

INVICTUS - 2016



AUGUST 30th-31st, 2016



Saint John's Academy

"Fairydale Estate", Mirzapur Road,

Allahabad 212301

Website: www.saintjohnsacademy.com

E-mail: invictus@saintjohnsacademy.com

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Dear Sir/Madam,

Thank you for consenting to participate in Invictus-2016. This is a two day event beginning from Tuesday, August 30, 2016 at Saint John's Academy, Allahabad.

Excellence in academics is a priority in a student's life but co-curriculum adds to excellence thereof, resulting in overall personality development of the student. Students do not go to school only to study but also to develop their potential in other fields like sports, drama, music etc. Another advantage of co-curricular activities is that they help a student in discovering and nourishing their inner capabilities. Participation in such activities enables our students to develop a balance between academic accomplishment, skill and social development.

Please fill in the enclosed registration form attached at the end of the brochure and forward it duly completed, to the given address not later than August 16, 2016.

Strict adherence to time will be appreciated.

Also please send the school flag, along with the participants for the ceremonies.

We look forward to your participation in Invictus-2016 and hope you enjoy being with us.

Yours faithfully,



Dr. Z. Rizvi,

Vice-Principal, Saint John's Academy, Allahabad.

Salient Features

Competition, with the purpose of education creates more than just winners. Allowing children to experience what it takes to be a part of winning programs is an exceptional way for them to gain insight. Children can learn about sacrifice by spending time practicing instead of doing another activity. It is important that those teaching the children also have these values. Everyone wants to emerge the winner, but other valuable lessons should not be lost during the experience, even if one fails to win the competition.

- ✎ It aims to develop the spirit of competition, discipline, initiative, self-reliance, enthusiasm and integrity in the students.
- ✎ It enhances their leadership skills.
- ✎ It helps the students to compete in a healthy environment and hone their potential.
- ✎ Such activities contribute to the psychological well-being by reducing anxiety and enhancing self-esteem, helping children to think critically and solve problems, instil, tolerance and respect for others, leadership and coping skills, all of which contribute to the foundations of a strong character.
- ✎ Competition is a constant factor in our lives and at a young age it allows children to learn two things: winning isn't everything and no loss is final. It also helps children to appreciate attributes of hard work, grit and determination.
- ✎ This sort of an interaction teaches children not only about themselves, but also about those around them, aiding in the social development of the child.
- ✎ It enhances positive experiences of youth while managing the negative ones. This doesn't mean cutting out winners or losers, but showing children the positive side of each outcome and how to grow from it.

General Guidelines

PARTICIPANTS:

There are TWO levels of participation Category A and B. Category A is for classes 11 and 12, Category B is for classes 9 and 10.

Each team in various categories can be represented as follows

Category A: A maximum of 8 and a minimum of 6 participants, with two teachers.

Category B: A maximum of 8 and a minimum of 6 participants, with two teachers.

Note: Participants for the following events must not be same:

Category A: Hindi Debate and Clay modelling.

Category B: Hindi Debate and On the spot painting. English Debate and Computer Gaming

DRESS CODE :

Accompanying teachers should ensure that all the participants are in their proper school uniform with photo identification cards.

AWARDS FOR MERIT/PARTICIPATION :

POINT SYSTEM :

Team/Participants will be awarded points as follows:

1. First 10 Points
2. Second 7 Points
3. Third 5 Points

The team scoring the maximum number of points shall win the 'Best Team Trophy'.

TEAM TROPHIES:

There will be Best Team trophies in both the categories and finally the INVICTUS TROPHY.

INDIVIDUAL TROPHIES:

In addition to the BEST TEAM TROPHIES, individual trophies and certificate will be awarded to all winners and runners up in individual events.

PARTICIPATION CERTIFICATE:

The participation certificates shall be awarded to all the participating team members

FINAL DECISION :

The decision of judges will be final and binding.

