

ARTIFEX

2026

A CARNIVAL OF CREATIVITY

A CELEBRATION OF CREATIVITY,

INNOVATION & DESIGN

SEPT 19TH, 2026

ART | MUSIC | DANCE | DIGITAL MEDIA

GRADE 9 - 12

ABOUT LMS



AT LAKE MONTFORT SCHOOL, WE BELIEVE THAT TRUE EDUCATION MUST INSPIRE STUDENTS TO EXPLORE, QUESTION, AND LEARN NOT JUST FOR ACADEMIC SUCCESS, BUT FOR LIFE ITSELF. IN TODAY'S EVER-CHANGING SOCIETY, WHERE VALUES ARE OFTEN CHALLENGED AND THE RELEVANCE OF MORALS QUESTIONED, EDUCATIONAL INSTITUTIONS HAVE A VITAL ROLE TO PLAY. IN A WORLD WHERE HONESTY IS SOMETIMES MISTAKEN FOR WEAKNESS AND THE PATH OF INTEGRITY OFTEN SEEMS THE LONGEST ROUTE TO SUCCESS, WE MUST GUIDE OUR STUDENTS TO UNDERSTAND THAT CHARACTER AND DETERMINATION ARE THE CORNERSTONES OF MEANINGFUL ACHIEVEMENT.

"RISE & SHINE" - OUR SCHOOL MOTTO INSPIRES US TO STEP FORWARD WITH STRONG DEVOTION TO GOD, RESPECT FOR PARENTS, AND OBEDIENCE TO TEACHERS. EVERY CHILD AT LMS IS A GEM, ENDOWED WITH INNATE TALENTS AND CHILDLIKE CONFIDENCE IN THEIR ABILITY TO ACHIEVE GREATNESS IN THE DAYS AHEAD. EDUCATION IS NOT MERELY ABOUT IMPARTING KNOWLEDGE, BUT ABOUT NURTURING THE UNIQUE POTENTIAL WITHIN EVERY CHILD.

OUR VISION GOES BEYOND ACADEMICS. WE ARE COMMITTED TO THE HOLISTIC DEVELOPMENT OF EACH CHILD SPIRITUALLY, MORALLY, CULTURALLY, INTELLECTUALLY, AND PHYSICALLY, SO THEY ARE WELL-PREPARED FOR THE RESPONSIBILITIES AND CHALLENGES OF AI DRIVEN WORLD. LAKE MONTFORT SCHOOL IS MORE THAN AN INSTITUTION IT IS A FAMILY. HERE, STUDENTS ARE ENCOURAGED TO DISCOVER AND NURTURE THEIR TALENTS, SUPPORTED BY DEDICATED TEACHERS AND A STRONG PARTNERSHIP WITH PARENTS. THIS BOND, ROOTED IN TRUST AND SHARED VALUES, STAYS WITH OUR STUDENTS FOR A LIFETIME.

THROUGH DISCIPLINED EFFORTS, MEANINGFUL ACTIVITIES, AND JOYFUL LEARNING EXPERIENCES, WE STRIVE TO SHAPE OUR STUDENTS INTO LAW-ABIDING, RESPONSIBLE CITIZENS WHO EMBODY SERENITY, PEACE, AND GOODNESS. WITH DEVOTION AND DILIGENCE, WE AIM TO PROVIDE AN ENVIRONMENT WHERE EVERY CHILD GROWS WITH CONFIDENCE, COMPASSION, AND A DEEP SENSE OF PURPOSE.

ABOUT ARTIFEX

ARTIFEX IS A VIBRANT CELEBRATION OF ARTISTIC EXPRESSION, TALENT, AND IMAGINATION. INITIATED IN THE ACADEMIC YEAR 2023-2024, THIS PRESTIGIOUS CULTURAL EVENT HAS STEADILY GROWN IN SCALE AND POPULARITY, AND THIS YEAR PROUDLY MARKS ITS 4TH EDITION.

THE NAME ARTIFEX IS DERIVED FROM LATIN, MEANING "ARTIST," "CREATOR," OR "CRAFTSMAN," PERFECTLY REFLECTING THE SPIRIT OF INNOVATION AND CREATIVITY THAT DEFINES THE EVENT. IT SYMBOLIZES THE IDEA THAT EVERY INDIVIDUAL HAS THE POTENTIAL TO CREATE, EXPRESS, AND INSPIRE THROUGH ART.

ORGANIZED BY LAKE MONTFORT SCHOOL, ARTIFEX IS MORE THAN JUST A CULTURAL FEST—IT IS A DYNAMIC PLATFORM THAT BRINGS TOGETHER STUDENTS TO SHOWCASE THEIR TALENTS AND CELEBRATE DIVERSE ART FORMS. THE EVENT FEATURES A WIDE RANGE OF ACTIVITIES, INCLUDING MUSIC, DANCE, FINE ARTS, DRAMA, AND OTHER CREATIVE COMPETITIONS, OFFERING SOMETHING FOR EVERY ASPIRING ARTIST.

ARTIFEX FOSTERS CONFIDENCE, COLLABORATION, AND CULTURAL APPRECIATION WHILE ENCOURAGING ORIGINALITY AND INNOVATION. WITH ITS LIVELY ATMOSPHERE AND INSPIRING PERFORMANCES, IT CREATES MEMORABLE EXPERIENCES FOR PARTICIPANTS AND AUDIENCES ALIKE.

AS IT ENTERS ITS 4TH EDITION, ARTIFEX CONTINUES TO UPHOLD ITS VISION OF NURTURING CREATIVITY AND CELEBRATING THE ARTIST WITHIN EVERY INDIVIDUAL.

INTRODUCING



CARNIVAL OF CREATIVITY REPRESENTS A VIBRANT BLEND OF JOY, COLOR, AND IMAGINATION. INSPIRED BY THE LIVELY SPIRIT OF A CARNIVAL, THE THEME BRINGS TOGETHER DIVERSE ART FORMS LIKE MUSIC, DANCE, AND VISUAL ARTS, CREATING AN ENERGETIC AND ENGAGING ATMOSPHERE.

IT ENCOURAGES PARTICIPANTS TO EXPLORE THEIR TALENTS, THINK CREATIVELY, AND EXPRESS THEMSELVES WITH CONFIDENCE AND ORIGINALITY. JUST AS A CARNIVAL CELEBRATES VARIETY AND EXCITEMENT, THIS THEME HIGHLIGHTS THE BEAUTY OF DIFFERENT FORMS OF ARTISTIC EXPRESSION.

AT ITS CORE, CARNIVAL OF CREATIVITY IS A CELEBRATION OF INNOVATION, TALENT, AND TOGETHERNESS, MAKING THE EVENT A TRULY INSPIRING AND MEMORABLE EXPERIENCE.

HOUSE VS HOUSE

THE FOUR HOUSES — MONTFORT, FATIMA, JOSEPH & GABRIEL — CONVERGE ON ONE STAGE, COMPETING FOR CREATIVE EXCELLENCE AT ARTIFEX 2026.

THE HOUSE WITH THE HIGHEST CUMULATIVE POINTS WILL BE AWARDED THE ARTIFEX 2026 - A CARNIVAL OF CREATIVITY OVERALL CHAMPIONSHIP TROPHY.



LAKE MONTFORT SCHOOL

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EVENTS

5 STAR EVENTS



- ◆ SYNC SQUAD ◆ STREET SHOWDOWN ◆
- ◆ VOCAL ENSEMBLE ◆ FRAME BY FRAME ◆

4 STAR EVENTS



- ◆ TWIN MOVES ◆ HARMONY DUO ◆
- ◆ JAM THEORY ◆ STUDIO SESSION ◆
- ◆ PIXEL PERFECT ◆ URBAN CANVAS ◆ ADVIBE ◆

3 STAR EVENTS



- ◆ SKETCH CLASH ◆ HENNA FIESTA ◆
- ◆ MUD MAGIC ◆ ILLUSION LAB ◆ LIMITLESS 5 ◆
- ◆ PAPER PLAY ◆ POSTER PARADE ◆
- ◆ TUNE RUMBLE ◆ TUNE & TALE ◆
- ◆ SCREENWRITER'S ROOM ◆ POT POURI ◆



EVENTS



SYNC SQUAD

GROUP DANCE



A GROUP DANCE COMPETITION WHERE TEAMS SHOWCASE SYNCHRONIZED CHOREOGRAPHY, CREATIVITY, AND STAGE PRESENCE THROUGH THEMATIC PERFORMANCES.

WHERE RHYTHM MEETS STORYTELLING, **SYNC SQUAD** BRINGS THE STAGE ALIVE WITH POWERFUL PERFORMANCES THAT BLEND MOVEMENT, MUSIC, AND IMAGINATION. THIS EVENT CELEBRATES UNITY, COORDINATION, AND THE ART OF COLLECTIVE EXPRESSION.

FROM HIGH-ENERGY ROUTINES TO NARRATIVE-DRIVEN PIECES, EACH TEAM TRANSFORMS THE STAGE INTO A VIBRANT SPECTACLE—PROVING THAT CREATIVITY IS BEST EXPERIENCED WHEN IT MOVES TOGETHER.

