



GENERAL RULES

- ◆ All the competitions are open to all the students of Grade 6 to 12.
- ◆ The students have been divided into two groups as under :
Grade 6 to 8 : Group A
Grade 9 to 12 : Group B
- ◆ The events have been divided into four groups as under :
 - a. Classified Events
 - b. Academic Events
 - c. Game On ! Utsav (Sports Events)
 - d. Fam O'Mania (Family Events)
- ◆ Utsav Events have been divided into two categories :
 - a. Mingling Bunch : The events in which students from one group can team up with students from other groups.
 - b. Singling Bunch : The events where students can team up with their own group members only.
- ◆ A student can participate in the following maximum number of events :
 - ❖ Classified Events : 04
 - ❖ Academic Events : 03
 - ❖ Fam O'Mania : No Limit
 - ❖ Game On ! Utsav : Pre-Utsav Sports - 01 ; During Utsav Sports - 01
- ◆ For Game On ! Utsav, there will be separate registrations for games conducted Pre-Utsav and during Utsav.
- ◆ The teams for all the competitions are to be formed by students themselves.
- ◆ No practice/preparation/rehearsal during the school hours will be allowed in the school premises.
- ◆ Students shall be responsible for any equipment/accessory they bring to the school during the fest. They must not bring any valuable item/jewellery to the school.
- ◆ Any obscene/vulgar content will NOT be allowed in any competition.

- ◆ In case of excess registration there will be an elimination round before UTSAV.
- ◆ The decision of the Screening Committee to select or reject any item/team will be final and binding on the students and cannot be challenged.
- ◆ The teams may use props of their choice. All props, costumes, music etc. should be arranged by the teams themselves.
- ◆ The use of fire, water, smoke, matches or any other inflammable material during any performance is STRICTLY PROHIBITED.
- ◆ The decision of the judges in all the events will be final and cannot be challenged.

UTSAV का SIKANDAR AWARD

Terms & Conditions

- ◆ The contender for this award should have WON in at least 2 individual events.
- ◆ One who bags the maximum number of combined prizes in Classified, Academic & Game On ! Utsav events will be considered for this award.
- ◆ Evaluation of the award will be based on the number of Gold, Silver and Bronze medals won by the students wherein Gold, Silver and Bronze carry 15, 10 and 5 points respectively.

REGISTRATION PROCESS

- ◆ Students have to register for all the UTSAV events - Classified, Academic, Game On ! Utsav and Fam O'Mania events - only ONLINE.
- ◆ For registration, the students have to scan the QR code provided on the Pustak cover page .
- ◆ UTSAV registration will start on 22 October and close on 31 October.
- ◆ Once a team is registered, no member will be allowed to drop or change the team.
- ◆ For events requiring music, such as dance, drama, music competitions, students should upload their music files on the School Website as per the given schedule.
- ◆ For online events also, students will have to upload their entries on the School Website as per the given schedule.

NOTABLE DATES & SCHEDULE PRE-UTSAV

Registration	22 to 31 October
Submission of Final Tracks	12 & 13 November
Screening of Main Events	14 & 16 November
Submission of Online Events	13 to 16 November

CLASSIFIED EVENTS

A. DANCE COMPETITIONS

1. Dance like YOLO

- This is a Mingling, Theme-based Group Dance competition.
- A team should consist of minimum 6 and maximum 10 members.
- Teams must choose any one of the following themes :
 - ◆ **Diversify** - Folk, classical and regional traditions of India, brought together through movement and choreography.
 - ◆ **Sufi & Qawwali** - Dramatised choreography that brings alive the spirit, poetry and musical traditions of Sufism and Qawwali.
 - ◆ **Celebrating Life** - Using original tracks from the 1950s-80s, bring alive the simplicity, joy and zest of celebrating life to the fullest.
- Participants should inform the event incharge their theme prior to their performance.
- Time limit : minimum 3 minutes and maximum 6 minutes.
- Costumes and props are a MUST.
- Language no bar.
- The teams will have to upload their music file on the School Website.
- There will be no change in the tracks once submitted.

2. Soul n' Sync

- This is a Mingling, Individual/Duet Dance competition.
- Students can participate individually or in a team of two.

