

SOMERVILLE SCHOOL NOIDA
PRESENTS

Trigonator

MARK - X

IT'S TIME YOU RISE
JULY 23-24 2K26



THE **WORD**

"Instead of reality being passively recorded by the brain, it is actively constructed by it."

DAVID EAGLEMAN

DEAR SIR/MADAM

IT WILL BE AN HONOUR AND PRIVILEGE TO INVITE YOUR SCHOOL TO PARTICIPATE IN 'INCOGNITO MARK X', OUR ANNUAL INTER SCHOOL COMPUTER SCIENCE FESTIVAL, A CELEBRATION OF DIVERSE PERSPECTIVES, SUPERLATIVE TALENT AND AN INFINITY OF PROMISE THAT DEFINES ALL OUR PARTICIPANTS.

INCOGNITO MARK X PROMISES TO BE A PLATFORM TO EMPOWER A GENERATION OF STUDENTS AS THEY NAVIGATE THE INTERSECTION OF TECHNOLOGY AND INGENUITY AND WEAVE THEIR INNOVATION INTO DIGITAL MASTERPIECES. THE INTRICATE AND THOUGHT-PROVOKING SERIES OF COMPETITIONS PROMISE TO UNLEASH THE INEXPLICABLE DYNAMISM OF THEIR GENIUS AND ENABLE THEM TO EVOLVE SOLUTIONS, CREATING A NOBLE AND LOFTY VISION FOR THE FUTURE WHERE TECHNOLOGY IS INTERTWINED WITH INTRINSIC HUMANISM.

The Programme:

Date: JULY 23 AND 24 , 2026

Reporting Time: 8:00 A.M.

Venue: NELSON MEMORIAL AUDITORIUM, SOMERVILLE SCHOOL, NOIDA

DETAILS REGARDING THE EVENT, THE RULES AND REGULATIONS OF VARIOUS CATEGORIES ARE MENTIONED IN THIS BROCHURE AND CAN BE ACCESSED ON THE OFFICIAL WEBSITE, WWW.THEVOIDCLUB.IN

KINDLY CONFIRM YOUR SCHOOL'S PARTICIPATION BY 14TH JULY 2026 ON OUR INSTAGRAM PAGE OR ON OUR WEBSITE WWW.THEVOIDCLUB.IN

ONLY ONLINE REGISTRATIONS WILL BE CONSIDERED. REGISTRATIONS WILL BE OPEN FROM

JULY 1, 2026 TO JULY 14, 2026 ON OUR WEBSITE, WWW.THEVOIDCLUB.IN

BEST WISHES,

YOURS SINCERELY,
MRS M.N. ARUL RAJ
PRINCIPAL

GENERAL GUIDELINES

- THE SCHOOLS SHOULD REPORT AT 8:00AM FOR REGISTRATION.
- A STUDENT CAN'T PARTICIPATE IN MORE THAN ONE OFFLINE EVENT.
- STUDENTS HAVE TO BE DRESSED IN THEIR PROPER SCHOOL UNIFORM AND CARRY THEIR ID CARDS FOR VERIFICATION.
- IF ANY STUDENT IS FOUND GUILTY OF USING UNFAIR MEANS, HIS/HER SCHOOL WILL BE DISQUALIFIED FROM THAT PARTICULAR EVENT.
- THE DECISION OF THE JUDGES WILL BE FINAL AND BINDING.
- PARTICIPANTS ARE ENCOURAGED TO LOOK UP THE DETAILS AND RULES OF THEIR RESPECTIVE EVENTS ON OUR WEBSITE. ONE TEACHER IN CHARGE AND ONE STUDENT IN CHARGE PER SCHOOL ARE REQUESTED TO JOIN OUR DISCORD SERVER.
- REGISTRATION WILL BE OPEN FROM JULY 1 TO JULY 14, 2026. THE WEBSITE WILL GO LIVE ON JULY 1, 2026.
- INDIVIDUAL PARTICIPATION (NOT THROUGH THE SCHOOL) IS NOT PERMITTED IN ANY EVENT.
- ONLY ONE TEAM PER SCHOOL PER EVENT IS PERMITTED.