RULES & REGULATIONS

- EACH HOUSE MUST FIELD 2 TEAMS FOR THIS EVENT.
- EACH TEAM MUST CONSIST OF MIN. 10 TO MAX. 15 PARTICIPANTS.
- THE TIME LIMIT IS 5+2 MINUTES.
- OUT OF THE TWO TEAMS REPRESENTING A HOUSE:
TEAM 1 - OWN CHOICE THEME
TEAM 2 - STORY BASED THEME
- PARTICIPANTS MAY USE MUSIC IN ANY LANGUAGE.
- ALL MUSIC MUST BE SUBMITTED IN ADVANCE AS PER THE INSTRUCTIONS PROVIDED.
- PARTICIPANTS MUST ARRANGE THEIR OWN COSTUMES, WHICH SHOULD BE APPROPRIATE FOR A SCHOOL ENVIRONMENT.
- PROPS MAY BE USED, PROVIDED THEY ARE SAFE, MANAGEABLE, AND DO NOT CAUSE DELAY IN SETUP OR CLEARANCE.
- USE OF DANGEROUS STUNTS, FIRE, OR HAZARDOUS MATERIALS IS STRICTLY PROHIBITED.
- ANY INAPPROPRIATE CONTENT (MUSIC, GESTURES, OR THEME) WILL LEAD TO DISQUALIFICATION.
- PARTICIPANTS MUST REPORT TO THE VENUE ON TIME AS INSTRUCTED.
- THE DECISION OF THE JUDGES WILL BE FINAL AND BINDING.

STREET SHOWDOWN

DANCE BATTLE



A HIGH-ENERGY DANCE BATTLE WHERE DUOS COMPETE HEAD-TO-HEAD, SHOWCASING FREESTYLE SKILLS, MUSICALITY, AND STAGE PRESENCE.



DRIVEN BY RHYTHM AND SPONTANEITY, **STREET SHOWDOWN** BRINGS OUT THE RAW, COMPETITIVE SPIRIT OF DANCE. THIS EVENT CELEBRATES INDIVIDUALITY, ADAPTABILITY, AND THE ABILITY TO PERFORM UNDER PRESSURE.

WITH EVERY BEAT, DANCERS RESPOND, REACT, AND CHALLENGE ONE ANOTHER—TURNING THE STAGE INTO AN ELECTRIFYING ARENA WHERE CREATIVITY MEETS COMPETITION.

RULES & REGULATIONS

- EACH HOUSE MUST FIELD 2 TEAMS FOR THIS EVENT.
- EACH TEAM MUST CONSIST OF 2 PARTICIPANTS.
- THE COMPETITION WILL BE CONDUCTED IN A KNOCKOUT FORMAT, PROGRESSING THROUGH ELIMINATION ROUNDS TO THE FINALS.
- ADVANCEMENT AND DURATION OF EACH ROUND WILL BE DETERMINED BY THE JUDGES.
- RANDOM MUSIC TRACKS WILL BE PLAYED DURING THE BATTLE AT THE JUDGES' DISCRETION. NO PRE-SUBMITTED TRACKS ARE ALLOWED AND TRACKS MAY BE FROM ANY GENRE.
- THE BATTLE IS OPEN STYLE. PARTICIPANTS MAY PERFORM IN ANY DANCE STYLE.
- PARTICIPANTS MUST BE PREPARED TO ADAPT AND RESPOND TO MUSIC ON THE SPOT.
- PHYSICAL CONTACT, AGGRESSIVE BEHAVIOR, OR INTENTIONAL OBSTRUCTION OF THE OPPOSING TEAM IS STRICTLY PROHIBITED.
- USE OF DANGEROUS STUNTS OR HAZARDOUS ELEMENTS IS NOT ALLOWED.
- PARTICIPANTS MUST MAINTAIN SPORTSMANSHIP AND RESPECT TOWARDS OPPONENTS.
- JUDGING WILL BE BASED ON: ENERGY & STAGE PRESENCE, CREATIVITY & ORIGINALITY, MUSICALITY & ADAPTABILITY, COORDINATION (WITHIN THE DUO), AND BATTLE INTERACTION.
- PARTICIPANTS MUST REPORT TO THE VENUE ON TIME AS INSTRUCTED.
- THE DECISION OF THE JUDGES WILL BE FINAL AND BINDING.



VOCAL ENSEMBLE

GROUP SINGING



A GROUP SINGING COMPETITION WHERE TEAMS SHOWCASE VOCAL HARMONY, COORDINATION, AND MUSICAL EXPRESSION THROUGH THEMATIC PERFORMANCES.

BLENDING VOICES INTO ONE UNIFIED SOUND, **VOCAL ENSEMBLE** HIGHLIGHTS THE POWER OF HARMONY AND COLLECTIVE ARTISTRY. THIS EVENT CELEBRATES MUSICAL SYNERGY, BALANCE, AND THE ABILITY TO CONVEY EMOTION THROUGH COORDINATED VOCALS.

FROM SOULFUL MELODIES TO DYNAMIC ARRANGEMENTS, EACH TEAM CREATES AN IMMERSIVE MUSICAL EXPERIENCE—DEMONSTRATING THAT WHEN VOICES COME TOGETHER, THEY CREATE SOMETHING GREATER THAN THE SUM OF THEIR PARTS.

RULES & REGULATIONS

- EACH HOUSE MUST FIELD 2 TEAMS FOR THIS EVENT.
- EACH TEAM MUST CONSIST OF MIN. 10 TO MAX. 15 MEMBERS, INCLUDING INSTRUMENTALISTS.
- THE TIME LIMIT IS 5+2 MINUTES.
- OUT OF THE TWO TEAMS REPRESENTING A HOUSE:
 - TEAM 1 - OWN CHOICE
 - TEAM 2 - "VOICES OF UNITY" (SONGS CONVEYING TOGETHERNESS, HARMONY, OR CULTURAL FUSION).
- PARTICIPANTS MAY PERFORM USING SONGS IN ANY LANGUAGE.
- KARAOKE/BACKING TRACKS ARE ALLOWED.
- THE FOLLOWING INSTRUMENTS WILL BE PROVIDED: 1 KEYBOARD AND 1 DRUM SET.
- PARTICIPANTS MAY BRING ADDITIONAL INSTRUMENTS ONLY WITH PRIOR PERMISSION FROM THE EVENT HEAD.
- PARTICIPANTS MUST ARRANGE THEIR OWN COSTUMES, APPROPRIATE TO THEIR THEME AND SUITABLE FOR A SCHOOL ENVIRONMENT.
- EMPHASIS SHOULD BE ON GROUP HARMONY AND COORDINATION; EXCESSIVE DEPENDENCE ON SOLO SINGING MAY AFFECT SCORING.
- PROPS ARE ALLOWED, PROVIDED THEY ARE SAFE AND DO NOT DELAY STAGE SETUP OR CLEARANCE.
- ANY INAPPROPRIATE LYRICS, GESTURES, OR CONTENT WILL LEAD TO DISQUALIFICATION.
- PARTICIPANTS MUST REPORT TO THE VENUE ON TIME AS INSTRUCTED.
- THE DECISION OF THE JUDGES WILL BE FINAL AND BINDING.



FRAME BY FRAME



SHORT FILM

A SHORT FILM COMPETITION WHERE TEAMS BRING STORIES TO LIFE THROUGH VISUAL STORYTELLING, CREATIVITY, AND CINEMATIC EXPRESSION.

THROUGH LENS AND NARRATIVE, **FRAME BY FRAME** SHOWCASES THE ART OF FILMMAKING—WHERE IDEAS ARE TRANSFORMED INTO COMPELLING VISUAL EXPERIENCES. THIS EVENT CELEBRATES STORYTELLING, DIRECTION, AND THE ABILITY TO CAPTURE MEANING WITHIN A LIMITED TIME FRAME.

FROM EMOTIONAL NARRATIVES TO THOUGHT-PROVOKING CONCEPTS, EACH FILM REFLECTS A UNIQUE PERSPECTIVE—PROVING THAT EVEN A FEW MINUTES ON SCREEN CAN LEAVE A LASTING IMPACT.

RULES & REGULATIONS

- EACH HOUSE MUST FIELD A MAXIMUM OF 2 TEAMS FOR THIS EVENT.
- EACH TEAM MUST CONSIST OF MIN. 6 TO MAX. 10 MEMBERS.
- THE FINAL FILM MUST HAVE A DURATION OF 4 TO 5 MINUTES, INCLUDING APPROPRIATE CREDITS.
- OUT OF THE TWO TEAMS REPRESENTING A HOUSE:
 - TEAM 1 - OWN CHOICE THEME
 - TEAM 2 - "A MOMENT THAT MATTERS".
- THE CONTENT OF THE FILM MUST BE ORIGINAL. PLAGIARISM IS STRICTLY PROHIBITED AND USE OF STOCK FOOTAGE IS NOT ALLOWED.
- EACH TEAM WILL BE GIVEN COMPULSORY ELEMENTS (PROP, DIALOGUE, OR SITUATION), WHICH MUST BE INCLUDED IN THE FILM. FAILURE TO INCORPORATE THESE ELEMENTS WILL RESULT IN DISQUALIFICATION.
- ALL RECORDING DEVICES ARE ALLOWED (MOBILE PHONES, DSLRS, ETC.). KEEP THE RECORDING DEVICES CONSISTENT.
- SUBTITLES ARE MANDATORY FOR ALL FILMS.
- THE FILM MUST NOT CONTAIN PROFANITIES, VULGAR LANGUAGE, OR ANY INAPPROPRIATE OR OFFENSIVE CONTENT.
- FILMS MUST BE SUBMITTED WITHIN THE STIPULATED TIME. LATE SUBMISSIONS WILL NOT BE ACCEPTED.
- EDITING, COLOR CORRECTION, BGM AND OTHER TECHNICALITIES ARE ALL ALLOWED; HOWEVER, THE FILM MUST BE STUDENT-CREATED AND NOT ASSISTED BY PROFESSIONALS, AI, STOCKS, ETC.
- THE DECISION OF THE JUDGES WILL BE FINAL AND BINDING.



EVENTS



TWIN MOVES

DUET DANCE



A DUET DANCE COMPETITION WHERE PAIRS SHOWCASE COORDINATION, CHEMISTRY, AND SYNCHRONIZED MOVEMENT THROUGH CREATIVE PERFORMANCES.