- c. Teams must choose any one of the following themes :
 - ◆ **Tum Hi Ho Bandhu** - Songs and choreography celebrating friendship, companionship and the joy of being together.
 - ◆ **Uta Pulta** - A playful, comic take on dance, with humour, mischief and unexpected twists.
 - ◆ **YOLO - You Only Live Once** - Celebrate life, freedom and the joy of living in the moment. Participants are free to choose any dance style, music or fusion of dance forms.
- d. Time limit : minimum 2 minutes and maximum 4 minutes.
- e. Costumes and props are a **MUST**.
- f. Language no bar.
- g. Individual and Duet Dance competitions will be judged separately.
- h. The teams will have to upload their music file on the School website.
- i. There will be no change in the tracks once submitted.

3. Street Jam

- a. This is a Mingling, Group Street Dance competition.
- b. A team should consist of minimum 4 and maximum 8 members.
- c. Teams are free to choose any dance style suitable for a street dance performance.
- d. Time limit : minimum 2 minutes and maximum 4 minutes.
- e. Costumes and props are a **MUST**.
- f. Language no bar.
- g. The teams will have to upload their music file on the School Website.
- h. There will be no change in the tracks once submitted.

4. Googly Woogly

- a. This is a Mingling, Group Dance competition.
- b. Each team must consist of minimum 4; maximum 6 participants.
- c. The teams will be provided with a music track by the school, **3 days** prior to the competition.
- d. Teams must prepare their choreography using the track provided.
- e. Time limit : maximum 3 minutes.
- f. Costumes and props are a **MUST**.

B. MUSIC COMPETITIONS

5. The Vibe

- a. This is a Theme-based, Individual Singing competition.
- b. Participants must choose any one of the following themes :
 - ◆ **Sur-Aalap** – A classical vocal performance featuring aalaps, melodic improvisation and traditional singing techniques.
 - ◆ **Zindagi Ek Gaana** - Songs that celebrate life - its ups and downs, dreams, madness and everything in between.
 - ◆ **Masti Mein** - Pick a song that makes you smile, laugh, groove or simply have a damn good time. Anything goes!
- c. Time limit : minimum 2 minutes and maximum 4 minutes.
- d. Costumes will carry additional weightage.
- e. Participants can bring maximum two external accompanists. The instruments required for the competition will have to be arranged by the participants themselves.
- f. Participants can use Karaoke music, if required.
- g. Language no bar.
- h. In case of Karaoke music, participants will have to upload their music file on the School Website.

6. Note Our Tune

- a. This is a Mingling, Group Singing competition.
- b. A team should consist of minimum 6 and maximum 12 members.
- c. Teams must choose any one of the following themes :
 - ◆ **Retro-kshari** – A musical Antakshari with a twist — perform a minimum of four songs, with each song beginning with the last sound/syllable of the previous song.
 - ◆ **Sur-Aalap** – A classical vocal performance featuring aalaps, melodic improvisation and traditional singing techniques.
 - ◆ **Globe Tune-In** – Songs from around the world, performed in any language and musical style.
- d. Participants should mention their theme prior to their performance.
- e. Teams may use vocal harmonies, beatboxing and other vocal elements as part of their performance.

- f. Teams can bring maximum two external accompanists. However, any number of student team members may also participate as instrumental accompanists.
- g. A minimum of 6 singers is mandatory in each team.
- h. The instruments required for the competition will have to be arranged by the participants themselves.
- i. Students playing instruments as accompanists will be counted as part of the team.
- j. Time limit : minimum 4 minutes and maximum 8 minutes.
- k. Use of costumes is a MUST.
- l. Language no bar.
- m. In case of Karaoke music, participants will have to upload their music file on the School Website.

7. Dhun-toosh

- a. This is a Mingling, Instrumental Music competition.
- b. Each team must consist of minimum 2 and maximum 4 participants.
- c. Participants can choose any instrument for their performance.
- d. Time limit : minimum 3 minutes and maximum 5 minutes.
- e. Participants must bring their own instruments.
- f. Use of costumes will carry additional weightage.

C. DRAMA EVENTS

8. I Am Drama

- a. This is an Individual, Acting competition.
- b. Participants must choose any one of the following situations :
 - ◆ **Mere Paas Maa Hai**
 - ◆ **Itna Sannata Kyun Hai Bhai**
 - ◆ **Tareekh Pe Tareekh**
- c. Participants may interpret the given dialogue in any manner, but may not recreate the original scene, character or context from the film. The interpretation must be original.
- d. Time limit : minimum 2 minutes and maximum 4 minutes.
- e. Costumes and props are a MUST.
- f. Language no bar.

