIC PSYCHOLOGY KNOWLEDGE WILL BE HELPFUL
- PARTICIPANTS ARE NOT ALLOWED TO USE PHONES OR LAPTOPS DURING THE EVENT

**Event duration- 2 Days**

**Category - Grades 10 to 12**

**Group event**

**Number of participants per team- 2**

# TECHSPRINT EVENTS

## FPS

FPS, THE UPCOMING VALORANT GAMING EVENT IS TAILORED FOR ADRENALINE SEEKERS LIKE YOU. FPS PROMISES AN ELECTRIC ATMOSPHERE PULSATING WITH EXCITEMENT AND FIERCE COMPETITION. THIS IS YOUR CHANCE TO SHOW OFF YOUR SKILLS, MAKE NEW FRIENDS AND EXPERIENCE THE EXCITEMENT OF E-SPORTS FIRSTHAND. JOIN THE FPS AND LET YOUR GAMING SKILLS SHINE ON THE BIG STAGE. REGISTER NOW AND GET READY TO MAKE YOUR MARK IN FPS! PARTICIPANTS WILL BE REQUIRED TO CARRY PERIPHERALS(MOUSE KEYBOARD AND HEADPHONES)

### GENERAL GUIDELINES:

- CONTESTANTS ARE REQUESTED TO BRING THEIR OWN HEADSETS
- USE OF UNPARLIAMENTARY LANGUAGE WILL LEAD TO IMMEDIATE DISQUALIFICATION

**Event duration- 1 Day**

**Category - Grades 10 to 12**

**Group event**

**Number of participants per team- 5**

# THE RED LABYRINTH

WELCOME TO "THE RED LABYRINTH," AN ELECTRIFYING CTF COMPETITION THAT WILL IMMERSE YOU IN A DIGITAL MAZE OF MIND-BENDING CHALLENGES AND HEART-POUNDING EXPLOITS. BRACE YOURSELF FOR AN ADRENALINE-FUELED JOURNEY WHERE THE ART OF HACKING MEETS THE THRILL OF THE CHASE. COOPERATION AND COLLABORATION ARE VITAL, AS TEAMS STRATEGIZE, CODE, AND HACK THEIR WAY THROUGH INTRICATE LAYERS OF SECURITY, ALL IN PURSUIT OF THE COVETED TITLE OF LABYRINTH CHAMPION. SO, DARE TO ENTER THE DEPTHS OF "THE RED LABYRINTH" AND UNLOCK A WORLD WHERE ONLY THE BRIGHTEST MINDS PREVAIL. UNLEASH YOUR DIGITAL PROWESS, OUTWIT YOUR OPPONENTS, AND EMERGE AS A TRUE CYBER CHAMPION IN THIS THRILLING CTF COMPETITION OF EPIC PROPORTIONS. THE MAZE AWAITS YOU; THE CHOICE TO CONQUER IT IS YOURS.

## GENERAL GUIDELINES:

- USE OF UNPARLIAMENTARY LANGUAGE WILL LEAD TO IMMEDIATE DISQUALIFICATION
- SHARING OF FLAGS WILL LEAD TO IMMEDIATE DISQUALIFICATION

**Event duration- 1 Day**

**Category - Grades 10 to 12**

**Group event**

**Number of participants in a team- 3**

# VISUAL VORTEX

VISUAL VORTEX, WHERE IMAGINATION MEETS TECHNOLOGY, WHERE THE BOUNDARIES OF VISUAL MANIPULATION ARE PUSHED, AND EXTRAORDINARY EDITS TAKE CENTER STAGE.

WHETHER IT'S BREATHTAKING VISUALS, SEAMLESS TRANSITIONS, OR INNOVATIVE STORYTELLING TECHNIQUES, VISUAL VORTEX PROVIDES AN EXCITING OPPORTUNITY FOR VIDEO EDITORS TO DEMONSTRATE THEIR MASTERY AND BE RECOGNIZED FOR THEIR EXCEPTIONAL WORK.