BUILT ON CONNECTION AND PRECISION, **TWIN MOVES** HIGHLIGHTS THE ART OF DANCING IN HARMONY WITH A PARTNER. THIS EVENT CELEBRATES TIMING, EXPRESSION, AND THE SEAMLESS BLEND OF TWO PERFORMERS MOVING AS ONE.

FROM GRACEFUL ROUTINES TO HIGH-ENERGY ACTS, EACH DUO BRINGS A UNIQUE DYNAMIC TO THE STAGE—DEMONSTRATING THAT STRONG PARTNERSHIPS CREATE POWERFUL PERFORMANCES.

RULES & REGULATIONS

- EACH HOUSE MUST FIELD 2 TEAMS FOR THIS EVENT.
- EACH TEAM MUST CONSIST OF 2 PARTICIPANTS.
- THE TIME LIMIT IS 4+1 MINUTES.
- THE PERFORMANCE IS OPEN THEME.
- PARTICIPANTS MAY USE MUSIC IN ANY LANGUAGE.
- MUSIC MUST BE SUBMITTED IN ADVANCE AS PER THE INSTRUCTIONS PROVIDED.
- PARTICIPANTS MUST ARRANGE THEIR OWN COSTUMES, WHICH SHOULD BE APPROPRIATE FOR A SCHOOL ENVIRONMENT.
- PROPS ARE ALLOWED, PROVIDED THEY ARE SAFE, MANAGEABLE, AND DO NOT CAUSE DELAY IN SETUP OR CLEARANCE.
- USE OF DANGEROUS STUNTS, FIRE, OR HAZARDOUS ELEMENTS IS STRICTLY PROHIBITED.
- ANY INAPPROPRIATE CONTENT (MUSIC, GESTURES, OR PERFORMANCE) WILL LEAD TO DISQUALIFICATION.
- PARTICIPANTS MUST REPORT TO THE VENUE ON TIME AS INSTRUCTED.
- THE DECISION OF THE JUDGES WILL BE FINAL AND BINDING.



HARMONY DUO

DUET SINGING

A VOCAL DUET COMPETITION WHERE PAIRS SHOWCASE HARMONY, COORDINATION, AND MUSICAL EXPRESSION THROUGH COLLABORATIVE PERFORMANCES.

CENTERED ON BALANCE AND BLEND, **HARMONY DUO** HIGHLIGHTS THE BEAUTY OF TWO VOICES COMING TOGETHER AS ONE. THIS EVENT CELEBRATES VOCAL SYNERGY, CONTROL, AND THE ABILITY TO COMPLEMENT ONE ANOTHER MUSICALLY.

FROM MELODIC BALLADS TO DYNAMIC ARRANGEMENTS, EACH DUO CREATES A RICH AND ENGAGING SOUNDSCAPE—PROVING THAT HARMONY IS AT ITS BEST WHEN VOICES UNITE WITH PURPOSE.

RULES & REGULATIONS

- EACH HOUSE MUST FIELD 2 TEAMS FOR THIS EVENT.
- EACH TEAM MUST CONSIST OF 2 PARTICIPANTS.
- THE TOTAL TIME LIMIT IS 4+1 MINUTES.
- THE PERFORMANCE IS OPEN THEME.
- PARTICIPANTS MAY PERFORM USING SONGS IN ANY LANGUAGE.
- KARAOKE/BACKING TRACKS ARE ALLOWED.
- ONLY ONE AMONG THE TWO IS ALLOWED TO PLAY A LIVE INSTRUMENT WHILE SINGING, WHICH MUST BE EITHER AN ACOUSTIC GUITAR OR A KEYBOARD.
- PARTICIPANTS MUST ARRANGE THEIR OWN COSTUMES, WHICH SHOULD BE APPROPRIATE FOR A SCHOOL ENVIRONMENT.
- PROPS ARE ALLOWED, PROVIDED THEY ARE SAFE, MANAGEABLE, AND DO NOT CAUSE DELAY IN SETUP OR CLEARANCE.
- EMPHASIS SHOULD BE ON VOCAL HARMONY AND COORDINATION BETWEEN THE PERFORMERS.
- USE OF LIP-SYNCING IS STRICTLY PROHIBITED.
- ANY INAPPROPRIATE LYRICS, GESTURES, OR CONTENT WILL LEAD TO DISQUALIFICATION.
- PARTICIPANTS MUST REPORT TO THE VENUE ON TIME AS INSTRUCTED.
- THE DECISION OF THE JUDGES WILL BE FINAL AND BINDING.



JAM THEORY

DUET INSTRUMENTAL



AN INSTRUMENTAL DUET COMPETITION WHERE PAIRS SHOWCASE MUSICAL SKILL, COORDINATION, AND LIVE PERFORMANCE THROUGH CREATIVE COMPOSITIONS AND ARRANGEMENTS.

FOCUSED ON PURE SOUND AND TECHNIQUE, **JAM THEORY** HIGHLIGHTS THE ART OF MUSICAL COLLABORATION WITHOUT VOCALS. THIS EVENT CELEBRATES RHYTHM, PRECISION, AND THE ABILITY TO CONNECT THROUGH INSTRUMENTS ALONE.

FROM INTRICATE MELODIES TO DYNAMIC IMPROVISATIONS, EACH DUO CRAFTS A UNIQUE MUSICAL DIALOGUE—DEMONSTRATING THAT INSTRUMENTS CAN SPEAK JUST AS POWERFULLY AS WORDS.

RULES & REGULATIONS

- EACH HOUSE MUST FIELD 2 TEAMS FOR THIS EVENT.
- EACH TEAM MUST CONSIST OF 2 PARTICIPANTS.
- THE TIME LIMIT IS 4+1 MINUTES.
- THE PERFORMANCE IS INSTRUMENTAL ONLY. NO VOCALS ARE PERMITTED.
- PARTICIPANTS MAY USE ANY COMBINATION OF MUSICAL INSTRUMENTS.
- BACKING TRACKS ARE NOT ALLOWED. ALL PERFORMANCES MUST BE COMPLETELY LIVE.
- PARTICIPANTS MUST BRING AND ARRANGE THEIR OWN INSTRUMENTS.
- PARTICIPANTS MUST ARRANGE THEIR OWN COSTUMES, WHICH SHOULD BE APPROPRIATE FOR A SCHOOL ENVIRONMENT.
- EMPHASIS SHOULD BE ON COORDINATION, MUSICALITY, AND TECHNICAL SKILL BETWEEN THE PERFORMERS.
- NO EXTERNAL SUPPORT OR ACCOMPANIMENT IS ALLOWED, EXCEPT FOR THE USE OF A SHRUTHI BOX (IF REQUIRED).
- ANY PRE-RECORDED PERFORMANCE WILL LEAD TO DISQUALIFICATION.
- PARTICIPANTS MUST REPORT TO THE VENUE ON TIME AS INSTRUCTED.
- THE DECISION OF THE JUDGES WILL BE FINAL AND BINDING.



STUDIO SESSION

MUSIC PRODUCTION



A MUSIC PRODUCTION CHALLENGE WHERE PARTICIPANTS CREATE ORIGINAL TRACKS USING DIGITAL TOOLS, SOUND DESIGN, AND CREATIVE COMPOSITION.

BLENDING TECHNOLOGY WITH MUSIC, **STUDIO SESSION** EXPLORES THE ART OF PRODUCING SOUND IN A DIGITAL ENVIRONMENT. THIS EVENT CELEBRATES INNOVATION, ARRANGEMENT, AND THE ABILITY TO BUILD COMPLETE MUSICAL IDEAS USING SOFTWARE AND PRODUCTION TECHNIQUES.

FROM BEATS TO MELODIES, EACH TRACK REFLECTS A UNIQUE SONIC IDENTITY—SHOWCASING HOW CREATIVITY CAN BE SHAPED THROUGH SOUND AND TECHNOLOGY.

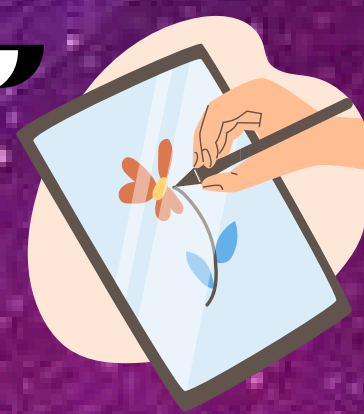
RULES & REGULATIONS

- EACH HOUSE MUST FIELD 2 TEAMS FOR THIS EVENT.
- EACH TEAM MUST CONSIST OF 2 PARTICIPANTS.
- THE GENRE, THEME, AND OTHER DETAILS WILL BE ANNOUNCED ONE MONTH PRIOR TO THE EVENT.
- PARTICIPANTS MUST CREATE AN ORIGINAL MUSIC TRACK BASED ON THE GIVEN GUIDELINES.
- ANY DAW (DIGITAL AUDIO WORKSTATION) LIKE CUBASE, LOGIC PRO X, FRUITY LOOPS STUDIO CAN BE USED. ONLINE DAW SUCH AS BANDLAB CAN ALSO BE USED.
- THE TRACK MUST BE COMPLETED PRIOR TO THE EVENT AND SUBMITTED ON THE EVENT DAY.
- THE FINAL SUBMISSION MUST INCLUDE THE AUDIO TRACK IN WAV FORMAT, SCREENSHOTS OF THE MIX PAGE AND THE ARRANGEMENT PAGE.
- THE TRACK MUST BE ORIGINAL AND CREATED BY THE PARTICIPANTS.
- USE OF PRE-PRODUCED TRACKS OR COMPLETE PRE-MADE COMPOSITIONS IS STRICTLY PROHIBITED.
- PARTICIPANTS MAY BE REQUIRED TO ANSWER QUESTIONS REGARDING THEIR PRODUCTION PROCESS, BASED ON THE JUDGES' DISCRETION.
- ANY PLAGIARISM OR MISUSE OF COPYRIGHTED MATERIAL WILL LEAD TO DISQUALIFICATION.
- ANY INAPPROPRIATE CONTENT WILL LEAD TO DISQUALIFICATION.
- PARTICIPANTS MUST SUBMIT THEIR ENTRIES WITHIN THE STIPULATED TIME.
- THE DECISION OF THE JUDGES WILL BE FINAL AND BINDING.