9. The Thespians

- This is a Mingling, Literature-based Theatre competition.
- A team should consist of minimum 6 and maximum 10 members.
- Teams may adapt and present a short story, play or excerpt from the works of any of the following authors/playwrights:
 - ◆ मुंशी प्रेमचन्द ◆ R. K. Narayan ◆ William Shakespeare
 - ◆ Sudha Murty ◆ Amrita Pritam
- Adaptations may be contemporary, Indianised or creatively interpreted, but must retain the essence of the original work.
- Music, costumes and props may be used
- Language no bar.
- Time limit : minimum 8 minutes and maximum 15 minutes.
- Teams will have to upload their music file on the School Website.

10. Whose Line is it Anyway

- This is a Mingling, Improvisation-based Drama competition.
- A team should consist of 3 members.
- The competition will consist of three rounds :
 - Round 1 – Word Play** Participants will be given random words and they will have to improvise a short scene around it.
 - Round 2 – Title Twist** Participants will be given the title of a film, book or story and they will have to create an improvised scene inspired by it.
 - Round 3 – Situation Room** Participants will be given an unexpected situation and they will have to perform an improvised scene on the spot.
- Time limit : minimum 1 minute and maximum 2 minutes for all the rounds.
- All the performances must be created on the spot. No prior preparation or written scripts will be permitted.
- Language no bar.

D. FINE ART EVENTS ≡

11. Anime-Ate Me

- This is an Individual, Anime Character Design competition.
- Participants must create an original anime Superhero.

- c. Participants should create the character's appearance, superpowers, personality and mission through one complete artwork.
- d. The character must be original. Participants may take inspiration from the general anime art style, but they must not directly copy an existing anime character or copyrighted artwork.
- e. Themes :
 - ◆ **Superpowers for a Better World** - Create an anime superhero who uses extraordinary powers to create positive change.
 - ◆ **Villain Era** — Design an original anime villain with a unique look, a signature power and a mischievous master plan.
 - ◆ **Not From This World** — Create an extraordinary anime character from another planet, dimension or magical realm.
- f. Time limit : 1.5 hours.
- g. Participants must give their Superhero a name and include a short description of the character's main power and mission within 50-60 words.
- h. All artwork must be completed during the competition. No pre-drawn or pre-painted character artwork may be brought in.
- i. A3 size sheet will be provided by the school.
- j. Tracing, photocopying, printed character images, stickers and pasted artwork are not permitted.

12. The Infinite Cube

- a. This is a Mingling, 3D Art competition.
- b. A team should consist of 2 members.
- c. Participants have to create a world/scene inside a box based on the theme given :
 - ◆ **Alice in Wonderland**
 - ◆ **अली बाबा और चालीस चोर**
 - ◆ **The Wizard of Oz**
- d. Participants have to bring their own box and all materials required for the competition.
- e. The size of the box should be minimum 12 x 12 inches.
- f. Complete artwork must be created during the competition.
- g. Participants may use any art and craft materials of their choice.
- h. Time limit : 2 hours.

13. Eclectic Trash

- a. This is a Mingling, Team-based Costume Making competition.
- b. A team should consist of 3 participants.
- c. Teams must create wearable costumes using only waste/recycled materials.
- d. Materials may include cardboard, newspaper, plastic bottles, bottle caps, packaging, old CDs, paper cups, fabric scraps, ice-cream sticks, etc.
- e. Teams can choose any one of the given themes :
 - ◆ **Phata Poster, Nikla Hero** – Create a larger-than-life hero costume, bursting with Bollywood drama, attitude and imagination.
 - ◆ **Once upon a Remix** – Reimagine a mythological character using nothing but waste.
 - ◆ **Hello, Universe** – Transform waste into wearable alien, extraterrestrial or futuristic creations.
- f. Time limit : 2 hours
- g. At the end of the competition, one of the participants will wear and present their creations in a short costume walk on stage.
- h. Each team must give their costume a title and briefly explain the idea behind it.
- i. Teams must bring their own waste/recycled materials and basic tools required for construction.
- j. Costumes must be wearable, safe and suitable for presentation.