CATEGORY A (Classes 11 & 12)

ON STAGE EVENTS

QUIZ TIME

- Each team will be represented by two members.
- The questions will be oral and audio visual.
- The rounds maybe based on knowledge of science, mathematics, picture, reasoning, personalities, current affairs etc.

PALCHIN (HINDI HAM)

- Each team will be represented by one participant only.
- The participant will be given a topic on which he/ she will have to speak for Half a minute in HINDI only.
- An objection may be raised by the other participants for any one of the following reasons:
(a) Pause, (b) Hesitation, (c) Grammatical errors, (d) Stammer or stutter, (d) Unnecessary repetition of words, phrase, topic & lifting other participants idea, (e) Using the same idea under different topics, (f) early or late start.
- One point will be awarded and one point will be penalized for a valid and invalid objection respectively.
- At the discretion of the moderator, one or two points may be awarded for humour, wit, speaking for 15 uninterrupted seconds, etc.
- One who speaks for the dying second gets a bonus point.
- Five points will be awarded if the participant speaks for the entire minute.
- Participant with the highest marks wins.

JUST-A- MINUTE

- Each team will be represented by one participant only.
- The participant will be given a topic on which he/ she will have to speak for one minute.
- An objection may be raised by the other participants for any one of the following reasons:
(a) Pause, (b) Hesitation, (c) Grammatical errors, (d) Stammer or stutter, (d) Unnecessary repetition of words, phrase, topic & lifting other participants idea, (e) Using the same idea under different topics, (f) early or late start.
- One point will be awarded and one point will be penalized for a valid and invalid objection respectively.
- At the discretion of the moderator, one or two points may be awarded for humour, wit, speaking for 15 uninterrupted seconds, etc.
- One who speaks for the dying second gets a bonus point.
- Five points will be awarded if the participant speaks for the entire minute.
- Participant with the highest marks wins.

Set your standards high You deserve the best.

ENGLISH DEBATE

- TOPIC : SPORTSMANSHIP PAYS RICHER DIVIDENDS THAN CHAMPIONSHIP
- Each team will be represented by two speakers one for the motion and one against the motion.
- Each speaker will be given 3 minutes to speak. There will be a warning bell after 2 and half minutes and a final bell after 3 minutes.
- It is left to each school to decide the speaker for the proposition and opposition.
- Marks will be awarded on the following criteria
Content, Memory, Diction, Expression, Overall presentation and rebuttal.
- There will be a rebuttal session for each speaker for 1 minute only; valid question or questions will be asked by the opponents.
- The questions should be well framed & precise. (No marks will be given for asking the questions).
- The speaker will answer the question asked and be marked for it by the jury in the stipulated time.
- In case no question is asked by the opponents, it may be asked by the Jury.

HINDI DEBATE

- Topic : विश्व बंधुत्व की भावना से प्रेरित भारतीय क्या आज आत्म केंद्रित होते जा रहे हैं
- Each team will be represented by two speakers one for the motion and one against the motion.
- Each speaker will be given 3 minutes to speak. There will be a warning bell after 2 and half minutes and a final bell after 3 minutes.
- It is left to each school to decide the speaker for the proposition and opposition.
- Marks will be awarded on the following criteria
Content, Diction, Memory, Expression, Overall presentation and rebuttal.
- There will be a rebuttal session for each speaker for 1 minute only; valid question or questions will be asked by the opponents.
- The questions should be well framed & precise. (No marks will be given for asking the questions).
- The speaker will answer the question asked and will be marked for it by the jury in the stipulated time.
- In case no question is asked by the opponents, it may be asked by the Jury.

20 QUESTIONS

- Each team will be represented by the two participants only.
- One member is chosen to be the answerer and the other questioner.
- The answerer chooses a subject (object) but does not reveal this to others.
- The questioner asks a question which can be answered with a simple Yes or No by the answerer. [Usually, sometimes, rarely are also acceptable.]
- The subject would be person, place, animal or thing.

Try for what you want And never settle for less.