## GENERAL GUIDELINES:

- THIS IS AN ONLINE EVENT.
- THE COMPETITION WILL BE A 30-SECOND PRODUCT COMMERCIAL.
- PARTICIPANTS MUST STRICTLY ADHERE TO THE GIVEN TIME LIMIT OF 30 SECONDS. ENTRIES EXCEEDING THIS LIMIT WILL RESULT IN DISQUALIFICATION.
- VIDEO SUBMISSIONS MUST BE IN STANDARD MP4 FORMAT AND SHOULD BE UPLOADED TO A DESIGNATED PLATFORM.
- PARTICIPANTS WILL BE GIVEN A PRODUCT ON WHICH THEY HAVE TO CREATE A PRODUCT COMMERCIAL. STOCK FOOTAGE CAN BE USED. CONTESTANTS HAVE CREATIVE FREEDOM FOR TRANSITIONING, STORYTELLING, AND PERSONALIZED ELEMENTS. HOWEVER, CONTESTANTS MUST BE AWARE OF COPYRIGHT POLICIES IF STOCK FOOTAGE IS BEING USED.

TIME LIMIT: PARTICIPANTS MUST SUBMIT THEIR VIDEO BY 6:00 PM.

**Event duration- 1 Day (online)**

**Category - Grades 10 to 12**

**Individual event**

# CODEJAM

JOIN US AT CODEJAM, THE PREMIER CHAMPIONSHIP THAT BRINGS TOGETHER THE WORLD'S MOST TALENTED PROGRAMMERS FOR AN EXHILARATING DISPLAY OF SKILL, INGENUITY, AND COMPETITIVE SPIRIT. PREPARE TO EMBARK ON AN UNFORGETTABLE JOURNEY, WHERE CODING PROWESS MEETS INTENSE CHALLENGES. IN THIS ADRENALINE-FUELED CONTEST, PARTICIPANTS SHOWCASE THEIR PROBLEM-SOLVING ABILITIES, ALGORITHMIC THINKING, AND EXPERTISE IN MULTIPLE PROGRAMMING LANGUAGES. WITH LIMITED TIME AND A SERIES OF COMPLEX PROBLEMS TO CRACK, THEY PUSH THE BOUNDARIES OF THEIR KNOWLEDGE AND CREATIVITY, CRAFTING ELEGANT SOLUTIONS THAT OPTIMIZE PERFORMANCE.

## GENERAL GUIDELINES:

- CONTESTANTS WILL BE REQUIRED TO SOLVE QUESTIONS AND PROVIDE CODE THAT CAN BE VERIFIED.
- THE TIME LIMIT FOR SOLVING THE QUESTIONS IS 3 HOURS. AT THE END OF THE 3RD HOUR, THE WINNERS WILL BE ADJUDICATED ON THE BASIS OF THE NUMBER OF COMPLETED QUESTIONS AND COMPLETENESS/ EFFICIENCY OF THE GIVEN SOLUTIONS.
- THE COMPLETENESS OF THE CODE WILL BE DETERMINED BY THE NUMBER OF TEST CASES EACH SOLUTION CAN PASS.

**Event duration- 1 Day**

**Category - Grades 10 to 12**

**Individual event**

# LITERARY EVENTS

## MENSA

A CLASH OF WIT AGAINST RIVALING WIT, SPANNING ACROSS SUBJECTS OF THE PAST, PRESENT AND THE FUTURE. A THRILLING AND ADRENALINE-RUSH INDUCING QUIZ WHERE YOU AND YOUR TEAM WILL HAVE TO MAKE YOUR WAY THROUGH SWARMING CROWDS OF CHALLENGERS OF EQUALLY HIGH ACUMEN AND RETAIN YOUR SPOT AT THE PRECARIOUS PEAK. PAY HEED TO YOUR INTUITION AND TREAD CAREFULLY, OR YOU MAY JUST FIND YOURSELF LOST IN THE BUSTLING FAIR.

### GENERAL GUIDELINES:

- NO USE OF DEVICES (MOBILE PHONES, LAPTOPS, SMARTWATCHES ETC.) OR EXTERNAL SOURCES IS ALLOWED FOR ANSWERING THE QUESTIONS. IF A TEAM IS FOUND TO BE CHEATING, THEY WILL BE DISQUALIFIED IMMEDIATELY.