14. Sooi Dhaaga

- a. This is an Individual, Art competition.
- b. Participants should create an original piece of wall décor, 3D art or textile-inspired artwork using thread, yarn, wool and beads.
- c. **Themes :**
 - ◆ **Dream Weavers** - Create a colourful, imaginative world that exists only in your imagination.
 - ◆ **Wild at Heart** - Explore flowers, forests, animals, seasons or the natural world in your own creative way.
 - ◆ **Rangrez** - Reimagine Indian colours, motifs, traditions and patterns through thread and yarn.

- d. Participants must bring their own materials. Only thread, yarn, wool, beads and basic craft materials may be used.
- e. Cardboard, mount board or thick paper may be used as the base.
- f. The finished artwork must be a minimum of 12 X 12 inches size.
- g. Ready-made decorative materials or pre-made artwork are not permitted.
- h. Glue, scissors and basic craft tools may be used.
- i. Time allowed : 2 hours.
- j. The artwork must be created during the competition.

15. Khuli Chatt

- a. This is an Individual, Painting competition.
- b. Each participant will create an original painting based on one of the given themes.
 - ◆ **Humanity in the age of AI**
 - ◆ **The Lost City**
 - ◆ **The After Life**
- c. Participants may use any painting medium of their choice.
- d. Participants must bring their own art materials and a board canvas of 12 x 18 inches.
- e. Time allowed : 2.5 hours.
- f. The artwork must be created entirely during the competition.

16. Shhh... Koi Hai !

- a. This is a Mingling, Team-based, Installation Making competition.
- b. Each team will consist of 2 participants.
- c. The school will provide a basic structure to each team.
- d. Teams must choose ONE of the following themes/settings:
 - ◆ **Bhoot Nath** – Who lives in a house nobody dares to enter
 - ◆ **My Name is Lucy** – One who belongs to a world of magic, fantasy and wonder.
 - ◆ **Robo Shobo** – Character from a futuristic world that does not exist yet.
 - ◆ **Untamed Wonder** – Create a wild, strange creature that belongs to the jungle.

- e. Teams must bring all required materials, costumes, accessories and basic tools needed to create their character.
- f. The entire character must be created and dressed on-site during the competition. No pre-made or pre-assembled character will be permitted.
- g. Teams may use materials such as cloth, paper, cardboard, rope, wool, newspaper, recycled materials, paint, accessories and other craft materials as required for their concept.
- h. The provided structure must remain the base of the creation, but teams are free to transform it creatively according to their chosen theme.
- i. Teams must give their creation a name.
- j. Time limit : 2 hours
- l. The final creation must be safe, stable and suitable for display in an open-ground setting.

E. LITERARY EVENTS

17. Story Slam

- a. This is an Individual, On-the-Spot Storytelling competition.
- b. Participants will be given a story title and two set of elements at the beginning of the competition.
- c. Participants will be given 20 minutes to prepare their story.
- d. The story must include both the elements given to them.
- e. Participants have to narrate the story with/without reading from a script.
- f. Time limit : minimum 2 minutes and maximum 4 minutes.
- g. Language no bar.
- h. Use of mobile phones, internet or any other reference material is strictly prohibited.

18. Open Mic

- a. This is an Individual, Open Mic competition.
- b. Participants can perform music, poetry, comedy, storytelling, mimicry, beatboxing, magic or any other talent.
- c. Time limit : minimum 2 minutes and maximum 5 minutes.
- d. Participants will have to arrange all props, costumes and equipment required for their performance.
- e. Language no bar.

19. The Writing Room

- a. This is an Individual, On-the-Spot Creative Writing competition.
- b. Participants will be given a situation, opening line or theme at the beginning of the competition.
- c. Participants have to write an original story or article/description based on the given prompt within 600 to 800 words.
- d. Time limit : 2 hours.
- e. Participants have to bring their own stationery. However, A4 size sheets will be provided by the school.
- f. Use of mobile phones, internet or any other reference material is strictly prohibited.
- g. Language no bar.