SURPRISE

DAY ONE

DOMAIN: IX - XII

NO OF PARTICIPANTS PER TEAM: 1

GUIDELINES

- PARTICIPANTS ARE EXPECTED TO COME EQUIPPED WITH RAZOR SHARP INTELLECT, SUPERIOR PHYSICAL ENDURANCE, AND A HEALTHY DOSE OF SELF-ASSURANCE.
- ADDITIONAL DETAILS REGARDING THE EVENT STRUCTURE WILL BE DISCLOSED ON THE DAY OF THE COMPETITION.
- AS PART OF THEIR PREPARATION, PARTICIPANTS ARE ENCOURAGED TO STRENGTHEN THEIR GENERAL KNOWLEDGE, SHARPEN THEIR REFLEXES, AND WORK ON IMPROVING THEIR REACTION TIME.



QUIZ

DOMAIN: OPEN

NO OF PARTICIPANTS PER TEAM: 2

GUIDELINES:

- EXPECT THE UNEXPECTED: QUESTIONS SPAN ACROSS THE WORLD OF TECHNOLOGY.
- A WRITTEN PRELIMINARY ROUND WILL BE CONDUCTED BEFORE THE ON-STAGE FINALS
- DURATION OF PRELIMINARY ROUND: 30 MINUTES.
- TOP 6 TEAMS WILL QUALIFY FOR THE FINALS.
- ANY USE OF UNFAIR MEANS WILL LEAD TO IMMEDIATE DISQUALIFICATION.
- THE QUIZ MASTERS' DECISIONS ARE FINAL AND BINDING.



GAME DEVELOPMENT

DOMAIN: IX - XII

NO OF PARTICIPANTS PER TEAM: 2

SOFTWARE: UNITY, UNREAL ENGINE GODOT

GUIDELINES:

- THE GAME HAS TO BE DEVELOPED BEFOREHAND. TIME WILL NOT BE PROVIDED TO CREATE A GAME ON THE SPOT.
- PROGRAMS- UNITY, UNREAL ENGINE , GODOT
- FREE ASSETS FROM THE INTERNET MAY BE USED, PROVIDED PROPER CREDITS ARE GIVEN. FAILURE TO ACKNOWLEDGE SOURCES WILL RESULT IN DISQUALIFICATION.
- ALL WORK MUST BE ORIGINAL AND CREATED EXCLUSIVELY BY THE PARTICIPANTS.
- EACH TEAM HAS TO PRESENT THEIR GAME TO THE JUDGES WITHIN A TIME SLOT OF 10 MINUTES.
- STUDENTS MUST BRING THEIR OWN DEVICES TO PRESENT THE GAME TO THE JUDGES (LAPTOP, SMARTPHONE, VR HEADSET, TABLET)
- THE DECISION OF THE JUDGES WILL BE FINAL AND BINDING.



GAME DEVELOPMENT

TOPIC (ANY ONE)

- EVER HAD A DREAM WHERE YOU HELD THE KEYS TO REALITY? WE ARE HANDING THEM TO YOU. NO BOUNDARIES, NO SCRIPTS—JUST PURE CREATION. LET YOUR IMAGINATION RUN WILD AND BUILD THE WORLD YOU'VE ALWAYS ENVISIONED
- ONE CHOICE TO BREAK THE WORLD; ONE CHOICE TO MEND IT. WHEN EVERY ACTION ALTERS THE TIMELINE, WILL YOU LEAD THE FUTURE OR HAUNT THE PAST?
- SOME DOORS ARE BETTER LEFT CLOSED. IN A WORLD WHERE THE SHADOWS HAVE A MIND OF THEIR OWN, YOUR ONLY GOAL IS TO SURVIVE THE UNKNOWN. CAN YOU CODE A NIGHTMARE SO REAL THAT THE PLAYER FORGETS IT'S JUST A GAME?
- THE BATTLEFIELD IS SILENT, BUT YOU ARE NOT ALONE. YOUR ENEMY HAS NO FACE, NO FORM, AND LEAVES NO FOOTPRINTS. IN A WAR AGAINST THE INVISIBLE, HOW DO YOU FIGHT WHAT YOU CANNOT SEE? USE YOUR SENSES TO TRACK THE INVISIBLE BEFORE IT TRACKS YOU.