DECLAMATION

- Each team will be represented by one speaker only.
- Each speaker will be given three minutes to deliver a prepared speech .
- The speech must have been previously delivered in public.
- The speech will be followed of an unseen passage.
- Marks will be awarded on the following criteria memory, diction, expression and overall presentation.
- Marks will be deducted for exceeding the time.

CATEGORY A (Classes 11 & 12)

OFF STAGE EVENTS

CLAY MODELLING

TOPIC : Will be given on the spot.

- Each team will be represented by one participant only.
 - The Model would be prepared on a flat surface 12 X 10 X 3 inches.
 - Clay will be provided by the host School.
 - The team should carry the tools and other articles required.
- Time allowed is 2 hours.
- The model should depict the theme.
- Each model has to be accompanied with a short write up with the interpretation of the theme.
 - The competitors will not be assisted by the teachers.
 - The judging criteria will be on Creativity , Originality , Refinement, Aesthetic sense and Communication aspect.

COMPUTER GAMES

- Each school can send one team only for the event Computer Gaming.
- Each team will consist of two members.
- Game: Urban Terror
- Only the maps bundled with the game will be used.
- A match consists of three maps of 10 minutes.
- The teams will select one map of their choice and the third one will be by draw of lots.
 - A map can end in a draw. In case all the three matches results in a draw, tie breakers of five minutes will take place and the map for the tie breaker will be decided by draw of lots.
 - The decision of the judges will be final.

CATEGORY B (Classes 9 & 10)

ON STAGE EVENTS

WHAT'S THE GOOD WORD

- Each team will be represented by two participants only.
- Each team will get 30 seconds.
- Teams will have to guess the word and press the buzzer within 30 seconds.
- The team has to guess one word for a phrase or a sentence, distinctive names given to the young of animals, distinctive sounds, adjectives connected with certain words (eg. goats — caprine, brother — fraternal), formation of nouns, adjectives, verbs, and adverbs.
- In the event of a tie; the team that has guessed the words in the shortest time will be the winner.

QUIZ

- Each team will be represented by two members.
- Questions will be based on general science, sports, current affairs, history, geography, literature, wild life and who's who etc.
- The quiz may have warm up round, buzzer round, audio visual round and also a rapid fire round at the end.

SPIN-A-YARN

- Each team will be represented by one participant only.
- The participant will be given an opening line to speak on the spot.
 - The participant needs to build a story / anecdote around the given sentence / phrase.
 - The maximum time allotted will be 2 minutes.
 - The judgement will be based on the following criteria :
(a) Content (b) Sound language (c) Articulation (d)

Imagination

HALF-A-MINUTE

- Each team will be represented by one participant only.
- The participant will be given a topic on which he/ she will have to speak for half a minute.
- An objection may be raised by the other participants for any one of the following reasons: : (a) Pause, (b) Hesitation, (c) Grammatical errors, (d) Stammer or stutter, (d) Unnecessary repetition of words, phrase, topic & lifting other participants idea, (e) Using the same idea under different topics, (f) early or late start.
- One point will be awarded and one point will be penalized for a valid and invalid objection respectively.
- At the discretion of the moderator, one or two points may be awarded for humour, wit or speaking for 15 uninterrupted second.
- One who speaks for the dying second gets a bonus point.
- Five points will be awarded if the participant speaks for the entire minute.
- Participant with the highest marks wins.
- The decision of the moderator will be final and binding.

ENGLISH DEBATE

▪ TOPIC : NEGOTIATIONS NOT AGGRESSIONS CAN STABILIZE PEACE BETWEEN INDIA AND PAKISTAN

- Each team will be represented by two speakers one for the motion and one against the motion.
- Each speaker will be given 3 minutes to speak. There will be a warning bell after 2 and half minutes and a final bell after 3 minutes.
- The decision of the judges will be final.
- It is left to each school to decide the speaker for the proposition and opposition.
- Marks will be awarded on the following criteria
Content, Diction, Expression, Overall presentation and rebuttal.
- There will be a rebuttal session for each speaker for 1 minute only; valid question or questions will be asked by the opponents.
- The questions should be well framed & precise. (No marks will be given for asking the questions).
- The speaker will answer the question asked and will be marked for it by the jury in the stipulated time.
- In case no question is asked by the opponents, it may be asked by the Jury.

