

• INVICTUSSS •

ABHYUTHANAM



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ABHYUTHANAM

CHALLENGE • LEARN • GROW

RULE BOOK

MORE THAN JUST A COMPETITION

GENERAL RULES

- All schools are to report at the registration desk between 8:00 a.m. - 9:00 a.m. The opening ceremony will begin at 9:30 a.m.
- All students must be in school uniform, with no exceptions made.
- Students of all participating schools must carry their identity cards throughout the day.
- Students must be accompanied by a teacher at the registration desk.
- The students from classes 6 and above will be allowed to participate.
- Each school shall participate with only one team in each event. No additional or substitute team's will be accepted for the same event.
- Musical instruments and other requirements are to be brought by the participating schools.
- Any misconduct on the part of the students or vulgarity in any item will result in the disqualification of the school concerned in that particular event.
- Participating teams may be disqualified if they do not adhere to the rules and regulations of a particular event.
- The decision of the judges will be binding on all participants and shall not be questioned.
- Schools must be represented by a Teacher and Student Representative in the Silver Jubilee Hall for the opening ceremony as well as for the closing ceremony.
- Each participating school will be responsible for their belongings.
- Students can take part in multiple events, provided that the event times do not coincide.
- There should be at least 4 schools to go on with any event.
- Participants are to reach their respective event venues 15 minutes prior to the scheduled starting time of the event.
- Once inside the school campus, no student will be allowed to leave the school campus.

- For stage events, only the choreographer will be allowed to be present during the performance. No other person will be allowed backstage during the performance of the concerned school.
- No one should be present backstage during the performance unless they are a part of the event.
- No requests on the grounds of changing slots of the events by the teachers or students will be accepted on the day of the event.
- No uploading of photos, video, comments, etc. should be made on any social media platform regarding the performance of any school.
- Cell phones are allowed but are to be used only outside the venue.
- All schools must carry a backup of the audio files and video files in separate pen-drives of the relevant events on the day of the event.
- The host school will be accepting only pen-drives which are only marked with the name of the school.
- Schools need to bring two copies of participants' list on the day of the event. One should be an event-wise list and the other should be a complete list of the participants along with their respective classes. However, the same must be submitted to the host school 5 days prior to the event via E-mails.
- Entry to the Silver Jubilee Hall will be restricted to only those with the Entry Pass.
- If required, changes can be made in the submitted participants' list only with a forwarded letter from the Principal of the respective School at the time of registration on the day of the event.
- The host school reserves the right to amend these rules as necessary to ensure safety, fairness, and success of the event. Any amendments will be communicated to all the participants in a timely and transparent manner.
- The Best Three Schools will be decided on the basis of total points amassed by the schools.

ABOUT THE INSTITUTION

- Stepping Stone School (HIGH), Rishra, Hooghly, stands as an institution devoted to the holistic development of young minds and the cultivation of responsible, enlightened, and confident individuals.
- With education as the cornerstone of its philosophy, the school endeavours to create an intellectually stimulating and morally enriching environment where every learner is encouraged to discover his or her innate potential.
- The institution believes that true education transcends the confines of textbooks and classrooms; it is a transformative journey that nurtures curiosity, character, creativity, and a lifelong passion for learning.
- Stepping Stone School is committed to a harmonious synthesis of academic excellence, ethical values, discipline and co-curricular enrichment. Its educators serve not merely as instructors, but as mentors and facilitators who inspire students to question, reason, innovate and approach challenges with confidence and discernment.
- Alongside scholastic pursuits, opportunities in cultural activities, sports, creative expression, leadership and other areas contribute to the comprehensive development of the personality.
- Guided by a vision of excellence with values, the school aspires to create an educational milieu that is progressive, inclusive and future-oriented, nurturing discerning thinkers, compassionate human beings and capable leaders.