**Event duration- 1 Day**

**Category - Grades 10 to 12**

**Group event**

**Number of participants in a team- 3**

## PYXIS

THE MAGNIFICENT HAMARTIA IN ALL OF ITS LUXURIOUS GLORY, WITH ITS PANORAMIC PROMENADES AND ITS ENDLESS BUFFET LINES, SUFFERS AN ENGINE FAILURE AND ALL BUT ONE LIFEBOAT ARE WRECKED BY THE DAMAGE. THIS IS WHERE YOU PLAY YOUR PART. AS A RENOWNED PERSONALITY, IT'S TIME FOR YOU TO PUT THAT PERSUASIVE EXPERTISE TO USE AND SUADE THE OTHERS THAT YOU ARE ENTITLED TO THE REMAINING LIFEBOAT. THE CRUCIALITY OF COGENCY CANNOT BE MINIMISED. CAN YOU WHEEDELE YOUR WAY TO SURVIVAL OR WILL YOUR VOICE SINK TO THE DEPTHS, SOUNDLESS?

### GENERAL GUIDELINES:

- TEAMS MUST BRING THEIR OWN PROPS FOR THE FINAL ROUND.
- ADHERENCE TO TIME LIMITS WILL BE STRICTLY ADMINISTERED

**Event duration- 2 Days**

**Category - Grades 10 to 12**

**Group event**

**Number of participants in a team- 2**

# **HYDRA**

A VOYAGE INTO THE UNKNOWN NECESSITATES THE POSSESSION OF VALOR, GRIT, AND UTMOST PRUDENCE. TRAVERSE THROUGH TWISTING TIMBERS AND ACROSS THE RAGING SEAS TO FIND WITHIN YOURSELF INGENUITY READY TO BE UNLEASHED. COME OUT THE OTHER END WITH AN UNPARALLELED SENSE OF VALIANCE AND A STORY THAT COMPARES TO NO OTHER. DOES YOUR RAGTAG TEAM OF ADVENTURERS BEAR THE GUMPTION AND GENIUS REQUIRED TO BRANDISH YOUR SWORDS AND UNVEIL THEM TO THE COSMOS, OR WILL YOU FALL THROUGH, BROKEN AND BATTERED?

#### **GENERAL GUIDELINES:**

- TEAMS MUST BRING THEIR OWN WRITING TOOLS, ONLY PAPER WILL BE PROVIDED TO THEM.
- PLAGIARISM WILL NOT BE TOLERATED AND WILL LEAD TO IMMEDIATE DISQUALIFICATION. FURTHER, NO USE OF DEVICES (MOBILE PHONES, LAPTOPS, SMARTWATCHES, ETC.) OR EXTERNAL SOURCES IS ALLOWED. IF A TEAM IS FOUND TO BE CHEATING, UTILISING CHATBOTS OR COPYING OTHER TEAMS THEY WILL BE DISQUALIFIED IMMEDIATELY.

**Event duration- 1 Day**

**Category - Grades 8 and 9**

**Group event**

**Number of participants in a team- 4**

# **CORVUS**

VIGILANT AND PERCEPTIVE SENSES ALONG WITH AN AGILE REACTION TIME ARE VITAL IF YOU PLAN TO SUCCEED AT THIS JAM EVENT. BE WARY OF YOUR OWN MISSTEPS AND FASTEN YOUR HARNESS, FOR A SINGLE STUMBLE COULD COST YOU DEARLY. HOLD ONTO YOUR COMPETITORS' WORDS LIKE YOUR LIFE DEPENDS ON IT AND CALL THEM OUT ON THEIR SLIP-UPS TO GAIN A CHANCE TO PROVE YOUR WORTH. WILL YOU SOAR TO THE SUMMITS, OR DEJECTEDLY MAKE YOUR WAY DOWN? ONLY TIME WILL TELL, AND ALL YOU HAVE IS JUST A MINUTE.

#### **GENERAL GUIDELINES:**

- ADHERENCE TO TIME LIMITS WILL BE STRICTLY ADMINISTERED.