PIXEL PERFECT

DIGITAL ART



A DIGITAL ART COMPETITION WHERE PARTICIPANTS CREATE VISUALLY COMPELLING ARTWORK USING TECHNOLOGY, CREATIVITY, AND DESIGN SKILLS.

BLENDING ART WITH INNOVATION, **PIXEL PERFECT** HIGHLIGHTS THE POSSIBILITIES OF MODERN DIGITAL CREATION. THIS EVENT CELEBRATES IMAGINATION, PRECISION, AND THE ABILITY TO TRANSFORM IDEAS INTO STRIKING VISUAL COMPOSITIONS.

FROM BOLD CONCEPTS TO INTRICATE DESIGNS, EACH ARTWORK REFLECTS A UNIQUE CREATIVE VISION—SHOWCASING HOW DIGITAL TOOLS CAN BRING IMAGINATION TO LIFE.

RULES & REGULATIONS

- EACH HOUSE MUST FIELD 4 PARTICIPANTS FOR THIS EVENT.
- THIS IS A SOLO EVENT.
- THE TIME LIMIT IS 1 HOUR 30 MINUTES.
- PARTICIPANTS MUST CREATE ORIGINAL ARTWORK ONLY.
- TRACING, COPYING, OR USING PRE-MADE TEMPLATES IS STRICTLY PROHIBITED. REFERENCES MAY BE USED, BUT THE ARTWORK MUST BE ENTIRELY THE PARTICIPANT'S OWN.
- ARTWORK MUST BE CREATED ENTIRELY USING THE WEBSITE - [KLEKI.COM](https://www.kleki.com)
- IMPORTING FINISHED EXTERNAL ELEMENTS IS NOT ALLOWED.
- ONLY THE BUILT-IN TOOLS AND TEXTURES AVAILABLE IN THE WEBSITE MUST BE USED.
- THE ARTWORK MUST BE CREATED DURING THE ALLOTTED TIME ONLY.
- CANVAS SPECIFICATIONS: MINIMUM SIZE 2000 × 2000 PIXELS; RESOLUTION 300 DPI RECOMMENDED; MAXIMUM LIMIT 15 LAYERS.
- FINAL SUBMISSION MUST BE IN PNG OR JPEG FORMAT.
- PARTICIPANTS MUST BRING THEIR OWN DEVICES WITH ACCESS TO INTERNET CONNECTION. WIFI WILL NOT BE PROVIDED.
- ANY INAPPROPRIATE OR OFFENSIVE CONTENT WILL LEAD TO DISQUALIFICATION.
- PARTICIPANTS MUST REPORT TO THE VENUE ON TIME AS INSTRUCTED.
- THE DECISION OF THE JUDGES WILL BE FINAL AND BINDING.



URBAN CANVAS



SPRAY PAINTING

A STREET-ART INSPIRED COMPETITION WHERE PARTICIPANTS CREATE BOLD AND EXPRESSIVE ARTWORK USING SPRAY PAINTS AND VISUAL TECHNIQUES.

INSPIRED BY URBAN ART CULTURE, **URBAN CANVAS** TRANSFORMS BLANK SURFACES INTO VIBRANT EXPRESSIONS OF CREATIVITY. THIS EVENT CELEBRATES INDIVIDUALITY, EXPERIMENTATION, AND THE ABILITY TO CREATE IMPACTFUL VISUALS WITH UNCONVENTIONAL TOOLS.

FROM ABSTRACT DESIGNS TO THEMATIC COMPOSITIONS, EACH PIECE REFLECTS RAW ARTISTIC ENERGY —SHOWCASING HOW CREATIVITY CAN THRIVE BEYOND TRADITIONAL BOUNDARIES.

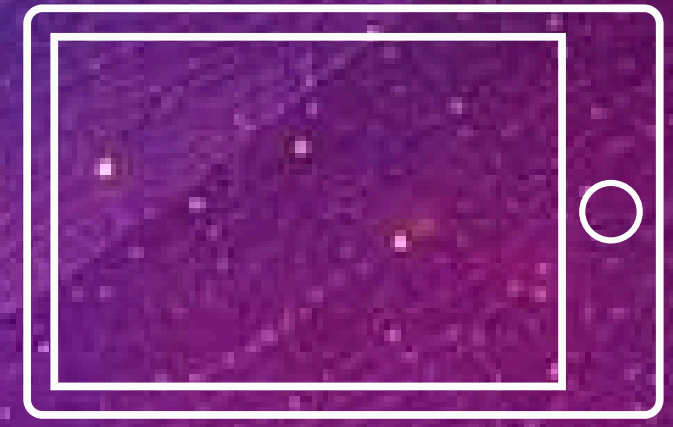
RULES & REGULATIONS

- EACH HOUSE MUST FIELD 2 TEAMS FOR THIS EVENT.
- EACH TEAM MUST CONSIST OF 2 PARTICIPANTS.
- THE TIME LIMIT IS 4 HOURS.
- THE THEME WILL BE ANNOUNCED ONE WEEK PRIOR TO THE EVENT.
- PARTICIPANTS MUST USE SPRAY PAINTS AS THE PRIMARY MEDIUM.
- PARTICIPANTS MUST BRING THEIR OWN MATERIALS, INCLUDING SPRAY CANS AND SAFETY GEAR (NOT OPTIONAL).
- THE ARTWORK MUST BE CREATED ON THE SURFACE/CANVAS PROVIDED BY THE ORGANIZERS.
- PARTICIPANTS MAY BRING REFERENCE IMAGES, BUT THE ARTWORK MUST BE ORIGINAL.
- PARTICIPANTS MUST WEAR SAFETY MASKS AND FOLLOW SAFETY GUIDELINES AT ALL TIMES.
- THE ARTWORK MUST BE COMPLETED WITHIN THE ALLOTTED TIME.
- PARTICIPANTS MUST ENSURE THE WORKSPACE IS KEPT CLEAN AND SAFE DURING AND AFTER THE EVENT.
- ANY INAPPROPRIATE OR OFFENSIVE CONTENT WILL LEAD TO DISQUALIFICATION.
- PARTICIPANTS MUST REPORT TO THE VENUE ON TIME AS INSTRUCTED.
- THE DECISION OF THE JUDGES WILL BE FINAL AND BINDING.



ADVIBE

AD REEL MAKING



A SHORT-FORM VIDEO COMPETITION WHERE TEAMS CREATE ENGAGING ADVERTISEMENTS BY COMBINING CREATIVITY, STORYTELLING, AND VISUAL IMPACT.

DRIVEN BY IDEAS AND EXECUTION, **ADVIBE** HIGHLIGHTS THE ART OF MODERN ADVERTISING IN A FAST-PACED DIGITAL FORMAT. THIS EVENT CELEBRATES ORIGINALITY, BRANDING, AND THE ABILITY TO COMMUNICATE A MESSAGE EFFECTIVELY WITHIN SECONDS.

FROM CLEVER CONCEPTS TO VISUALLY STRIKING EDITS, EACH REEL CAPTURES ATTENTION AND DELIVERS IMPACT—SHOWCASING HOW CREATIVITY CAN TURN SIMPLE IDEAS INTO POWERFUL STORIES.

RULES & REGULATIONS

- EACH HOUSE MUST FIELD 2 TEAMS FOR THIS EVENT.
- EACH TEAM MUST CONSIST OF 4 PARTICIPANTS.
- THE VIDEO SHOULD BE SHORT AND RENDERED IN 1080 X 1920 PIXELS ALSO KNOWN AS THE 9:16 VERTICAL FORMAT.
- EDITING THE VIDEO ON ANY SOFTWARES OR APPS ARE PERMITTED.
- THE DURATION OF THE VIDEO MUST BE 45 TO 60 SECONDS.
- VOICEOVERS, TEXT ON VIDEO, SOUND EFFECTS AND VISUAL EFFECTS ARE PERMITTED.
- THE PRODUCT/BRAND WILL BE ANNOUNCED 2 WEEKS PRIOR TO THE EVENT.
- THE FINAL VIDEO MUST BE SUBMITTED IN MP4 FORMAT.
- THE VIDEO MUST BE ORIGINAL AND CREATED BY THE PARTICIPANTS. USE OF PRE-SHOT FOOTAGE IS NOT ALLOWED.
- SHOOTING AND EDITING MUST BE DONE BY THE PARTICIPANTS THEMSELVES.
- THE VIDEO MUST CLEARLY CONVEY THE PRODUCT CONCEPT AND A CREATIVE ADVERTISING MESSAGE.
- PARTICIPANTS MAY USE PROPS, COSTUMES, AND LOCATIONS, PROVIDED THEY ARE APPROPRIATE AND MANAGEABLE.
- ANY INAPPROPRIATE OR OFFENSIVE CONTENT WILL LEAD TO DISQUALIFICATION.
- PARTICIPANTS MUST SUBMIT THEIR ENTRIES WITHIN THE STIPULATED TIME.
- THE DECISION OF THE JUDGES WILL BE FINAL AND BINDING.