VARIOUS EVENTS

1

FUSION SONG

2

EASTERN DANCE

3

WESTERN DANCE

4

CODING

5

NO FLAME COOKING

6

DEBATE

1

BRAND REVIVAL

2

GREEN PROJECT

3

KULO PAINTING

4

CALLIGRAPHY

5

CHESS



SWARANGAN FUSION

Group song (Indo-semi classical fusion)



-  **ELIGIBILITY** : Classes 6–12
-  **PARTICIPANTS** : 12 (Max 8 vocalists), musicians included
-  **DURATION** : 3+5 minutes

RULES

- ✦ The song must be Indo Semi-Classical (e.g., light classical, Raag-based Bollywood, Bhajan with classical touch, Thumri-inspired songs).
- ✦ Live singing only — no lip-syncing allowed.
- ✦ Karaoke/instrumental track is not allowed.
- ✦ Live instruments like Harmonium, Tabla, Keyboard, Tanpura, violin and guitar are permitted.
- ✦ Only school-provided sound system and drum kits are to be used — no personal mics.
- ✦ All participants should be in school uniform.
- ✦ No distracting props or background dancers — performance must focus on music and expression.
- ✦ Proper Aalap, Taan, or classical variation is encouraged.
- ✦ Song selection must be approved by the school/organizer prior to the event.
- ✦ Lyrics should be clean, culturally respectful and school-appropriate.
- ✦ Teacher or accompanist cannot prompt lyrics during performance.
- ✦ Medley of songs is allowed.
- ✦ Judges' decision is final.

NIRTYADHARA

EASTERN DANCE

*Different
Styles
One Stage*

Classical • Folk • Western • Fusion

*Dance
Express
Inspire*



ELIGIBILITY : Classes 6–12



PARTICIPANTS : 10+2 as a team



DURATION : 6+2 minutes

RULES

- ❖ Every school can send one team.
- ❖ Participants must have 2–4 members and work as a team.
- ❖ The performance should be one of the following styles: Classical, Folk, Western or Fusion (a mix of styles).
- ❖ Originality and creativity will be given high priority.
- ❖ Use of recycled or eco-friendly materials is encouraged (for props and costumes).
- ❖ No harmful, non-biodegradable materials will be allowed.
- ❖ The presentation should include a proper theme, storyline or concept (as applicable).
- ❖ Costumes, makeup and props must be appropriate, respectful and school-friendly.
- ❖ The performance should not exceed the given time limit.
- ❖ Music must be pre-approved by the organizers.
- ❖ The project must be original and not copied from any source.
- ❖ All participants should be brought by the participating school.
- ❖ The decision of the judges will be final.

*Same
Passion
Different
Steps*

*Not just
a dance...
it's a story
in motion*

VELOCITY

Vogue

WESTERN DANCE

*Style
Speaks
Louder
Than Words*



ELIGIBILITY : Classes 6–12



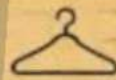
PARTICIPANTS : 10+2 students (Team)



DURATION : 5+2 minutes

*Walk
With
Your
Own
Style* ♥

RULES



- ✎ Every school can send one team.
- ✎ Participants must have 2–3 members and work as a team.
- ✎ The theme will be given on the spot.
- ✎ The outfit must be original and not copied from any source.
- ✎ Participants should bring their own costume(s), makeup and props (if required).
- ✎ No harmful, non-biodegradable materials will be allowed.
- ✎ The presentation should include a proper theme, storyline or concept (as applicable).
- ✎ The performance must be within the given time limit.
- ✎ Music must be pre-approved by the organizers.
- ✎ The project must be original and not copied from any source.
- ✎ All participants should be brought by the participating school.
- ✎ The decision of the judges will be final.

*Not just
an outfit...
it's a story
of you* ♥

FASHION

STYLE

TRENDS

CREATE

*Design
date*

CODEX GENESIS

Coding

Think
Code
Build
Create



ELIGIBILITY : Classes 9–12



PARTICIPANTS : 2 students



DURATION : 2 hours 30 minutes

RULES

- ❖ Every school can send one team.
- ❖ Every team must have two participants and compete as a team. Both members can discuss while solving the problem.
- ❖ Each team will be allotted one computer.
- ❖ All problems must be attempted within the given time limit.
- ❖ No use of AI tools or online compilers will be allowed.
- ❖ No use of Internet, mobile phones or internet-enabled devices will be allowed.
- ❖ Only Java programming language is allowed.
- ❖ The IDE to be used is BlueJ.