20. JAM (Just A Minute)

- a. This is an Individual, English Speaking competition.
- b. The competition will be conducted through multiple rounds.
- c. In each round, participants will be given a topic or speaking task on the spot.
- d. Participants will get a short preparation time of 10 minutes.
- e. Participants will be expected to speak for one minute on the given topic/task.
- f. The aim is to speak clearly, confidently and spontaneously, while staying connected to the given topic.
- g. During the performance, other participants may raise an objection if they feel the speaker has :
 - ◆ Repeated a word or idea unnecessarily.
 - ◆ Hesitated or paused for too long.
 - ◆ Deviated from the given topic.
- h. The format and requirements of the different rounds will be explained to participants before each round.

21. उहाका : Hasya Kavi Sammelan

- a. This is an Individual, Hindi Literary competition.
- b. Participants should select and present humorous poetry, satire or comic literary pieces by any of the following writers/poets :

- | | |
|-------------------|-----------------|
| ◆ काका हथरसी | ◆ हरिशंकर परसाई |
| ◆ कुमार विश्वास | ◆ अशोक चक्रधर |
| ◆ सुरेन्द्र शर्मा | ◆ शैल चतुर्वेदी |

- c. Participants may combine works by more than one writer/poet to create their presentation.
- d. The presentation should be performed as a Kavi Sammelan, with appropriate recitation, expression, humour, interaction and stage presence.
- e. Time limit : minimum 2 and maximum 5 minutes.
- f. Language : Hindi
- g. Costumes are a MUST.

22. The Social Network

- a. This is an Individual Online, Creative Content Making competition.
- b. Participants can create on any one of the given themes:
 - ◆ **POV: You're the Main Character** - Create content about an ordinary situation as if you are the absolute protagonist of the universe.
 - ◆ **The Most Useless Superpower Ever** - Invent a superpower that sounds amazing... until you actually use it.
 - ◆ **Bro, What Just Happened?** - Take an ordinary situation and make it ridiculously dramatic.
 - ◆ **Things That Should Exist But Don't** - Invent a product, App, service or object that the world desperately needs.
- c. Participants have to create an original digital content based on the given theme.
- d. The submission may be in the form of a short video, meme, digital poster, comic or an advertisement.
- e. Time duration for the short video and advertisement : 60 seconds
- f. Use of AI-generated content or material created by any third party is not permitted.
- g. Language no bar.
- h. Participants will have to upload their entries on the School Website between 13 and 16 November 2026.

23. IPL Auction

- a. This is a Mingling team event.
- b. Each team will comprise of 3 members ; the Team Owner, Manager and the Captain.
- c. There will be two rounds:
Round I : Written Round (Prelim)
Round II : Bidding Round (Final)
- d. Round I will be held a week prior to UTSAV during school hours.
- e. Syllabus for Round I :
 - (i) IPL 2025
 - (ii) IPL 2026
 - (iii) About Famous Cricketers.Format of Question Paper : 30 MCQs (1 mark each)
- f. Time Limit : maximum 40 minutes
- g. The qualifying teams will take part in Round II on UTSAV.
- h. In Round II, a virtual amount for bidding will be provided to each team.
- i. Each participating team is to make a team of eight players from the provided list of players. Your selection should include: One Wicketkeeper, Three Batsmen, One All-Rounder & Three Bowlers.
- j. Each player will have a base price & points according to their stature. Points of a player will be credited to the account of the team who wins the bid for that player.
- k. One bid means an increase of two thousand.
- l. The team with maximum points and highest virtual amount balance will be declared as winner.

24. The Bazaar (Utsav Flea Market)

- a. This is a Showcase, Mingling, Team event.
- b. Team strength : Minimum 2 ; maximum 4 members.
- c. Teams may sell handmade or sourced products, favourite household items, books, stationery, accessories, jewellery, toys, games, décor, creative merchandise, personalised products or other interesting finds, or create a fun experience, game or activity for visitors.

- d. Each team must develop a clear and creative concept for their stall. The stall should have its own identity, name and style.
- e. Teams may buy/source products for their stalls. However, simply reselling packaged supermarket products or ready-made items without a creative stall concept will not be permitted.
- f. Food and beverages are not permitted.
- g. Each team is responsible for the designing, decorating and setting up of its own stall.
- h. The school will provide the teams with space, tables and chairs.
- i. Each team will be allotted a stall for one day.
- j. Teams are responsible for arranging all products, display materials, props and other requirements for their stall.
- k. The Best Bazaar Stall will be decided on the basis of:

◆ Stall Concept & Creativity	◆ Stall Design & Presentation
◆ Customer Engagement	◆ Selling Strategy
◆ Teamwork	◆ Overall Experience

ACADEMIC EVENTS

1. Math-e-Mystery

- a. This is a Singling, Team competition based on Mathematics.
- b. A team should consist of 2 members.
- c. The teams have to attempt the following rounds :

Round 1 - Mind Blaster

- ◆ Based on multiple-choice questions

Round 2 - Brain Blitz

- ◆ Solving clues with speed and accuracy

Round 3 - Finals

- ◆ Each team will be given two subjective questions.
- ◆ Participants must solve the questions within 1 hour.