EVENTS



SKETCH CLASH

D R A W I N G



A DRAWING COMPETITION WHERE PARTICIPANTS EXPRESS IDEAS THROUGH ILLUSTRATION, COMPOSITION, AND CREATIVE USE OF VISUAL ELEMENTS.

ROOTED IN TRADITIONAL ARTISTRY, **SKETCH CLASH** HIGHLIGHTS THE POWER OF HAND-DRAWN EXPRESSION AND IMAGINATION. THIS EVENT CELEBRATES TECHNIQUE, CREATIVITY, AND THE ABILITY TO BRING CONCEPTS TO LIFE ON PAPER.

FROM DETAILED ILLUSTRATIONS TO BOLD INTERPRETATIONS, EACH ARTWORK REFLECTS A DISTINCT PERSPECTIVE—PROVING THAT EVEN THE SIMPLEST STROKES CAN CREATE POWERFUL VISUAL IMPACT.

RULES & REGULATIONS

- EACH HOUSE MUST FIELD MIN. 4 OR MAX. 6 PARTICIPANTS FOR THIS EVENT.
- THIS IS A SOLO EVENT.
- THE TIME LIMIT IS 1 HOUR 30 MINUTES.
- THE TOPIC/THEME WILL BE GIVEN ON THE SPOT.
- PARTICIPANTS MUST BRING THEIR OWN DRAWING MATERIALS.
- PARTICIPANTS MAY USE ANY MEDIUM, INCLUDING WATER COLOURS, POSTER COLOURS, AND ACRYLIC PAINTS.
- DRAWING PAPER WILL BE PROVIDED BY THE ORGANIZERS.
- THE ARTWORK MUST BE ORIGINAL AND CREATED DURING THE ALLOTTED TIME ONLY.
- USE OF TRACING OR PRE-DRAWN WORK IS STRICTLY PROHIBITED.
- ANY INAPPROPRIATE OR OFFENSIVE CONTENT WILL LEAD TO DISQUALIFICATION.
- PARTICIPANTS MUST REPORT TO THE VENUE ON TIME AS INSTRUCTED.
- THE DECISION OF THE JUDGES WILL BE FINAL AND BINDING.



HENNA FIESTA

M E H E N D H I



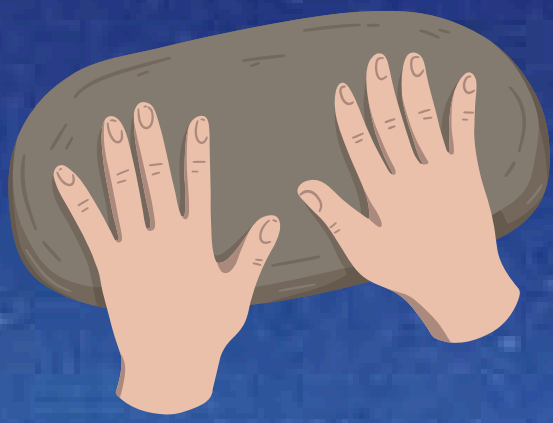
A MEHENDI DESIGN COMPETITION WHERE PARTICIPANTS SHOWCASE INTRICATE PATTERNS, CREATIVITY, AND PRECISION THROUGH TRADITIONAL AND CONTEMPORARY STYLES.

BLENDING TRADITION WITH ARTISTIC EXPRESSION, **HENNA FIESTA** HIGHLIGHTS THE BEAUTY OF DETAILED DESIGN AND CULTURAL ARTISTRY. THIS EVENT CELEBRATES FINESSE, SYMMETRY, AND THE ABILITY TO TRANSFORM A SIMPLE CANVAS INTO AN ELEGANT WORK OF ART.

FROM DELICATE PATTERNS TO ELABORATE COMPOSITIONS, EACH DESIGN REFLECTS PATIENCE AND CREATIVITY—DEMONSTRATING THAT ART CAN FLOURISH THROUGH THE SMALLEST DETAILS.

RULES & REGULATIONS

- EACH HOUSE MUST FIELD 2 PARTICIPANTS FOR THIS EVENT.
- THIS IS A SOLO EVENT.
- THE TIME LIMIT IS 1 HOUR 30 MINUTES.
- EACH PARTICIPANT MAY BRING ONE MODEL ON WHOM THE MEHENDI WILL BE APPLIED.
- MEHENDI MUST BE APPLIED ON ONE HAND ONLY (PALM OR BACK, AS INSTRUCTED).
- PARTICIPANTS MUST BRING THEIR OWN MEHENDI CONES AND MATERIALS.
- ONLY NATURAL HENNA IS ALLOWED. USE OF ARTIFICIAL COLORS, STICKERS, OR GLITTER IS NOT PERMITTED.
- PARTICIPANTS MAY CHOOSE FROM STYLES SUCH AS ARABIC, TRADITIONAL, BRIDAL, OR MODERN.
- THE DESIGN MUST BE CREATED DURING THE ALLOTTED TIME ONLY.
- USE OF PRE-DRAWN OUTLINES OR STENCILS IS STRICTLY PROHIBITED.
- ANY INAPPROPRIATE OR OFFENSIVE DESIGN/CONTENT WILL LEAD TO DISQUALIFICATION.
- PARTICIPANTS MUST REPORT TO THE VENUE ON TIME AS INSTRUCTED.
- THE DECISION OF THE JUDGES WILL BE FINAL AND BINDING.



MUD MAGIC

CLAY MODELING



A CLAY MODELING COMPETITION WHERE PARTICIPANTS SHAPE IDEAS INTO TANGIBLE FORMS THROUGH CREATIVITY, TECHNIQUE, AND THREE-DIMENSIONAL DESIGN.

CENTERED ON FORM AND STRUCTURE, **MUD MAGIC** HIGHLIGHTS THE TRANSFORMATION OF RAW MATERIAL INTO EXPRESSIVE CREATIONS. THIS EVENT CELEBRATES IMAGINATION, DETAILING, AND THE ABILITY TO BRING CONCEPTS TO LIFE THROUGH HANDS-ON ARTISTRY.

FROM SIMPLE FORMS TO INTRICATE MODELS, EACH CREATION REFLECTS DEPTH AND CRAFTSMANSHIP—SHOWCASING HOW CREATIVITY CAN TAKE SHAPE IN ITS MOST PHYSICAL FORM.

RULES & REGULATIONS

- EACH HOUSE MUST FIELD 2 TEAMS FOR THIS EVENT.
- EACH TEAM MUST CONSIST OF 2 PARTICIPANTS.
- THE TIME LIMIT IS 1 HOUR 30 MINUTES.
- THE THEME WILL BE ANNOUNCED ONE WEEK PRIOR TO THE EVENT.
- PARTICIPANTS MUST USE AIR-DRY CLAY ONLY.
- PARTICIPANTS MUST BRING THEIR OWN CLAY AND MATERIALS.
- COLORING THE CLAY MODEL IS ALLOWED.
- USE OF PRE-MADE MOLDS, READY-MADE STRUCTURES, OR PRE-PREPARED PARTS IS STRICTLY PROHIBITED.
- BASIC TOOLS FOR SHAPING ARE ALLOWED, PROVIDED THEY ARE SAFE AND MANAGEABLE.
- THE MODEL MUST BE CREATED ENTIRELY DURING THE ALLOTTED TIME.
- PARTICIPANTS MUST ENSURE THAT THEIR WORKSPACE IS KEPT CLEAN DURING AND AFTER THE EVENT.
- ANY INAPPROPRIATE OR UNSAFE DESIGN/CONTENT WILL LEAD TO DISQUALIFICATION.
- PARTICIPANTS MUST REPORT TO THE VENUE ON TIME AS INSTRUCTED.
- THE DECISION OF THE JUDGES WILL BE FINAL AND BINDING.



ILLUSION LAB

3D IN 2D ART



AN ILLUSION-BASED ART COMPETITION WHERE PARTICIPANTS CREATE DRAWINGS THAT GIVE A THREE-DIMENSIONAL EFFECT ON A TWO-DIMENSIONAL SURFACE.

BLENDING PERCEPTION WITH CREATIVITY, **ILLUSION LAB** CHALLENGES ARTISTS TO MANIPULATE DEPTH, PERSPECTIVE, AND SHADING TO TRICK THE EYE. THIS EVENT CELEBRATES VISUAL INTELLIGENCE, TECHNIQUE, AND THE ABILITY TO TURN FLAT SURFACES INTO IMMERSIVE EXPERIENCES.

FROM OPTICAL ILLUSIONS TO REALISTIC DEPTH EFFECTS, EACH ARTWORK PLAYS WITH PERSPECTIVE—PROVING THAT WHAT WE SEE ISN'T ALWAYS WHAT IT SEEMS.

RULES & REGULATIONS

- EACH HOUSE MUST FIELD 2 TEAMS FOR THIS EVENT.
- EACH TEAM MUST CONSIST OF 2 PARTICIPANTS.
- THE TIME LIMIT IS 1 HOUR 30 MINUTES.
- THE THEME WILL BE ANNOUNCED ONE WEEK PRIOR TO THE EVENT.
- PARTICIPANTS MUST CREATE ARTWORK THAT GIVES A 3D ILLUSION ON A 2D SURFACE.
- PARTICIPANTS MUST BRING THEIR OWN DRAWING MATERIALS.
- THE ARTWORK MUST BE CREATED ON THE PAPER PROVIDED BY THE ORGANIZERS.
- USE OF ANY MEDIUM (PENCIL, COLORS, MARKERS, ETC.) IS ALLOWED.
- THE ARTWORK MUST BE ORIGINAL AND CREATED DURING THE ALLOTTED TIME ONLY.
- USE OF TRACING OR PRE-DRAWN WORK IS STRICTLY PROHIBITED.
- ANY INAPPROPRIATE OR OFFENSIVE CONTENT WILL LEAD TO DISQUALIFICATION. PARTICIPANTS MUST REPORT TO THE VENUE ON TIME AS INSTRUCTED.
- THE DECISION OF THE JUDGES WILL BE FINAL AND BINDING.