Plan
Code
Compile
Solve
Success



Preserve
Create
Celebrate

HERITAGE HUES

Tradition in Every Stroke

THEME: MY BENGAL, MY PRIDE



ELIGIBILITY : Classes 6–12



PARTICIPANTS : 2 students (Team)



DURATION : 2 hours

*Art
Connects
Generations*

RULES



- Every school can send one team.
- Participants must have 2 students and work as a team.
- Participants have to paint on the provided kulo (traditional bamboo winnowing tray).
- The theme will be given on the spot.
- Use of recycled or eco-friendly materials is encouraged.
- Participants should bring their own colours, brushes and other necessary materials.
- No harmful, non-biodegradable materials will be allowed.
- Originality and creativity will be given high priority.
- The artwork must be original and not copied from any source.
- The painting should reflect Indian heritage, culture and creativity.
- All materials should be brought by the participating school.
- The decision of the judges will be final.

*Colours
Carry
Culture*

Tradition
Art
Identity
Forever



RESURRECTION

DEAD TO DESIRED

BRAND REVIVAL

LUCKY DRAW TO CHOOSE BRANDS FOR SCHOOLS



EVENT
Brand Revival



PARTICIPANTS
2 + 1



CLASSES
11 – 12



TIME LIMIT
3 – 5 minutes

RULES

- 1 The brand will be allotted to each participating school three days prior to the fest through a lottery by the host school.
- 2 Teams must identify the reasons for the brand's decline or loss of relevance and develop a fresh target audience, positioning and value proposition.
- 3 Participants must resurrect the assigned brand for today's generation through innovative ideas.
- 4 The idea must clearly communicate why consumers should reconnect with the resurrected brand.
- 5 Participants may use PowerPoint presentations, props, posters, placards, interactive activities, mystery campaigns or other unconventional marketing techniques.
- 6 The idea should be creative, innovative, engaging and feasible, with emphasis on ideas rather than expensive resources.
- 7 The team will be given a minimum of 3 minutes and a maximum of 5 minutes to present the idea.
- 8 Both participants must be actively involved in the presentation.
- 9 The resurrected brand should retain a connection with its original identity while being given a fresh and contemporary appeal.
- 10 All concepts, scripts, music and promotional material must be original. Plagiarism, use of AI or copying existing advertisements will lead to disqualification.
- 11 Use of hazardous materials, damage to property, or any activity that may cause harm or discomfort is strictly prohibited.
- 12 Vulgar, offensive, discriminatory, political or religious content will lead to immediate disqualification.
- 13 Exceeded the allotted maximum time will result in deduction of marks.
- 14 Penalties are to be submitted by all participating schools, with their names mentioned on them, on the day of the event.

THE CHALLENGE

THE BRAND IS FORGOTTEN.
THE MARKET HAS CHANGED.
CAN YOU BRING IT BACK TO LIFE?

*"Better
Arguments
A Brighter
Tomorrow"*

ELOQUENTIA

DEBATE

*Speak
Think
Convince*

Ideas · Logic · Impact



ELIGIBILITY
Classes 8–10



PARTICIPANTS
2 participants



DURATION
4+3 minutes



RULES



- 1 Debate topics are to be announced sharp one hour prior to the commencement.
- 2 Each team has two participants: one for the motion and the other against the motion.
- 3 Teams have a total of 4 minutes for speaking, with each speaker allocated 2 minutes.
- 4 Participants cannot use any written or printed materials during their speeches.
- 5 Mobile phones, internet-enabled electronic devices, books, and any other reference materials are strictly prohibited.
- 6 Participants are to use their general knowledge, basic reasoning skills, real life examples and thought-provoking analysis to articulate their arguments.
- 7 A separate rebuttal round of maximum 3 minutes per team is included, with each speaker getting up to 5 minutes to answer their question.
- 8 The moderator will decide the number of questions per team, and cross-questioning or follow-ups are not permitted.
- 9 The moderator's decision is final and binding.
- 10 Penalties, including disqualification, may be imposed for exceeding time limits, using offensive language, personal attacks, irrelevant arguments, or any behaviour that undermines the debate's spirit.
- 11 The debate format will follow the Oxford style.
- 12 Participants must maintain a respectful and professional attitude throughout the competition.
- 13 The judge's decision will be final and binding.