2. Utsav Quiz

- a. This is a Singling, Quiz competition.
- b. A team should consist of 2 members.

- c. There will be two rounds:
 - i. Prelims: Written round
 - ii. Finals: A mix of audio/video based questions
- d. The Quiz will include questions from the following domains:

I. Climate Change

- ◆ Greenhouse Effect & Global Warming
- ◆ Renewable Energy & Carbon Footprint
- ◆ Biodiversity and its Conservation

II. Public Health

- ◆ Air Pollution
- ◆ Water, Sanitation & Hygiene
- ◆ Climate-Sensitive Diseases: dengue, malaria, heat-related illness
- ◆ Nutrition, Food Security & Community Health

3. STEM Tank

- a. It will be a Mingling, Team event.
- b. A team should consist of 2 members.
- c. Teams have to make a working prototype as a solution of any one of the given problems:
 - ◆ A community receives very little warning before flash flooding.
 - ◆ A farmer's crop receives either too much or too little water because irrigation is based on guesswork.
 - ◆ After heavy rainfall, large amounts of plastic and waste enter rivers.
 - ◆ A city has overflowing garbage bins because collection schedules are fixed rather than demand-based.
 - ◆ During an emergency, mobile networks may stop working. How can people communicate?
 - ◆ A wheelchair user encounters stairs where no ramp is available.
 - ◆ A rural health worker needs to monitor a patient's vital signs without sophisticated equipment.
 - ◆ Roads become dangerous when visibility drops during fog.
- d. Teams are supposed to give a presentation, based on working prototype consisting of the following :
 - ◆ Description of Problem

- ◆ Scientific principle behind their solution
 - ◆ Proposed innovation
 - ◆ Who would benefit?
- e. Time limit will be 2 hours for making prototype and 4 to 6 minutes for presentation.
 - f. Presentation will be followed by questions from the panel of judges.

4. TECH RELAY

- a. This is a Mingling, Team event comprising of 4 members.
- b. All the members will perform the four challenges individually and simultaneously.

Challenge-1 AI Art Challenge

One of the team members has to draw the artwork using AI tools on device within 30 minutes on the theme/topic given on the spot.

Challenge-2 Tech Talk

The second team member has to prepare a PPT having minimum 5 images on the theme/topic provided on the spot. The team will get 30 minutes for the preparation and 10 minutes for the presentation.

Challenge-3 Tech Charades

The third team member has to act according to the word written on the chosen card, while the team mates guess the word within 60 seconds.

Challenge-4 Black Box Code

The fourth member must complete and test the program within 30 minutes. The desktop will remain switched off and the participants must follow the specified programming language according to the coding challenge provided at the start of the event.

5. Code India Code

- a. This is a Singling, Team event consisting of 2 participants.
- b. This event will be conducted in 2 rounds :

Round-1 : Code It One of the participants will solve coding problems based on logic and programming concepts within 30 minutes.

Round-2 : Debug It & Crack It The other participant must identify/correct the errors and find the correct output in the minimum possible time.

- c. Internet, mobile phones, AI tools, pre-written code and external assistance are not allowed.
- d. Code sharing, copying or communication with other participants will result in disqualification.