LIMITLESS 5

5 MATERIAL CHALLENGE



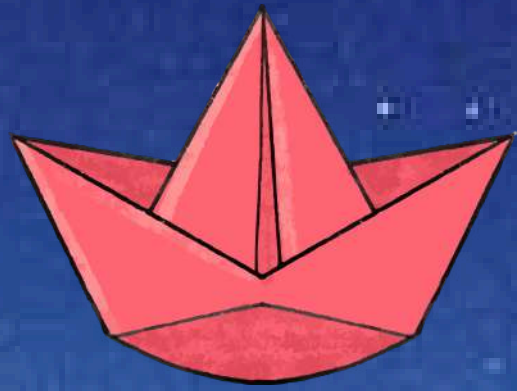
A CREATIVE CHALLENGE WHERE PARTICIPANTS CREATE ARTWORK USING ONLY A LIMITED SET OF MATERIALS, PUSHING IMAGINATION WITHIN CONSTRAINTS.

BUILT AROUND RESTRICTION AND INNOVATION, **LIMITLESS 5** TESTS HOW CREATIVELY PARTICIPANTS CAN THINK WITH MINIMAL RESOURCES. THIS EVENT CELEBRATES PROBLEM-SOLVING, ORIGINALITY, AND THE ABILITY TO TRANSFORM SIMPLE MATERIALS INTO COMPELLING CREATIONS.

FROM ABSTRACT CONCEPTS TO STRUCTURED DESIGNS, EACH PIECE REFLECTS INGENUITY—PROVING THAT CREATIVITY THRIVES BEST WHEN BOUNDARIES ARE SET.

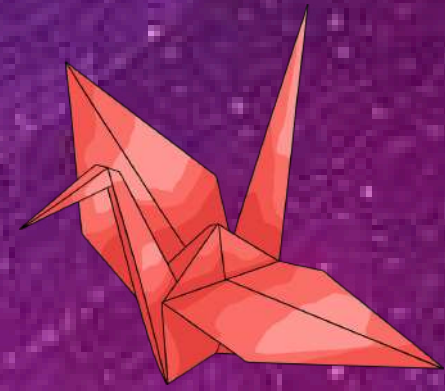
RULES & REGULATIONS

- EACH HOUSE MUST FIELD 2 TEAMS FOR THIS EVENT.
- EACH TEAM MUST CONSIST OF 2 PARTICIPANTS.
- THE TIME LIMIT IS 1 HOUR 30 MINUTES.
- THE THEME AND LIST OF MATERIALS WILL BE ANNOUNCED 3 DAYS PRIOR TO THE EVENT.
- EACH TEAM MUST CREATE THEIR ARTWORK USING ONLY THE 5 SPECIFIED MATERIALS.
- USE OF ANY ADDITIONAL MATERIALS IS STRICTLY PROHIBITED.
- THE ARTWORK MUST BE CREATED ENTIRELY DURING THE ALLOTTED TIME.
- TEAMS MUST ENSURE THEIR WORK IS STABLE AND PRESENTABLE AT THE END OF THE EVENT.
- ANY INAPPROPRIATE OR UNSAFE DESIGN/CONTENT WILL LEAD TO DISQUALIFICATION.
- PARTICIPANTS MUST REPORT TO THE VENUE ON TIME AS INSTRUCTED.
- THE DECISION OF THE JUDGES WILL BE FINAL AND BINDING.



PAPER PLAY

ORIGAMI



AN ORIGAMI-BASED ART EVENT WHERE PARTICIPANTS TRANSFORM SIMPLE SHEETS OF PAPER INTO INTRICATE DESIGNS THROUGH PRECISION, CREATIVITY, AND TECHNIQUE.

CENTERED ON FORM, PATIENCE, AND ATTENTION TO DETAIL, **PAPER PLAY** HIGHLIGHTS THE ART OF PAPER FOLDING AS A MEDIUM OF EXPRESSION. THIS EVENT CELEBRATES THE ABILITY TO CREATE STRUCTURE AND MEANING USING MINIMAL MATERIALS, GUIDED BY ACCURACY AND IMAGINATION.

FROM BASIC FOLDS TO COMPLEX CONSTRUCTIONS, EACH CREATION REFLECTS SKILL AND CRAFTSMANSHIP—SHOWCASING HOW SIMPLICITY CAN EVOLVE INTO VISUALLY STRIKING FORMS THROUGH THOUGHTFUL DESIGN.

RULES & REGULATIONS

- EACH HOUSE MUST FIELD 2 PARTICIPANTS FOR THIS EVENT.
- THIS IS A SOLO EVENT.
- THE TIME LIMIT IS 1 HOUR 30 MINUTES.
- THE THEME WILL BE ANNOUNCED ONE WEEK PRIOR TO THE EVENT.
- PARTICIPANTS MUST CREATE ORIGAMI MODELS USING PAPER ONLY.
- PARTICIPANTS MUST BRING THEIR OWN PAPER/MATERIALS.
- USE OF GLUE, SCISSORS, TAPE, OR ANY CUTTING TOOLS IS STRICTLY PROHIBITED.
- THE MODEL MUST BE CREATED ENTIRELY DURING THE ALLOTTED TIME.
- USE OF PRE-FOLDED OR PRE-PREPARED MATERIALS IS STRICTLY PROHIBITED.
- ANY INAPPROPRIATE OR UNSAFE DESIGN/CONTENT WILL LEAD TO DISQUALIFICATION.
- PARTICIPANTS MUST REPORT TO THE VENUE ON TIME AS INSTRUCTED.
- THE DECISION OF THE JUDGES WILL BE FINAL AND BINDING.

POSTER PARADE

POSTER MAKING COMPETITION

A POSTER-MAKING COMPETITION WHERE PARTICIPANTS COMMUNICATE IDEAS THROUGH VISUAL DESIGN, CREATIVITY, AND IMPACTFUL PRESENTATION.

CENTERED ON EXPRESSION AND MESSAGING, **POSTER PARADE** HIGHLIGHTS THE POWER OF VISUALS TO INFORM, INSPIRE, AND INFLUENCE. THIS EVENT ENCOURAGES PARTICIPANTS TO COMBINE ART AND COMMUNICATION, TRANSFORMING CONCEPTS INTO COMPELLING VISUAL NARRATIVES.

FROM BOLD ILLUSTRATIONS TO THOUGHTFUL LAYOUTS, EACH POSTER REFLECTS CLARITY OF THOUGHT AND CREATIVE EXECUTION—SHOWCASING HOW IDEAS CAN BE EFFECTIVELY CONVEYED THROUGH DESIGN.

RULES & REGULATIONS

- EACH HOUSE MUST FIELD TWO PARTICIPANTS FOR THIS EVENT.
- THIS IS A SOLO EVENT.
- PARTICIPANTS MUST CREATE A POSTER BASED ON A THEME GIVEN ON THE SPOT.
- TIME LIMIT IS 1 HOUR 30 MINUTES.
- THEME WILL BE GIVEN ON-SPOT.
- PARTICIPANTS MUST BRING THEIR OWN DRAWING AND COLORING MATERIALS: PAPER WILL BE PROVIDED.
- THE POSTER SHOULD CLEARLY REFLECT THE THEME: A TITLE OR SLOGAN IS RECOMMENDED.
- ARTWORK MUST BE ORIGINAL.
- TRACING, COPYING, OR PRE-PREPARED WORK IS STRICTLY NOT ALLOWED.
- JUDGING WILL BE BASED ON CREATIVITY, RELEVANCE, VISUAL IMPACT, AND CLARITY.
- PARTICIPANTS MUST REPORT 30 MINUTES PRIOR TO THE EVENT.
- JUDGES' DECISION WILL BE FINAL AND BINDING.



TUNE RUMBLE



SONG BATTLE

A MUSIC-BASED CHALLENGE WHERE TEAMS COMPETE THROUGH QUICK THINKING, MUSICAL KNOWLEDGE, AND RECALL ACROSS INTERACTIVE ROUNDS.

FAST-PACED AND ENGAGING, **TUNE RUMBLE** TESTS PARTICIPANTS' ABILITY TO IDENTIFY, RECALL, AND RESPOND TO MUSIC UNDER PRESSURE. THIS EVENT CELEBRATES MUSICAL AWARENESS, PRESENCE OF MIND, AND THE JOY OF RECOGNIZING TUNES AND PATTERNS.

FROM GUESSING MELODIES TO CONTINUING SONGS, EACH ROUND PUSHES TEAMS TO THINK ON THEIR FEET—PROVING THAT MUSIC IS NOT JUST HEARD, BUT REMEMBERED AND PLAYED WITH.

RULES & REGULATIONS

- EACH HOUSE MUST FIELD 2 TEAMS FOR THIS EVENT.
- EACH TEAM MUST CONSIST OF 3 PARTICIPANTS.
- THE EVENT WILL BE CONDUCTED IN MULTIPLE ELIMINATION ROUNDS.
- THE FORMAT AND TYPE OF ROUNDS WILL BE DECIDED ON THE SPOT BY THE JUDGES.
- ROUNDS MAY INCLUDE ACTIVITIES SUCH AS:
 - GUESS THE TUNE
 - CONTINUE THE SONG
 - THEMED OR SITUATIONAL MUSIC ROUNDS
- TEAMS MUST RESPOND WITHIN THE TIME LIMIT SET BY THE JUDGES.
- POINTS WILL BE AWARDED FOR CORRECT RESPONSES, AND TEAMS WILL ADVANCE BASED ON PERFORMANCE.
- PARTICIPANTS MUST PERFORM OR RESPOND WITHOUT ANY EXTERNAL ASSISTANCE.
- USE OF MOBILE PHONES OR PROMPTING IS STRICTLY PROHIBITED.
- ANY FORM OF MISCONDUCT OR UNFAIR MEANS WILL LEAD TO DISQUALIFICATION.
- PARTICIPANTS MUST REPORT TO THE VENUE ON TIME AS INSTRUCTED.
- THE DECISION OF THE JUDGES WILL BE FINAL AND BINDING.