HINDI DEBATE

- Topic : भारत की प्रगति के लिए माध्यमिक शिक्षा का राष्ट्रीयकरण आवश्यक नहीं है
- Each team will be represented by two speakers one for the motion and one against the Motion.
- Each speaker will be given 3 minutes to speak. There will be a warning bell after 2 and half minutes and a final bell after 3 minutes.
- The decision of the judges will be final.
- It is left to each school to decide the speaker for the proposition and opposition.

- Marks will be awarded on the following criteria
Content, Diction, Expression, Overall presentation and rebuttal.
- There will be a rebuttal session for each speaker for 1 minute only; valid question or questions will be asked by the opponents.
- The questions should be well framed & precise. (No marks will be given for asking the questions).
- The speaker will answer the question asked and will be marked for it by the jury in the stipulated time.
- In case no question is asked by the opponents, it may be asked by the Jury.

SKIT (HUMOROUS)

THEME : THE POLITICAL SYSTEM

- Each team will be represented by a maximum of six participants including the compere.
- The maximum time allotted for the team will be 10 minutes plus 5 minutes for setting up the props.
- The skit has to be in English only.
- The team must bring their own props.
- The judging criteria will be on Script , Co-ordination , Dialogue delivery, Presentation , Voice - Clarity, Innovation , Direction , Message , Costume and Props.

Believe in yourself No matter what you choose.

CATEGORY B (Classes 9 & 10)

OFF STAGE EVENTS

ON THE SPOT PAINTING :

- THEME : Landscape / Peace and War Scene / Railway Station
- Each team will be represented by ONE participant only.
- Time given for the competition will be 2 hours.
- A chart paper of standard size will be provided to the participants.
- Use of water based colours is permitted .
- All participating teams should bring their own materials to give the desired overall effect.
- The judging criteria will be on Creativity , Originality , Refinement, Aesthetic sense and Communication aspect.

COMPUTER GAMES

- Each school can send one team only for the event Computer Gaming.
- Each team will consist of one member.
- Game: Tekken 3 on PS-Emulator
- No cheat codes allowed.
- The decision of the judges will be final.

GAMES

FOOTBALL

- Team will consist of not more than 16 players.
 - All matches will be played on knockout basis.
 - FIFA rules will be followed.
 - Time : 20 minutes a side with 10 minutes break.

BASKETBALL

- Team will consist of not more than 10 players.
- All matches will be played on knockout players.
- All matches will be as per the International rules.

Keep a winning attitude And you can never lose.

PROGRAMME SCHEDULE 30TH AUGUST 2016, TUESDAY

TIME	EVENT
09:00 AM	OPENING CEREMONY
10:15 A.M	20 QUESTIONS (A) WHAT'S THE GOOD WORD [B]
11:00 A.M	HINDI DEBATE [A & B] ON THE SPOT PAINTING [B] CLAY MODELLING (A)
	LUNCH
02:00 P.M	QUIZ TIME (A) HAM (B]
03:00 P.M	JAM (A)
03:30 P.M	DECLAMATION(A) COMPUTER GAMES [B]

31ST AUGUST 2016, WEDNESDAY

TIME	EVENT
08:30 AM	OPENING PRAYER
09:00 A.M	PALCHIN (A)
`	QUIZ TIME (B)
10:00 A.M.	ENG DEBATE (A & B) CP. GAMES (B)
12:00 NOON	SKIT (B)
	LUNCH
02:00 P.M	CULTURAL PROGRAMME
03:00 P.M	CLOSING CEREMONY & PRIZE DISTRIBUTION



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Also available for download at <http://www.saintjohnsacademy.com/invictus>

Phones

+91 97 934 71 338

+91 96 282 72 434

+91 94 152 62 427