JUDGEMENT CRITERIA

- ORIGINALITY
- FUNCTIONALITY
- CREATIVITY/UNIQUENESS
- USER EXPERIENCE



SCRAPTRONIX

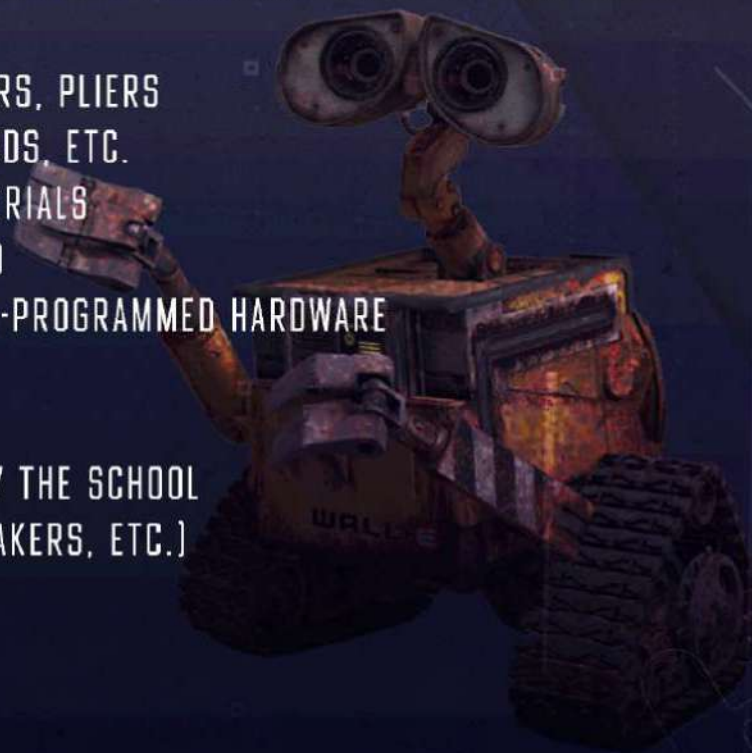
DOMAIN: OPEN

NO OF PARTICIPANTS PER TEAM: 2

DURATION: 90 MINUTES

GUIDELINES:

- THE MODEL MUST BE MADE ON-SITE
- THE MODEL MUST BE A WORKING MODEL WITH VISIBLE MOTION
- PARTICIPANTS MUST BRING THEIR OWN MATERIALS
- NO STRICT RESTRICTIONS, BUT MATERIALS SHOULD ALIGN WITH SCRAP, E-WASTE, OR BASIC MECHANICAL/ELECTRONIC COMPONENTS
- SUGGESTED MATERIALS INCLUDE:
 - MECHANICAL: CARDBOARD, WOOD, PLASTIC, SCRAP PARTS, GEARS, RUBBER BANDS
 - ELECTRONIC: WIRES, MOTORS, LEDS, BATTERIES, SWITCHES
 - MICROCONTROLLERS: ARDUINO, MICRO:BIT, ESP32/ESP8266, RASPBERRY PI PICO, TEENSY
 - MUST BE PRE-PROGRAMMED ONLY
 - TOOLS: GLUE, TAPE, SCISSORS, SCREWDRIVERS, PLIERS
 - E-WASTE: OLD TOYS, FANS, CABLES, KEYBOARDS, ETC.
- PARTICIPANTS CAN BRING ADDITIONAL USEFUL MATERIALS
- MICROCONTROLLERS, EXPANSION PCBs ARE ALLOWED
- NOT ALLOWED: PRE-MADE KITS OR THIRD-PARTY PRE-PROGRAMMED HARDWARE
- ALL COMPONENTS MUST BE ASSEMBLED ON-SITE
- MATERIALS MUST BE SAFE AND MANAGEABLE
- NO MATERIALS OR RESOURCES WILL BE PROVIDED BY THE SCHOOL
- SCHOOL WILL NOT PROVIDE DEVICES (LAPTOPS, SPEAKERS, ETC.)
- PLAGIARISM WILL LEAD TO DISQUALIFICATION
- UNSAFE MODELS WILL NOT BE JUDGED