6. Save Our Heritage - Safeguarding the Past for the Future

- a. This is a Singling, Team-based Awareness Campaign competition to keep our cultural and historical heritage alive. It should be a creative presentation on chart paper.
- b. A team may consist of minimum 2 and maximum 4 participants.
- c. The campaign should use visual storytelling, historical and cultural research to promote global awareness, empathy and preservation of shared heritage.
- d. The campaign must include :
 - ◆ **A title, slogan or hashtag**
 - ◆ **Original visuals such as posters, sketches, timelines, maps or infographics**
 - ◆ **A brief message highlighting the issue and the importance of heritage preservation**
- e. All work must be original and created On the Spot. Pre-made materials, printed content and traced artwork are not permitted.
- f. All the materials including chart paper of 20 x 30 inches size to be brought by the teams.
- g. Campaigns may be presented in English, Hindi or bilingual format.
- h. Content must be accurate, verifiable and free from any misinformation/propaganda.
- i. Teams will be given **45 minutes** for the creation of the campaign which will be followed by a presentation before the judges in about **2 to 4 minutes**.

7. Where Differences Dissolve

- a. This is a Mingling competition exploring various themes through Photography and Presentation .
- b. A team may consist of 2 participants.
- c. Participants have to click a set of 5 photographs with each photograph exploring each of the following themes :
 - ◆ Empathy
 - ◆ Identity

- ◆ Misunderstanding
- ◆ Kinship across Divides
- ◆ Belonging

- d. The photographs should explore the given ideas in the context of today's rapidly changing world.
- e. Teams must present the photographs as an amalgamation of shots through a presentation.
- f. Teams must submit all 5 photographs between 13 and 16 November 2026 on the School Website.
- g. On the day of the event, the submitted photographs will be displayed on screen and teams must present their work to the judges.
- h. The presentation should be minimum 2 minutes and maximum 4 minutes.
- i. Teams must explain the concept, thought process and purpose behind their photographs during the presentation.

GAME ON ! UTSAV

PRE-UTSAV EVENTS (Choose any one)

1. Basketball

- a. This is a Singling event with two categories :
Category 1 : Girls
Category 2 : Boys
- b. Each team should consist of 6 players (5 playing and 1 substitute).
- c. Duration of the match : 10 minutes (7 minutes each half time with a 1 minute break).
- d. The rules and structure of the tournament will be explained during the Utsav Orientation.

2. Handball

- a. This is a Singling event with two categories :
Category 1 : Girls
Category 2 : Boys
- b. Each team should consist of 6 players (5 playing and 1 substitute).
- c. Duration of the match : 30 minutes.
- d. The rules and structure of the tournament will be explained during the Utsav Orientation.

3. Volleyball

- a. This is a Singling event with two categories :
Category 1 : Girls Category 2 : Boys
- b. Each team should consist of 7 players (6 playing and 1 substitute).
- c. Each match will be played on best of three basis with 15 points for each set.
- d. The team winning two out of the three sets will be declared the winner.
- e. The rules and structure of the tournament will be explained during the Utsav Orientation.

DURING UTSAV EVENTS (Choose any one)

4. Gully Cricket

- a. This is a Singling event
- b. Each team should consist of 8 players (6 Boys and 2 Girls).
- c. The rules and structure of the tournament will be explained during the Utsav Orientation.

5. Kho-Kho

- a. This is a Singling event with two categories. Boys and Girls will compete in separate groups.
- b. Each team should consist of 9 players (8 playing and 1 substitute).
- c. Duration of the match : 9 minutes per team.
- d. The rules and structure of the tournament will be explained during the Utsav Orientation.

FAM O'MANIA

Important note : All the competitions in this category must have Wisdom student as a participant. A family for participation involves only *the mother, the father, the siblings and the grand parents*.

1. Ishaaron Ishaaron Mein

- a. This is a family Reverse Charades competition.
- b. Each team must consist of 3 members - 1 student + at least 1 adult.
- c. In each round, one member will guess while the rest of the team acts together.
- d. The team must act out the given word, phrase, movie, situation or character without speaking.
- e. Round format and time limits will be announced at the event.

2. **FAM ly Chakkar**

- Each team must include minimum 2 and maximum 3 members - one student + at least one adult.
- Teams must complete a series of mini-games in sequence.

3. **Pesh Karte Hain...**

- This is a Family dance competition.
- A team should consist of minimum 3 members.
- Style of dance and music can be of any genre.
- Teams should choose any one of the given themes :
 - ◆ **Kuch Khatta Meetha Ho Jaaye** – Celebrate the chaos, love and togetherness that make a family
 - ◆ **Yamla Pagla Deewana** – Take us on a completely mad, hilarious and fun-filled ride.
 - ◆ **Mogambo Khush Hua** – Show us, with all the attitude and fun, who really runs the show!
- Time limit : minimum 2 and maximum 4 minutes
- Obscene/vulgar lyrics or actions are strictly prohibited and can lead to disqualification there and then.
- The teams will have to upload their music file on the School Website.