**Event duration- 2 Days**

**Category - Grades 8 and 9**

**Individual event**

# **SUSTAINABILITY EVENTS**

## **SERPENS**

EMBARK ON AN EXHILARATING JOURNEY OF INTELLECTUAL EXPLORATION AS STUDENTS FROM DIVERSE BACKGROUNDS CONVERGE IN A CAPTIVATING COMPETITION CENTERED ON THE SUSTAINABLE DEVELOPMENT GOALS (SDGS). THIS TRANSFORMATIVE ARENA SERVES AS A CATALYST FOR YOUNG MINDS TO UNLEASH THEIR INNOVATIVE SPIRITS AND FORCE VISIONARY SOLUTIONS THAT TACKLE PRESSING GLOBAL CHALLENGES. WITH PASSION AND CONVICTION, STUDENTS CHANNEL THEIR CREATIVITY TO ADDRESS THE COMPLEX INTERPLAY OF POVERTY, INEQUALITY, CLIMATE CHANGE, AND MORE. ESTEEMED JUDGES, AWE-INSPIRED BY THEIR REMARKABLE IDEAS, EVALUATE AND CELEBRATE THE MOST IMPACTFUL CONTRIBUTIONS, FOSTERING A SPIRIT OF COLLABORATION AND COLLECTIVE ACTION. THROUGH THIS INSPIRING COMPETITION, A NEW GENERATION OF CHANGE-MAKERS EMERGES, POISED TO SHAPE A FUTURE WHERE THE SDGS BECOME A THRIVING REALITY, LEAVING AN INDELIBLE MARK ON HUMANITY'S JOURNEY TOWARD A SUSTAINABLE AND EQUITABLE WORLD.

### **GENERAL GUIDELINES FOR THE EVENT-**

- NO ELECTRONIC GADGETS ARE REQUIRED.
- EXTRA MATERIALS WILL BE REQUIRED FOR DAY 2, THE QUALIFYING GROUPS WILL BE INFORMED OF IT TOWARDS THE END OF DAY 1.
- A NOTEBOOK AND PEN TO BE CARRIED.

**Event duration- 2 Days**

**Category - Grades 10 - 12**

**Group event**

**Number of participants in a team- 2**

# LACERTA

STEP INTO THE REALM OF BOUNDLESS IMAGINATION AND ECOLOGICAL CONSCIOUSNESS AS A CAPTIVATING COMPETITION BECKONS STUDENTS TO UNLEASH THEIR VISIONARY IDEAS FOR SUSTAINABLE CITIES. THIS EXTRAORDINARY ARENA SUMMONS YOUNG MINDS, IGNITING THE SPARKS OF CREATIVITY AND INGENUITY. WITH FERVENT ENTHUSIASM, STUDENTS CRAFT THEIR IDEAS, ENVISIONING URBAN LANDSCAPES THAT HARMONIZE WITH NATURE, EMBRACE RENEWABLE RESOURCES, AND PRIORITIZE SOCIAL INCLUSIVITY. ESTEEMED JUDGES, ENLIGHTENED BY THEIR PASSION, ASSESS THESE IDEAS, RECOGNIZING THE MOST REMARKABLE AND GROUNDBREAKING CONCEPTS THAT PAVE THE WAY FOR FUTURE CITIES. THROUGH THIS SPIRITED COMPETITION, A SYMPHONY OF YOUTHFUL BRILLIANCE RESONATES, INSPIRING A COLLECTIVE COMMITMENT TO BUILD CITIES THAT THRIVE IN HARMONY WITH THE ENVIRONMENT, FOSTERING A SUSTAINABLE LEGACY FOR GENERATIONS TO COME.

## GENERAL GUIDELINES FOR THE EVENT-

- EACH TEAM MUST HAVE AT LEAST ONE LAPTOP.
- EXTRA MATERIALS WILL BE REQUIRED FOR DAY 2, THE QUALIFIED GROUPS WILL BE INFORMED OF IT TOWARDS THE END OF DAY 1.
- NOTEBOOK AND PEN TO BE CARRIED