SCRAPTRONIX

TOPIC: "Automate the Everyday: Machines for the Lazy"

BUILD A WORKING MACHINE USING SCRAP AND E-WASTE THAT AUTOMATES A SMALL EVERYDAY TASK PEOPLE ARE USUALLY TOO LAZY TO DO THEMSELVES.

PRESENTATION:

- EACH TEAM WILL BE GIVEN 10 MINUTES
- PARTICIPANTS MUST:
 - EXPLAIN THEIR MODEL
 - DESCRIBE THE SCRAP MATERIALS AND E-WASTE USED
 - EXPLAIN HOW EACH COMPONENT CONTRIBUTES TO THE WORKING

JUDGEMENT CRITERIA:

- MECHANISM & TECHNICAL IMPLEMENTATION
- CREATIVITY & USE OF SCRAP/E-WASTE
- DESIGN & BUILD QUALITY
- EXPLANATION & UNDERSTANDING



OVERCLOCKED PC

DOMAIN: IX-XII

NO OF PARTICIPANTS PER TEAM : 5

MODE : ONLINE

GUIDELINES

- EXCUSES SUCH AS LAG, HARDWARE ISSUES AND DELAY IN TIMINGS ETC. WILL NOT BE ENTERTAINED. CHEATING AND USE OF UNETHICAL SOFTWARE WILL RESULT IN IMMEDIATE DISQUALIFICATION OF THE TEAM. VOICE CHAT WILL BE DISABLED IN ONLINE MODE.
- TOXICITY, SWEARING AND MISCONDUCT WILL RESULT IN DISQUALIFICATION OF THE RESPECTIVE TEAM. EACH AND EVERY ASPECT OF THE ROUND WILL BE MONITORED BY AN EVENT MANAGER

PRELIMS (ONLINE)

- ELIGIBILITY CRITERIA: FIRST 20 SCHOOLS WHO REGISTER WILL BE ALLOWED TO COMPETE IN THE PRELIMS. PARTICIPANTS FOR THE PC AND CONSOLE EVENT MUST BE SEPARATE. THE TOP 10 TEAMS WILL BE ALLOWED TO COMPETE IN THE FINALS.
- THE PRELIMS WILL BE CONDUCTED ON 16/7/2026. THE GAME FOR THE PRELIMS WHICH WILL BE COMPLETELY ONLINE WILL BE VALORANT.
- BRACKETS AND TIMINGS WILL BE ANNOUNCED BEFORE THE EVENT, THE PARTICIPANTS MUST ENSURE THEY ARE AVAILABLE DURING THEIR GIVEN SLOT. NO CHANGE WILL BE ENTERTAINED ON THE DAY OF THE EVENT.

OVERCLOCKED PC

DOMAIN: IX-XII

NO OF PARTICIPANTS PER TEAM: 2

MODE : OFFLINE

FINALS (OFFLINE)

- THE FINALS WILL BE CONDUCTED ON THE DAY OF THE MAIN EVENT. THE GAME WILL BE MINECRAFT.
- PARTICIPANTS MUST BRING THEIR OWN DEVICES AND PERIPHERALS (MOUSE, KEYBOARD, MOUSEPAD ETC.), PARTICIPANTS WILL HAVE TO BRING THEIR MOBILE PHONES FOR HOTSPOT AS WIFI WILL NOT BE PROVIDED.

JUDGEMENT CRITERIA

- EACH TEAM WILL COMPETE AGAINST EACH OTHER IN A GAME MODE WHICH WILL BE DISCLOSED AT THE TIME OF THE EVENT. THE FINAL 2 TEAMS WILL PLAY AGAINST EACH OTHER IN A PVP (PLAYER V/S PLAYER) MODE TO DECIDE THE WINNER.