4. **Zor Laga Ke Haisha**

- This is the classic Tug of War competition.
- Team strength : 1 student + 1 family member

5. **Aur Gaao**

- It is a family 'Antakshari' entertainer.
- Each team must consist of 2 members only.
- Teams will compete in a traditional Antakshari format, with fun modern twists.

6. **You Say, I Do!**

- This is a family art making competition.
- Each team must consist of 2 family members, including at least 1 student.
- One member will draw while the other gives verbal instructions and clues.

- d. The person drawing will not be shown any reference material. The instruction from the teammate will be only verbal.
- e. Drawing materials will be provided by the school.

7. Mad Fam Ads

- a. This is a family nautanki competition
- b. Team Strength - Minimum 2 ; maximum 6 members, including at least 1 Wisdom student
- c. Teams should prepare a dramatized advertisement of a product which could solve any one of the following problems :
 - ◆ Chuttiyon mein kahan jaana hai
 - ◆ Domestic kalesh!
 - ◆ Bai chutti pe hai
- d. Costume and props are a MUST.
- e. Language no bar.
- f. In case of music, teams should upload the tracks on the website.

8. Human Bingo

- a. This is a family team competition
- b. Team strength : 3 members, including at least 1 Wisdom student
- c. Teams will be given a TO-DO list.
- d. The list will contain various tasks involving teams to interact and explore the campus.
- e. The teams that complete the TO-DO list first and announces at the starting point - BINGO, wins.

9. Super YOLO Phamily

- a. This is a fun, exciting competition to identify The Most Compatible Family.
- b. Each team should consist of 2 members.
- c. In this event, there will be a series of rounds designed to test how well the family members know each other.

10. REELing in Joy!

- a. This is an Individual, Online Reel-Making competition.
- b. Families have to make a 60 second reel on any of the given themes:
 - ◆ Our Nautanki Family
 - ◆ VLOG to a Departmental store

◆ **Pa's Kitchen Adventure**

- c. The reel should be comical, creative and absolute masti.
- d. Teams should upload their reels on the school website between 13 and 16 November 2026.

11. Say What?!

- a. This is an Individual, Online, Photography and Meme Making competition
- b. Participant should submit an original photograph, convert it into a Meme on any one of the given themes:-

◆ **YOLO**

◆ **Where there's a will → There's a relative**

◆ **Eat, Drink and be Merry → For tomorrow they may recall your credit card**

- c. Participant should submit only ONE Photo/Meme on the school website between 13 and 16 November 2026.

12. Family Anthem

- a. This is an Individual, Online Family competition.
- b. Families must choose their Family Song and perform it together.
- c. Team Strength - Minimum 3, including at least 1 Wisdom student
- c. The Family Song can be from a movie, album, folk tradition or any song that feels right for the family.
- d. Teams must record a video of the family singing, dancing, performing or simply having fun together - the format is entirely up to you.
- e. The more energy, creativity, humour, imagination and, most importantly, love you bring to your song, the better your chances of making it to the UTSAV Stage.
- f. Teams should upload the video on the school website between 13 and 16 November 2026.

For any Utsav related clarification/enquiry, please contact :

Ms. Smriti Kapoor, 87086 78201

Ms. Anjali Sharma, 94167 11987



Experience the unique thrill of Silent Disco and step into a world where the music is all yours – tune into what the DJ spins, and dance like no one’s watching.

Grab your wireless headphones and dance to your own beat— all while the world around stays quiet.

Perfect for students and families to enjoy a unique, immersive experience together!

Note :

- ✿ It's a unique paid experience going to be organized by a company from New Delhi.
- ✿ The entry fee for this interesting event will be notified before Utsav.
- ✿ It's open to everybody - students as well as parents.
- ✿ The duration of each slot will be 20 minutes.
- ✿ Headphones will be provided by the organizers.
- ✿ The participants have to be very careful in handling the given gadget. In case of any damage, the participant will have to pay for the total cost of the Headphone.
- ✿ Participants are supposed to enjoy the experience but maintaining discipline is paramount. In case some participants indulge in any act of indiscipline, he/she will have to leave the disco arena.