"GOOD ARGUMENTS BUILD
A STRONGER TOMORROW"

INK AND IMPULSE

Where Words Meet Imagination

WRITING • ART • EXPRESSION

Same
Page
Different
Stories

Write
Draw
Express
Inspire



ELIGIBILITY : Classes 6–12



PARTICIPANTS : 2–4 students (Team)



DURATION : 2 hours

RULES

- Every school can send one team.
- Participants must have 2–4 members and work as a team.
- The event will be conducted in two segments: a creative writing round and an art round.
- Originality and creativity will be given high priority.
- Use of recycled or eco-friendly materials is encouraged (for props and costumes).
- No harmful, non-biodegradable materials will be allowed.
- The presentation should include a proper theme, storyline or concept (as applicable).
- The performance must be within the given time limit.
- Music must be pre-approved by the organizers.
- The project must be original and not copied from any source.
- All participants should be brought by the participating school.
- The decision of the judges will be final.

Ideas
Turn
Into
Art

Creativity
has no
limits

WRITING

ART

CREATIVITY

IMAGINATION

Be
Creative
Be Bold
Be You

GREENOVATE

Green Project

Innovate Today • Sustain Tomorrow



ELIGIBILITY : Classes 6–12



PARTICIPANTS : 2–4 students (Team)



DURATION : 2 hours

*Small
Ideas
Big
Impact*

*Greener
Future
is in
Your Hands*

RULES

- Every school can send one team.
- Participants must have 2–4 members and work as a team.
- The project should focus on an environmental issue and propose a creative, practical and sustainable solution.
- Originality and innovation will be given high priority.
- Use of recycled or eco-friendly materials is encouraged.
- No harmful, non-biodegradable materials will be allowed.
- The presentation should include a working model/demonstration or a well-prepared poster format (as instructed by the organizers).
- The project must be original and not copied from any source.
- All materials should be brought by the participating school.
- The decision of the judges will be final.



REDUCE
REUSE
RECYCLE
RETHINK





FEAST OF FANTASY

Zero-Flame Cooking

Cook
Create
Conquer

Healthy Food • Creative Minds • A Tastier Tomorrow



ELIGIBILITY : Classes 8–12



PARTICIPANTS : 2 students (Team)



DURATION : 45 minutes

Same
Ingredients
Bigger
Ideas

RULES

- Participants have to prepare one vegetarian dish. Onions and garlic may be used.
- Table cloth, cutlery, utensils and necessary ingredients should be brought by participating schools.
- Pre-cooked items, intoxicating ingredients and ready mixes are not allowed.
- Participants should wear gloves, cap, apron and mask.
- Usage of mobile phones will not be permitted.
- Electric appliances such as hand mixers, grinders, microwaves and blenders are not allowed.
- No storage/refrigeration will be provided.
- Processed ingredients are not allowed; however, boiled ingredients are permitted.
- Cutting/peeling of fruits or vegetables should be done on the spot.
- All types of chocolates and sauces are allowed.
- All marination should be done on the spot.
- Heating in any form is not permitted.
- Any form of plagiarism will result in immediate disqualification.
- The content submitted must be original and related to the theme.

Good
Food
Good
Mood
😊

TEAMWORK
CREATIVITY
HEALTHY FOOD
BRIGHT FUTURE

Calories
≈
Creativity
=
Cuisine
♥

STRATEGIC SYMPHONY — CHES —

*Every
Move
Matters*

THINK • STRATEGIZE • CONQUER

FORMAT

🕒 5 rounds

♟️ Rapid Chess

🕒 15 minutes per player

🚫 No increment

RULES

- 1 The tournament will be held in five rounds.
- 2 The tournament will be played as per the F.I.D.E. Rapid Chess Rules, with 15 minutes for each player and no increment in time.
- 3 Teams will compete against each other in matches; however, players cannot swap or switch boards during the tournament.
- 4 The tournament will be conducted by the appointed arbiters. Their decision regarding the interpretation of rules or any other technical matters will be final and binding.
- 5 Names must be submitted in board order.
- 6 There will be no separate groups for boys and girls. All participants will compete together.