MINECRAFT

FLASH FRENZY

DOMAIN: IX-XII

NO OF PARTICIPANTS PER TEAM: 1

GUIDELINES

- PARTICIPANTS HAVE TO CLICK PICTURES OF THE VARIOUS EVENTS HAPPENING ACROSS THE SCHOOL CAMPUS.
- EQUIPMENT (CAMERA, LAPTOP, PEN DRIVE, SD CARD ETC.) HAS TO BE BROUGHT AND WILL NOT BE PROVIDED BY THE SCHOOL.
- IF THE PARTICIPANT FAILS TO BRING HIS/HER OWN EQUIPMENT, HE/SHE WILL BE DISQUALIFIED IMMEDIATELY.
- EACH TEAM IS TO TAKE PHOTOGRAPHS, EDIT AND SUBMIT 5 PHOTOGRAPHS WITHIN 60 MINUTES.
- ONLY MINIMAL EDITING IS ALLOWED (CROPPING, ADJUSTING SHARPNESS AND CONTRAST ETC.).
- PHOTOGRAPHS HAVE TO BE SUBMITTED IN A PEN DRIVE.
- SMARTPHONES AND POINT-AND-SHOOTS ARE NOT ALLOWED.
- PHOTOGRAPHS THAT ARE MIXED WITH OTHER IMAGES OR HAVE ADDITIONAL CONTENT WILL BE REJECTED.
- USE OF PRESETS AND PROFILES IS PROHIBITED.

JUDGEMENT CRITERIA:

- COMPOSITION AND FRAMING
- COLOUR AND LIGHT BALANCE
- CLARITY AND ANGLE OF LENS
- EXPOSURE AND FOCUS
- RELEVANCE TO THEME





ADALAT.EXE

DOMAIN: IX-XII

NO OF PARTICIPANTS PER TEAM: 1

GUIDELINES:

- CONTENT MUST BE STRICTLY TECH-RELATED AND ORIGINAL
- USE OF FOUL, ABUSIVE, OR OFFENSIVE LANGUAGE IS STRICTLY PROHIBITED: VIOLATION MAY LEAD TO DISQUALIFICATION
- CONTENT SHOULD BE CLEAR, RELATABLE, AND AVOID OVERLY COMPLEX TECHNICAL JARGON.
- PLAGIARISM OR COPIED CONTENT WILL LEAD TO DISQUALIFICATION.
- ONLY HAND MADE PROPS ARE ALLOWED
- PARTICIPANTS MUST MAINTAIN STAGE DISCIPLINE AND SHOW UTMOST RESPECT TO THE JUDGES AND THE AUDIENCE.
- BILINGUAL PERFORMANCES (HINDI & ENGLISH) ARE ALLOWED.

JUDGEMENT CRITERIA

- CONTENT & ORIGINALITY: CREATIVITY AND UNIQUENESS OF JOKES
- HUMOR & AUDIENCE RESPONSE: ENGAGEMENT AND LAUGHTER GENERATED
- DELIVERY & TIMING: CONFIDENCE, EXPRESSIONS, AND PUNCHLINE TIMING
- RELATABILITY & CLEAN COMEDY CONTENT: CLARITY, APPROPRIATENESS, AND AUDIENCE CONNECTION



ADALAT.EXE

ROUND - 1 (PRELIMS - 17TH JULY)

- THE PARTICIPANT MUST SUBMIT:
A VIDEO RECORDING (3-5 MINUTES) OF THE STAND-UP PERFORMANCE A WRITTEN SCRIPT OF THE SAME CONTENT
- THE CONTENT MUST BE ORIGINAL AND TECH RELATED
- THE VIDEO SHOULD CLEARLY SHOWCASE DELIVERY, EXPRESSIONS, AND TIMING.
- BASED ON THESE SUBMISSIONS, THE TOP 5 PARTICIPANTS WILL BE SELECTED FOR THE FINAL ROUND