TUNE & TALE

SONG COMPOSITION



A SONGWRITING EVENT WHERE PARTICIPANTS CREATE ORIGINAL MUSIC BY COMBINING LYRICS AND MELODY INTO A COMPLETE PIECE.

FOCUSED ON ORIGINALITY AND EXPRESSION, **TUNE & TALE** CHALLENGES PARTICIPANTS TO TRANSFORM IDEAS INTO MUSIC. THIS EVENT CELEBRATES CREATIVITY, LYRICAL DEPTH, AND THE ABILITY TO CRAFT A TUNE THAT CONVEYS EMOTION AND MEANING.

FROM SIMPLE MELODIES TO THOUGHTFUL LYRICS, EACH COMPOSITION REFLECTS A UNIQUE VOICE—SHOWCASING HOW STORIES CAN BE TOLD THROUGH SONG.

RULES & REGULATIONS

- EACH HOUSE MUST FIELD 2 TEAMS FOR THIS EVENT.
- EACH TEAM MUST CONSIST OF 2 PARTICIPANTS.
- THE TIME LIMIT IS 1 HOUR.
- THE THEME WILL BE PROVIDED ON THE SPOT.
- PARTICIPANTS MUST CREATE AN ORIGINAL SONG, INCLUDING LYRICS AND MELODY.
- USE OF AN INSTRUMENT IS OPTIONAL, AND MAY BE USED ONLY TO ASSIST THE COMPOSITION.
- BACKING TRACKS ARE NOT ALLOWED.
- THE COMPOSITION MUST BE ORIGINAL AND CREATED DURING THE ALLOTTED TIME.
- ANY PLAGIARISM OR USE OF EXISTING COMPOSITIONS WILL LEAD TO DISQUALIFICATION.
- ANY INAPPROPRIATE CONTENT WILL LEAD TO DISQUALIFICATION.
- PARTICIPANTS MUST REPORT TO THE VENUE ON TIME AS INSTRUCTED.
- THE DECISION OF THE JUDGES WILL BE FINAL AND BINDING.

SCREENWRITERS' ROOM



SCRIPT & SCREENPLAY WRITING



A CREATIVE WRITING EVENT WHERE TEAMS CRAFT COMPELLING SCREENPLAYS THROUGH STORYTELLING, STRUCTURE, AND DIALOGUE.

FOCUSED ON THE ART OF WRITING FOR THE SCREEN, **SCREENWRITERS' ROOM** BRINGS IDEAS TO LIFE THROUGH IMAGINATION AND NARRATIVE DESIGN. THIS EVENT CELEBRATES ORIGINALITY, CHARACTER DEVELOPMENT, AND THE ABILITY TO TRANSLATE THOUGHTS INTO ENGAGING SCRIPTS.

FROM POWERFUL DIALOGUES TO THOUGHT-PROVOKING STORYLINES, EACH SCREENPLAY REFLECTS A UNIQUE VOICE—SHOWCASING HOW STRONG CONTENT AND STORYTELLING FORM THE FOUNDATION OF EVERY GREAT FILM.

RULES & REGULATIONS

- EACH HOUSE MUST FIELD 2 TEAMS FOR THIS EVENT
- EACH TEAM MUST CONSIST OF 2 PARTICIPANTS.
- THE TIME LIMIT IS 1 HOUR 30 MINUTES.
- THE THEME WILL BE PROVIDED ON THE SPOT.
- PARTICIPANTS MUST TYPE A SHORT SCREENPLAY BASED ON THE GIVEN THEME, USING THE INDUSTRY STANDARD SCREENPLAY FORMAT.
- THE SCRIPT MUST INCLUDE: SCENE HEADINGS, CHARACTER NAMES, DIALOGUES, AND ACTION/DESCRIPTION.
- THE SCRIPT SHOULD DEMONSTRATE STRONG CONTENT, CLEAR STORYTELLING, AND MEANINGFUL DIALOGUE.
- THE SCRIPT MUST BE ORIGINAL AND CREATED DURING THE ALLOTTED TIME ONLY.
- USE OF MOBILE PHONES, INTERNET, OR EXTERNAL ASSISTANCE IS STRICTLY PROHIBITED.
- ANY FORM OF PLAGIARISM WILL LEAD TO DISQUALIFICATION.
- ANY INAPPROPRIATE OR OFFENSIVE CONTENT WILL LEAD TO DISQUALIFICATION.
- PARTICIPANTS MUST REPORT TO THE VENUE ON TIME AS INSTRUCTED.
- THE DECISION OF THE JUDGES WILL BE FINAL AND BINDING.



POT POURRI



DUMB CHARADES, Pictionary, TABOO

A MULTI-ROUND TEAM CHALLENGE COMBINING DUMB CHARADES, Pictionary, AND TABOO, WHERE PARTICIPANTS TEST THEIR CREATIVITY, COMMUNICATION, AND QUICK THINKING.

FAST-PACED AND UNPREDICTABLE, **POTPOURRI** BRINGS TOGETHER DIFFERENT MODES OF EXPRESSION—ACTING, DRAWING, AND VERBAL CLUES—INTO ONE DYNAMIC COMPETITION. THIS EVENT CELEBRATES TEAMWORK, PRESENCE OF MIND, AND THE ABILITY TO CONVEY IDEAS IN CREATIVE WAYS.

WITH EVERY ROUND, TEAMS ADAPT AND STRATEGIZE—PROVING THAT COMMUNICATION GOES FAR BEYOND WORDS.

RULES & REGULATIONS

- EACH HOUSE MUST FIELD 2 TEAMS FOR THIS EVENT.
- EACH TEAM MUST CONSIST OF 3 PARTICIPANTS.
- THE EVENT WILL CONSIST OF THREE ROUNDS: DUMB CHARADES, Pictionary, AND TABOO.
- EACH TEAM WILL BE GIVEN A FIXED NUMBER OF WORDS/CLUES PER ROUND.
- TEAMS WILL BE RANKED BASED ON THE TIME TAKEN TO CORRECTLY COMPLETE ALL GIVEN WORDS/CLUES.
- ROUND 1 – DUMB CHARADES: ACTING ONLY: NO SPEAKING OR LIP MOVEMENT ALLOWED. THE TOP 6 TEAMS WILL QUALIFY FOR ROUND 2 BASED ON TIMING.
- ROUND 2 – Pictionary: DRAWING ONLY: NO LETTERS, NUMBERS, OR SYMBOLS ALLOWED. THE TOP 4 TEAMS WILL QUALIFY FOR ROUND 3 BASED ON TIMING.
- ROUND 3 – TABOO: DESCRIPTION ONLY: RESTRICTED WORDS MUST NOT BE USED.
- USE OF MOBILE PHONES OR EXTERNAL ASSISTANCE IS STRICTLY PROHIBITED.
- PARTICIPANTS MUST ADHERE TO THE RULES OF EACH ROUND.
- ANY FORM OF MISCONDUCT OR UNFAIR MEANS WILL LEAD TO DISQUALIFICATION.
- PARTICIPANTS MUST REPORT TO THE VENUE ON TIME AS INSTRUCTED.
- THE DECISION OF THE JUDGES WILL BE FINAL AND BINDING.

GENERAL GUIDELINES

SENIOR CATEGORY (GRADES 9-12)

PARTICIPATION RULES

A. STANDARD PARTICIPATION (ALL STUDENTS)

- EACH PARTICIPANT MAY TAKE PART IN A MAXIMUM OF TWO EVENTS ONLY.
- PARTICIPATION IN MORE THAN ONE 5 STAR / ONE 4 STAR IS NOT ALLOWED.
- PERMISSIBLE COMBINATIONS ARE:

Standard Participation			
	5 STAR	4 STAR	3 STAR
COMBO 1	1	1	0
COMBO 2	1	0	1
COMBO 3	0	1	1
COMBO 4	0	0	2

B. SPECIAL PARTICIPATION PROVISION

- EACH HOUSE MAY NOMINATE UPTO 6 STUDENTS ONLY FOR THE SPECIAL PARTICIPATION PROVISION.
- THESE SELECTED STUDENTS MAY PARTICIPATE IN A MAXIMUM OF 3 EVENTS.
- PARTICIPATION IN MORE THAN ONE 5 STAR EVENT IS NOT ALLOWED.
- SELECTION FOR THIS PROVISION WILL BE AT THE DISCRETION OF THE HOUSE MASTER.
- PERMISSIBLE COMBINATIONS ARE:

Special Participation			
	5 STAR	4 STAR	3 STAR
COMBO 1	1	1	1
COMBO 2	1	0	2
COMBO 3	0	1	2
COMBO 4	0	0	3

MANDATORY HOUSE PARTICIPATION

- 1. IT IS COMPULSORY FOR ALL HOUSES TO PARTICIPATE IN ALL 5 STAR AND 4 STAR EVENTS.**
- 2. FAILURE TO PARTICIPATE IN ANY OF THESE EVENTS WILL:**
 - RESULTS IN ZERO POINTS FOR THAT EVENT**
 - MAKES THE HOUSE INELIGIBLE FOR THE OVERALL CHAMPIONSHIP, REGARDLESS OF TOTAL POINTS SCORED**