**Event duration- 2 Days**

**Category - Grades 8 to 9**

**Group event**

**Number of participants in a team- 2 to 3**

# CULTURAL EVENTS

## ALPHECCA

YOU'VE ALL HEARD THE SAYING "ACTIONS SPEAK LOUDER THAN WORDS", IT'S NOW YOUR CHANCE TO SHOWCASE WHAT YOU'RE MADE UP OF. GET READY TO BE TRANSPORTED TO A REALM OF IMAGINATION AND EMOTION, WHERE DREAMS COME ALIVE AND STORIES UNFOLD BEFORE YOUR EYES. PRESENTING "ALPHECCA" AN EVENT THAT WILL LEAVE YOU SPELLBOUND. EMBARK ON AN EXHILARATING JOURNEY OF ARTISTIC EXPRESSION, DRAWING INSPIRATION FROM CHARLIE CHAPLIN, MARILYN MONROE, AND OTHER LEGENDS. DON'T LET THIS EXTRAORDINARY OPPORTUNITY PASS YOU BY! LET YOUR TALENT SHINE AND LET THE STAGE BECOME YOUR CANVAS.

THEME FOR FINALS: MYTHOLOGICAL DRAMA

GENERAL GUIDELINES:

- OUTFITS SHOULD BE APPROPRIATE.
- INAPPROPRIATE DRAMAS WILL BE DISQUALIFIED.

**Event duration- 2 Days**

**Category - Grades 10 to 12**

**Group event**

**Number of participants in a team- 2 to 3**

# CASSIOPEIA

HEADS UP FASHIONISTAS, IT'S A CHANCE TO BE YOUR OWN LABEL! CREATE AND SHOWCASE YOUR VERY OWN VOGUE COLLECTION. GET YOUR CASHMERE AND COUTURE ON. STEP INTO A WORLD OF ELEGANCE AND GLAMOUR. STRUT YOUR RUNWAY-WORTHY COLLECTION. CREATE YOUR UNIQUE VISION AND PASSION. CATWALK YOUR CHIC AND EDGY DESIGNS. PREPARED TO BE DAZZLED BY THE FASHION YOU CONJURE AND CREATE.

THEME FOR THE FINALS: PREPPY X 80S ROCK

GENERAL GUIDELINES:

- PARTICIPANTS SHOULD BRING A DUPATTA, NEWSPAPER, SOCKS, PAPER CUPS AND OR PAPER PLATES, PLASTIC BAGS.
- INAPPROPRIATE CLOTHING WILL LEAD TO DISQUALIFICATION

**Event duration- 2 Days**

**Category - Grades 10 to 12**

**Group event**

**Number of participants in a team- 4 to 7**

# SCULPTOR

IMMERSE YOURSELF IN A WORLD OF CREATIVITY, IMAGINATION AND AESTHETIC WONDER. BRING YOUR VERY OWN FANTASIES TO LIFE. STEP INTO A REALM OF YOUR VERY OWN CREATION. EACH PIECE IS A TESTAMENT TO THE BOUNDLESS CREATIVITY OF THE HUMAN MIND. JOIN US TO CREATE ARTISTIC MASTERPIECES THAT WILL INSPIRE AND LEAVE PEOPLE IN AWE.

GENERAL GUIDELINES:

- PARTICIPANTS SHOULD BRING THEIR OWN SUPPLIES- COLOR PENCILS, SKETCH PENS, BRUSH PENS, CRAYONS, OIL PASTELS, SHADING PENCILS, ETC.
- NO PAINTS ALLOWED.
- THE THEME WILL BE GIVEN ON THE DAY ITSELF.

**Event duration- 1 Day**

**Category - Grades 8 and 9**

**Individual event**

**Number of participants- 1**

# ORION

GET READY TO WITNESS A DANCE EXTRAVAGANZA LIKE NEVER BEFORE! PRESENTING 'ORION', WHERE TALENT MEETS PASSION, AND THE STAGE BECOMES A BATTLEGROUND. JOIN US FOR AN ELECTRIFYING MIX OF BEATS, PASSION, AND MOVEMENT. UNLEASH YOUR CREATIVITY, SHOWCASE YOUR INCREDIBLE MOVES, AND LIGHT THE STAGE ON FIRE. THIS IMMERSIVE DANCE EVENT PROMISES TO BE A CELEBRATION OF DIVERSE CULTURES, MUSIC, AND THE ART OF DANCE, TAKING YOU ON A THRILLING JOURNEY THROUGH VARIOUS DECADES. WHETHER YOU'RE A SEASONED DANCER OR SOMEONE WHO JUST LOVES TO MOVE TO THE BEAT, THIS EVENT HAS SOMETHING SPECIAL IN STORE FOR EVERYONE.