THEMES / TOPICS FOR PRELIMS

- EVERYDAY TECH STRUGGLES (BATTERY, WIFI, AUTOCORRECT, OTP, ETC.)
- ARTIFICIAL INTELLIGENCE & MODERN TECHNOLOGY
- STUDENT LIFE WITH TECHNOLOGY CONLINE CLASSES, CODING STRUGGLES, ETC.]
- SOCIAL MEDIA & DIGITAL LIFESTYLE

ROUND 2: FINALS (ON-STAGE PERFORMANCE - "AAPKI ADALAT STYLE")

- THE SHORTLISTED TOP 5 PARTICIPANTS WILL PERFORM OFFLINE
- THE PARTICIPANT HAS TO PLAY THE ROLE OF A DEFENDANT AND HAS TO DEFEND HIMSELF / HERSELF AGAINST THE ARGUMENTS OR ALLEGATION ON THE ROLE HE/SHE IS PLAYING
- THE ROLE THE PARTICIPANT HAS TO PLAY WILL BE GIVEN ON THE SPOT
- NO TIME FOR ANY FACTS CHECK WILL BE GIVEN AFTER THE TOPIC IS DISCLOSED
- MARKS WILL BE REWARDED ON THE BASIS OF HOW THE PARTICIPANT CAN DEFEND HIMSELF / HERSELF AGAINST THE ALLEGATION HE/SHE IS SUBJECTED TO
- MARKS FOR WRONG, INCORRECT AND UNANSWERED QUESTIONS WILL NOT BE DEDUCTED

THEMES / TOPICS FOR THE FINAL ROUND

- TWITTER /X- ELON MUSK
- INSTAGRAM - MARK ZUCKERBERG
- CHATGPT - SAM ALTMAN

TURING COMPLETE

DOMAIN: XI & XII

NO OF PARTICIPANTS PER TEAM: 2

GUIDELINES

- THE EVENT CONSISTS OF A KAHOOT ROUND, FOLLOWED BY A HACKERRANK ROUND.
- PARTICIPANTS WILL BE PROVIDED WITH COMPUTERS FOR THE EVENT, THEY MUST NOT BRING ANY DEVICES OF THEIR OWN.
- PARTICIPANTS MUST NOT BRING ANY PHONES WITH THEM TO THE AREA WHERE THE EVENT IS BEING HELD. DOING SO WILL RESULT IN AN INSTANT DISQUALIFICATION.
- PARTICIPANTS ARE REQUIRED TO CREATE A BURNER/BRAND-NEW HACKERRANK ACCOUNT AHEAD OF TIME, AND BRING ITS CREDENTIALS WITH THEM. ANY TEAM CAUGHT USING AN OLDER HACKERRANK ACCOUNT WILL BE IMMEDIATELY DISQUALIFIED, REGARDLESS OF WHETHER THAT ACCOUNT HAS ANY PROGRESS ON IT.
- PARTICIPANTS MUST USE A SAFE-FOR-WORK, APPROPRIATE ACCOUNT NAME. THE EVENT HEAD WILL COLLECT EACH TEAM'S HACKERRANK USERNAME PRIOR TO THE FINAL ROUND.
- ANY PARTICIPANTS CAUGHT UTILIZING UNFAIR MEANS LIKE CHITS, LLM CHATBOTS (CHATGPT, GEMINI, GROK, ETC.) OR ASKING FOR ASSISTANCE FROM OTHER TEAMS WILL BE DISQUALIFIED ON THE SPOT.

JUDGEMENT CRITERIA:

- ALGORITHM CORRECTNESS: THE ALGORITHM MUST PRODUCE THE DESIRED OUTPUTS ON ALL STARTING TEST CASES, AS WELL AS THE EXTENDED TEST CASES.