REGISTRATION & COMMITMENT

- 1. ONCE EVENT ENTRIES ARE FINALIZED:**
 - NO CHANGES, SUBSTITUTIONS, OR WITHDRAWALS WILL BE PERMITTED**
 - EXCEPTIONS WILL BE CONSIDERED ONLY UNDER EXCEPTIONAL CIRCUMSTANCES, WITH APPROVAL FROM THE ORGANIZING COMMITTEE**
- 2. PARTICIPANTS MUST ENSURE AVAILABILITY AND COMMITMENT BEFORE REGISTRATION.**
- 3. WITHDRAWAL AFTER SELECTION OR REPEATED ABSENCE FROM PRACTICES MAY RESULT IN:**
 - REPLACEMENT**
 - DISQUALIFICATION**
 - FURTHER DISCIPLINARY ACTION**

EVENT ALLOCATION & SCHEDULING

- 1. A PARTICIPANT MAY REPRESENT ONLY ONE HOUSE THROUGHOUT ARTIFEX 2026.**
- 2. A PARTICIPANT CANNOT BE PART OF MORE THAN ONE TEAM WITHIN THE SAME EVENT CATEGORY.**
- 3. PARTICIPANTS ARE RESPONSIBLE FOR ENSURING THAT:**
 - THEIR EVENT TIMINGS DO NOT CLASH**
 - THE ORGANIZING COMMITTEE WILL NOT BE RESPONSIBLE FOR SCHEDULING CONFLICTS**
- 4. IN CASE OF A CLASH:**
 - THE PARTICIPANT MUST CHOOSE ONE EVENT**
 - NO RESCHEDULING WILL BE PERMITTED**
- 5. THE ORGANIZING COMMITTEE RESERVES THE RIGHT TO:**
 - VERIFY ENTRIES & REGISTRATIONS**
 - RESTRICT PARTICIPATION THAT DOES NOT COMPLY WITH RULES**

TIME LIMIT & PERFORMANCE RULES

- 1. ALL PERFORMANCES MUST STRICTLY ADHERE TO THE ASSIGNED TIME LIMITS.**
- 2. EXCEEDING THE TIME LIMIT MAY RESULT IN:**
 - POINT DEDUCTION**
 - OR DISQUALIFICATION, AT THE DISCRETION OF THE JUDGES/ORGANIZING COMMITTEE**

PROPS & SAFETY GUIDELINES

- 1. PROPS MUST BE:**
 - SAFE**
 - EASY TO HANDLE**
 - SUITABLE FOR A SCHOOL ENVIRONMENT**
- 2. THE FOLLOWING ARE STRICTLY PROHIBITED:**
 - FIRE, ARTIFICIAL FLAMES, OR HAZARDOUS MATERIALS**
 - LIQUIDS OR SUBSTANCES THAT MAY DAMAGE OR COMPROMISE THE STAGE OR ANY EQUIPMENT**
- 3. ANY DAMAGE CAUSED WILL BE THE RESPONSIBILITY OF THE CONCERNED HOUSE**

MUSIC & TECHNICAL SUBMISSION

- 1. ALL AUDIO/VIDEO TRACKS MUST BE:**
 - SUBMITTED IN ADVANCE (DATES WILL BE ANNOUNCED) IN THE PRESCRIBED FORMAT**
 - CLEARLY LABELED WITH EVENT AND HOUSE DETAILS**
- 2. THE ORGANIZING TEAM WILL NOT BE RESPONSIBLE FOR:**
 - IMPROPER FILE FORMATS**
 - TECHNICAL ERRORS DUE TO INCORRECT SUBMISSIONS.**

JUDGING & RESULTS

- 1. ALL EVENTS WILL BE JUDGED BY A PANEL APPOINTED BY THE ORGANIZING COMMITTEE.**
- 2. JUDGING WILL BE CONDUCTED BASED ON SPECIFIC RUBRICS AND CRITERIA DEFINED FOR EACH INDIVIDUAL EVENT.**
- 3. THE RUBRICS FOR EVERY EVENT WILL BE PROVIDED ONE MONTH PRIOR TO THE EVENTS.**
- 4. THE DECISION OF THE JUDGES WILL BE FINAL AND BINDING.**

TIE-BREAKER RULE

IN CASE OF A TIE FOR THE OVERALL CHAMPIONSHIP:

- 1. THE HOUSE WITH THE HIGHER NUMBER OF 1ST PLACE WINS WILL BE RANKED HIGHER**
- 2. IF STILL TIED, THE NUMBER OF 2ND PLACE WINS WILL BE CONSIDERED**
- 3. IF REQUIRED, FURTHER CRITERIA WILL BE DETERMINED BY THE ORGANIZING COMMITTEE**

CODE OF CONDUCT & DISCIPLINE

1. ALL PARTICIPANTS MUST:

- MAINTAIN DISCIPLINE AND DECORUM**
- RESPECT JUDGES, ORGANIZERS, AND FELLOW PARTICIPANTS**

2. THE FOLLOWING WILL NOT BE TOLERATED:

- MISCONDUCT OR DISRUPTIVE BEHAVIOR**
- USE OF INAPPROPRIATE LANGUAGE, MUSIC, OR VISUALS.**

3. VIOLATIONS MAY RESULT IN:

- DISQUALIFICATION**
- DEDUCTION OF POINTS**
- FURTHER DISCIPLINARY ACTION**

REPORTING TIME

- 1. ALL PARTICIPANTS MUST REPORT AT LEAST 20 TO 30 MINUTES PRIOR TO THEIR SCHEDULED EVENT**
- 2. EVENTS WILL START ON TIME WITHOUT FAIL.**
- 3. LATE REPORTING WILL NOT EARN ANY EXTRA TIME FOR ANY TEAMS OR PARTICIPANTS.**

DISQUALIFICATION CLAUSE

- 1. THE ORGANIZING COMMITTEE HOLDS FULL AUTHORITY TO DISQUALIFY ANY HOUSE, TEAM, INDIVIDUAL FROM ANY EVENT IF FOUND VIOLATING SCHOOL & EVENT RULES.**
- 2. ANY VIOLATION OF RULES, INCLUDING BUT NOT LIMITED TO:**
 - PARTICIPATION RULE VIOLATIONS**
 - MISCONDUCT OF ANY DEGREE**
 - FAILURE TO COMPLY WITH EVENT GUIDELINES**

CHEER SQUAD POINTS

1. CHEER SQUADS MAY BE AWARDED BONUS (BROWNIE) POINTS BASED ON:

- PARTICIPATION
- ENTHUSIASM
- OVERALL SUPPORT BY NON-PARTICIPANTS.

2. POINTS WILL BE AWARDED AT THE DISCRETION OF THE ORGANIZING COMMITTEE

COMMITMENT STATEMENT

- "PARTICIPATION IN ARTIFEX IS NOT JUST ABOUT INTEREST—IT IS A COMMITMENT.
- ONCE YOU ARE SELECTED TO REPRESENT YOUR HOUSE, YOU ARE EXPECTED TO TAKE FULL RESPONSIBILITY FOR YOUR ROLE. THIS INCLUDES ATTENDING ALL PRACTICES, BEING PREPARED, AND CONTRIBUTING POSITIVELY TO YOUR TEAM.
- LAST-MINUTE WITHDRAWALS, LACK OF PREPARATION, OR IRREGULAR ATTENDANCE CAN AFFECT NOT JUST YOUR PERFORMANCE, BUT YOUR ENTIRE TEAM AND HOUSE.
- SO WE STRONGLY ADVISE YOU TO DISCUSS WITH YOUR PARENTS AND BE CERTAIN OF YOUR AVAILABILITY BEFORE REGISTERING.
- ONCE SELECTED, YOUR PARTICIPATION IS A RESPONSIBILITY THAT YOU ARE EXPECTED TO HONOUR.

IDENTIFICATION REQUIREMENT

1. ALL PARTICIPANTS MUST CARRY THEIR SCHOOL ID CARD, WHICH IS MANDATORY FOR ENTRY AND PARTICIPATION IN ALL EVENTS.

**PLANNING & ORGANIZING COMMITTEE
(FINE & PERFORMING ARTS DEPT.)**

Mr. Manuel Gowtham S	Overall Event Co-ordinator
Mrs. Shanthi D	Dance Events Co-ordinator
Mr. Sashi Kumar	Art Events Co-ordinator
Mr. Joshua Justus J	Music Events Co-ordinator

SCORING PATTERN

5 STAR EVENTS



1st	150
2nd	125
3rd	100

4 STAR EVENTS



1st	120
2nd	100
3rd	80

3 STAR EVENTS



1st	60
2nd	45
3rd	30

VENUES & TIMINGS

Venue	8:45 – 10:00	10:00 – 11:15	11:15 – 12:30	12:30 – 1:15	1:15 – 2:30
Montfort Audi		TWIN MOVES			SYNC SQUAD
Mini Audi		JAM THEORY			VOCAL ENSEMBLE
Music Room		HARMONY DUO		TUNE RUMBLE	
Dance Room	SKETCH CLASH		HENNA FIESTA		ADVIBE/STUDIO SESSION
BasketBall Court	URBAN CANVAS		STREET SHOWDOWN		
Class Room 1	TUNE & TALE	POT POURI			
Class Room 2	POSTER PARADE		MUD MAGIC		
Class Room 3		SCREENWRITERS' ROOM			ILLUSION LAB
Class Room 4		PAPER PLAY		PIXEL PERFECT	
Class Room 5	LIMITLESS 5				
Class Room 5					FRAME BY FRAME

ARTIFEX
2026
A CARNIVAL OF CREATIVITY