

# INVICTUS 2014



October 10-11, 2014



*Saint John's Academy*  
"Fairydale Estate", Mirzapur Road,  
Allahabad 212301

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Dear Sir/Madam,

Thank you for consenting to participate in Invictus-2014. This is a two day event beginning from Friday, Oct 10, 2014 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 Sep 15, 2014.

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-2014 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

Category A: The participants for the events *Debugging* and *Doodling* should not be common.

Category B: The participants for the events *Creative Writing* and *Hindi debate* should not be common.

### 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

#### STRAIN YOUR BRAIN

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

#### DUMB CHARADES

- Each team will be represented by three participants only.
- A team will be given a time limit of one minute only to answer the question.
- Each team will be given a slip, where in a proverb, names of movies or books, idioms, phrases and similies would be mentioned.
- One person will enact and other two will guess. No lip movement / speaking shall be allowed. Spelling the words or sign language is not allowed.
- Incomplete answers would not be considered.

#### 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.

#### DRAMATICS

- Each team must comprise of minimum five members.
- Each team will be allotted a time slot of ten minutes for their presentation of any Act from Shakespeare .
- Facial expressions, eloquence of speech, portrayal of the character and appropriate attire will be marked.
- Adherence to the story is mandatory.
- Any item that can be prepared and carried by the participating team may be used as a prop.

#### ENGLISH DEBATE

- TOPIC : Should We have a Four year undergraduate Programmes for our Universities.
- 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, 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 face the rebuttal 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 members of the floor.

### HINDI DEBATE

- Topic स्वस्थ एवं सभ्य समाज के निर्माण में महिलाओं की सशक्त एवं प्रभावी भूमिका ही आज समय की मांग 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.
- 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 face the rebuttal 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 members of the floor.

### CINE MAC

- Each team will be represented by one participant only.
- The participant has to prepare a short film / documentary of maximum 5 (five) minutes duration.
- It should not contain animated matter or scenes copied from any movies or web site.
- The participant will be required to present the film / documentary before the Jury members. After the presentation, the participant may be questioned by the Jury members.
- The judgment criteria will be: Quality of presentation, Innovation, Concept and Effective message.
- Marks will be deducted for exceeding the time limit.
- Controversial / Fundamentalist issues not to be entertained.

### CATEGORY A (Classes 11 & 12)

#### OFF STAGE EVENTS

### E-COLLAGE

- Each team will be presented by one participant only.
- Participant will be provided a computer with Adobe Photoshop / GIMP and MS Paint preinstalled to create a collage on computer.
- The topic which will be related to computers will be given on the spot.
- All the participating teams should carry their own scanned clippings and pictures in CD.
- Participants should give a caption / title for their entry.

Time limits 01:30 hours

- The collage will be assembled on the following basis :  
Composition (25)

### DOODLING

- Each team will be represented by one participant only.
- Time allowed is 30 minutes.
- The topic will be given on the spot.
- The participant will be provided with a plain paper on which he / she will have to design the doodle.
- The doodle can be in pencil, crayons, colour pencils, pens, acrylic or water based paints.
- The doodle will be evaluated on the following basis :Artistic merit, Drawing skills, use of colour and Creativity

### ROBO RACE

- Each team will be represented by one participant only.
- The participant has to bring a working robot of maximum 2 inches length X 2 inches width X 2 inches height.
- Any robot exceeding the required dimension will be disqualified.
- The robot has to run for a distance of 2 metres on a fixed track. The robot must not be operated by remote control.
- The robot has to successfully cross the finish line on the track in the shortest time.
- The participant will not be allowed to touch the robot when the race is on, otherwise the robot will be disqualified.
- The knock out system will be followed depending on the total number of teams participating in the event.

### DEBUGGING

- Each team will be represented by two participants only.
- Each team will be given one hour on the system.
- Java documentation would be available on the system.
- Blue J IDE would be provided.
- Teams would be given a set of five programs in Java programming language along with their intended objectives. As this is a debugging contest, the provided programs would be containing some bugs and the team is expected to debug the same.
- Teams are expected to intimate the event coordinator as soon as they debug their programs. The time would be taken into account in case of a tie.
- It is expected that the team would debug the program with minimum changes in the original program.
- In no case the team should replace/rewrite the code with their own implementation.