— SPRITE — SHOWDOWN

DOMAIN: IV - V

NO OF PARTICIPANTS PER TEAM: 1

GUIDELINES:

- PARTICIPANTS MUST DESIGN A PROJECT USING SCRATCH 3.0 BASED ON A TOPIC THAT WILL BE REVEALED ON THE SPOT.
- THE PARTICIPANT WILL HAVE 1 HOUR TO COMPLETE THE PROJECT FROM SCRATCH.
- EXTERNAL MEDIA (I.E., DOWNLOADED IMAGES OR SOUNDS) IS STRICTLY FORBIDDEN.
- A SET OF APPROVED IMAGES AND AUDIO FILES WILL BE PROVIDED FOR USAGE IN THE PROJECT RELATED TO THE ASSIGNED TOPIC.
- ORIGINALITY IS KEY - ANY FORM OF PLAGIARISM WILL LEAD TO IMMEDIATE DISQUALIFICATION

JUDGEMENT CRITERIA:

- INNOVATION AND UNIQUENESS.
- CREATIVE APPROACH AND DESIGN
- LEVEL OF USER ENGAGEMENT.
- ALIGNMENT WITH THE GIVEN TOPIC
- PROFICIENCY IN CODING



SHERLOCKED

DOMAIN: OPEN

NO OF PARTICIPANTS PER TEAM: 1 -4

GUIDELINES

- SHERLOCKED IS OUR ONLINE CRYPTIC HUNT.
- IT IS MANDATORY FOR THE PARTICIPANTS TO REGISTER THROUGH THEIR SCHOOL, EVEN IF THEIR SCHOOL ISN'T PARTICIPATING IN ANY OTHER EVENT
- ALL THE PARTICIPANTS MUST MENTION THEIR DISCORD USERNAME IN THE REGISTRATION FORM.
- INDEPENDENT REGISTRATION IS NOT ALLOWED.
- THE HUNT WILL START AT 1600 HOURS ON JULY 15TH, 2026, AND END AT 1600 HOURS ON JULY 17TH, 2026.
- PARTICIPANTS ARE ALLOWED TO USE GOOGLE AND OTHER WEBSITES TO SEARCH FOR CLUES FOR EVERY LEVEL.
- THE SHERLOCKED WEBSITE IS AN EIGHT CHARACTERS LONG SUBDOMAIN OF THEVOIDCLUB.IN, BUT IT WILL NOT BE REVEALED. THE FIRST OBSTACLE TO GET TO LEVEL ONE WILL BE TO FIND THAT WEBSITE.
- THE WEBSITE WILL GO LIVE AT 1600 HOURS ON JULY 15TH, 2026, AND WILL CONTAIN ALL INSTRUCTIONS TO REACH LEVEL ONE, WHICH REQUIRES DISCOVERING THE DISCORD SERVER.
- REVIVE YOUR WILL, TAKE INITIATIVE WHERE OTHERS NOW FALL SHORT.
- DON'T END UP LIKE AN INERT TRIGGER.
- NULL: $C_{18}H_{27}NO_3$
- TOP FOUR TEAMS WILL QUALIFY FOR SHERLOCKED : GROUND ZERO

SHERLOCKED GROUND ZERO

DOMAIN: OPEN

NO OF PARTICIPANTS PER TEAM: 2

GUIDELINES:

- TOP 4 QUALIFYING TEAMS FROM SHERLOCKED WILL APPEAR FOR GROUND ZERO.
- THE EVENT WILL BE CONDUCTED IN A STAGGERED FORMAT, WITH EACH TEAM STARTING AT INTERVALS OF 10-15 MINUTES TO ENSURE SMOOTH PROGRESSION.
- THE EVENT CONSISTS OF 4 ROUNDS, EACH DESIGNED TO SIMULATE A STAGE OF FORENSIC INVESTIGATION.
- EACH ROUND WILL HAVE A FIXED TIME LIMIT OF 15 MINUTES. IF A TEAM IS UNABLE TO SOLVE THE ROUND WITHIN THE ALLOTTED TIME, THEY WILL MOVE FORWARD WITHOUT ANY POINTS, AND WILL BE PROVIDED WITH THE NECESSARY INFORMATION.
- ALL DECISIONS TAKEN BY THE ORGANISERS WILL BE FINAL AND BINDING.