THEME FOR THE FINAL ROUND: DANCES THROUGH THE DECADES

#### GENERAL GUIDELINES:

- FOR THE FINAL EVENT THE DANCE CHOREOGRAPHY HAS TO BE ORIGINAL. PLAGIARISM WILL NOT BE ALLOWED.
- THE SONG OF THE FINAL DANCE WILL HAVE TO BE SENT A FEW DAYS PRIOR.
- THE THEME WILL BE GIVEN AFTER REGISTRATION.
- OUTFITS SHOULD BE COMFORTABLE AND APPROPRIATE.
- AT LEAST ONE TEAM MEMBER IS REQUIRED TO CARRY A MOBILE PHONE WITH INTERNET ACCESS

**Event duration- 1 Day**

**Category - Grades 8 and 9**

**Group event**

**Number of participants- 3 to 6**

# GENERAL GUIDELINES

- THE DATES OF THE CONFERENCE ARE THE 16TH AND 17TH OF AUGUST, 2023. REGISTRATIONS ARE OPEN FOR STUDENTS OF GRADES VIII-XII.
- THERE ARE TWO CATEGORIES:
  - CATEGORY 1 - GRADES 8 AND 9
  - CATEGORY 2- GRADES 10, 11, AND 12
- THE LAST DATE OF REGISTRATION IS 10TH AUGUST 2023.
- DURING THE CONFERENCE PARTICIPANTS MUST BE DRESSED IN AN APPROPRIATE MANNER, WITH THE DRESS CODE OF WESTERN BUSINESS FORMALS.
- ELECTRONIC DEVICES SUCH AS PHONES, LAPTOPS, AND TABLETS ARE PERMITTED ONLY IN CERTAIN EVENTS. KINDLY CHECK THE GUIDELINES OF YOUR RESPECTIVE EVENT TO KNOW MORE.
- WIFI WILL NOT BE PROVIDED BY THE SCHOOL.
- THE USE OF CHATGPT AND OTHER AI BOTS IS NOT ALLOWED. IF CAUGHT, PARTICIPANTS WILL BE ELIMINATED.
- PARTICIPANTS ARE REQUESTED TO ATTEND ALL ROUNDS ON TIME, AS MADE CLEAR IN THE SCHEDULE. THE EVENTS WILL BEGIN STRICTLY ON TIME.
- USE OF UNPARLIAMENTARY LANGUAGE WITHIN THE SCHOOL PREMISES IS PROHIBITED.
- ANY INCIDENT OF HARASSMENT WILL LEAD TO IMMEDIATE DISQUALIFICATION.
- ANYONE CAUGHT IN POSSESSION OF ILLICIT SUBSTANCES WILL BE DISQUALIFIED AND ASKED TO LEAVE CAMPUS IMMEDIATELY.
- THE DECISIONS OF THE JUDGES ARE FINAL AND BINDING AND ALL PARTICIPANTS ARE REQUIRED TO RESPECT THE SAME.
- PARTICIPANTS MUST CARRY AN ID PROOF SUCH AS AADHAR/PASSPORT ALONG WITH THEIR SCHOOL ID CARDS
- BY REGISTERING, THE PARTICIPANTS ARE AGREEING TO THE AFOREMENTIONED RULES. ANY VIOLATION OF THE RULES AND REGULATIONS MAY LEAD TO DISQUALIFICATION AND EXPULSION FROM THE CONFERENCE.

# REGISTRATIONS

Event	Amount per team
Individual Event	Rs.300
Group Event	Rs.500

NOTE: The event "The Red Labyrinth" does not require a registration fee.

## STUDENT COORDINATORS

**AMISH PRASAD - +91 9606223467**

**VRINDA MEHRA - +91 8073398263**

**SPHOORTI TEMBAD - +91 9606100348**

## TEACHER COORDINATORS

**RIMA GHOSH - +91 8073995230**

**RANJITHA - +91 7259440061**

NOTE: Calls will be entertained from 4 pm to 8 pm, Monday to Friday.

## SOCIALS



**@confluence2023**



**dips.confluence@gmail.com**



**confluence23.com**