## CATEGORY B (Classes 9 & 10)

### ON STAGE EVENTS

#### WHAT'S THE GOOD WORD

- Each team will be represented by two participants only.
- It would be a competitive quiz involving testing vocabulary , Similies, Jumbled Words , antonyms / Synonyms, animal sounds, young ones, profession etc.
- There may be some buzzer and passing rounds also.

#### 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.

### PICTIONARY

- Each team will be represented by three participants only.
- One participant will give clues (DRAWINGS/SKETCHES) to his or her teammates for guessing the word/phrase within 1 minute.
- One of the team members will be given a card containing the word/ phrase.
- No clue should start or end with the same alphabet as given in the word or directly represent the word.
- After every clue, the team mate should voice the word that he/she has guessed or just say "next clue".
- The various rounds will consist of the following:  
Person / Place / Animal / Objects / Action etc.

### 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.

### COMPUTER GAMING

- Each school can send one team only for the event Computer Gaming.
- Each team will consist of two members.
- 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.

### ENGLISH DEBATE

- TOPIC : Distance learning is good for Education system.
- 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 face the rebuttal 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 members of the floor.

### HINDI DEBATE

- Topic *हमारी सामाजिक व्यवस्था ही हमारे वर्तमान समाज के पतन का कारण 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 face the rebuttal 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 members of the floor.

### FOOTLOOSE

- Theme : Peace & Harmony
- Each team should have a minimum of five members.
- Each team will get only 5 minutes empty to empty for presentation and strict adherence to this will be appreciated.
- Facial expressions and movements will be well marked.
- Presentation is to be made in adequate attire as per the requirement.
- Adherence to the theme in the presentation is mandatory.
- The music for presentation must be carried on an Audio CD / Pendrive
- The presentation should be decent

## CATEGORY B (Classes 9 & 10)

### OFF STAGE EVENTS

#### CREATIVE WRITING

- Each team will be represented by one participant.
- The time allotted is 01 hour.
- The participant will be given a topic/series of guidelines to expand.
- This tests the imaginative and creative skills of the competitors.
- Maximum Words: 250 300
- The participant will be marked on the originality of the idea.
- Marks will be awarded on the following criteria  
Matter ,Coherence of idea, Relevance to the topic, Use of appropriate style & language and Overall impact

#### COLLAGE

- THEME : Good times are to come
- Each team will be represented by two participants only.
- Time given for the competition will be 2 hours.
- Use of scissors or blade will be allowed.

## Programme Schedule

### Day 1: Fri, October, 10, 2014

09:00 AM	Opening Ceremony	
10:00 A.M	Debugging (A)	
	Doodling (A)	HAM (B)
11:00 A.M	JAM (A)	What's The Good Word (B)
12:00 PM	Cine Mac [A]	Pictionary [B]
	LUNCH	
02:00 P.M	Hindi Debate [A & B]	
02:30 P.M	E-Collage (A)	Creative Writing (B)
03:30 P.M	Robo Race (A)	Footloose (B)

### Day 2: Sat, October 11, 2014

08:30 AM	Opening Prayer	
09:00 A.M	Dumb Charades (A)	Computer Gaming (B)
10:00 A.M.	Collage (B)	Strain Your Brain [A]
11:00 A.M	English Debate (A & B)	
12:30 PM	Dramatics (A)	Quiz (B)
02:00 P.M	Cultural Programme	
03:00 P.M	Closing Ceremony & Prize Distribution	

## *Believe in Yourself*

*Set your standards high You deserve the best.  
 Try for what you want And never settle for less.  
 Believe in yourself No matter what you choose.  
 Keep a winning attitude And you can never lose.  
 Think about your destination But don't worry if you stray Because  
 the most important thing Is what you've learned along the way.  
 Take all that you've become To be all that you can be.  
 Soar above the clouds And let your dreams set you free.*

*-Jillian K. Hunt*



## *Saint John's Academy*

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