POSTUX MAKING

DOMAIN: II - III

NO OF PARTICIPANTS PER TEAM: 2

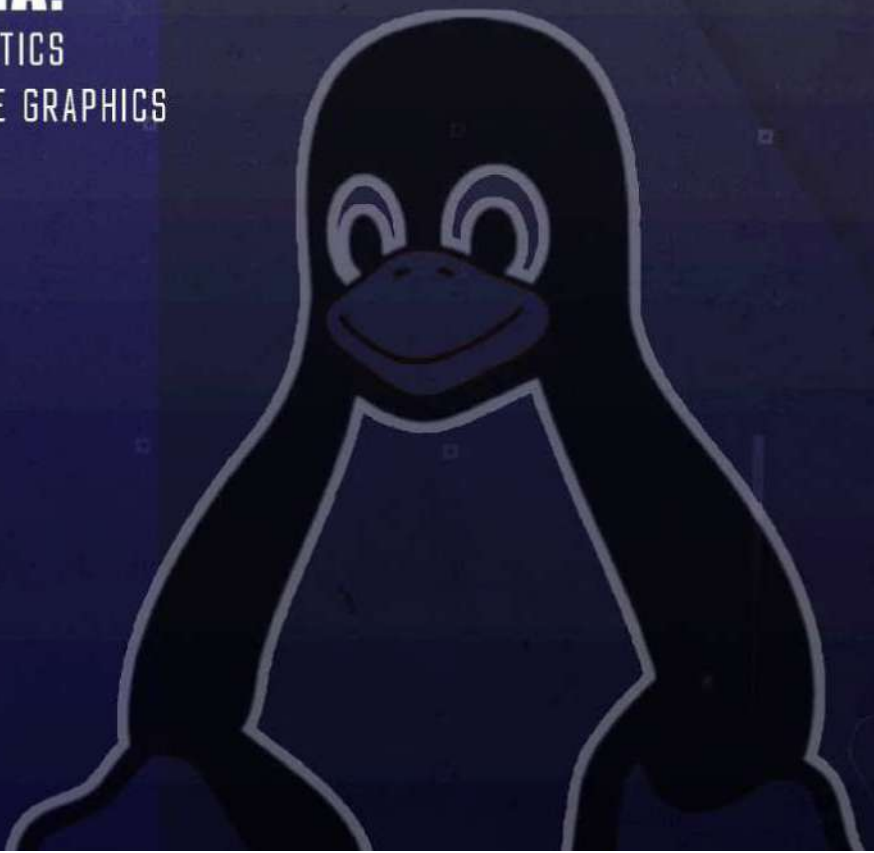
MODE: OFFLINE

GUIDELINES:

- PARTICIPANTS WILL HAVE TO CREATE A POSTER ON TUX PAINT ON A GIVEN TOPIC.
- THE TOPIC WILL BE GIVEN ON THE SPOT.
- DURATION WILL BE 1 HOUR.
- NO EXTERNAL MEDIA IS ALLOWED.

JUDGEMENT CRITERIA:

- OVERALL PRESENTATION AND AESTHETICS
- CONTENT AND ITS RELEVANCE TO THE GRAPHICS
- ORIGINALITY AND CONCEPT
- LEGIBILITY



A silhouette of chess pieces including a king, queen, rook, knight, bishop, and pawn, arranged in a row at the bottom of the page.

CHESS MANIA

DOMAIN: IX - XII

MODE: HYBRID

NO OF PARTICIPANTS PER TEAM: 2

PLATFORM: CHESS.COM

GUIDELINES:

- PLAYERS MUST REPORT/JOIN AT LEAST 10 MINUTES BEFORE THE SCHEDULED START TIME.
- PARTICIPANTS MUST JOIN A GOOGLE MEET DURING THE MATCH AND KEEP THEIR CAMERA ON AT ALL TIMES, MICROPHONES TO BE SWITCHED ON WHEN REQUESTED BY ORGANISERS.
- IN CASE OF DISCONNECTION THE PARTICIPANT WILL HAVE 5 MINUTES TO REJOIN. IF THE WAIT TIME EXCEEDS THE TIME LIMIT, THE PLAYER WILL HAVE TO FORFEIT THE MATCH.
- DEVICES WILL BE PROVIDED TO PARTICIPANTS ON THE DAY OF THE EVENT.
- NONE OF THE MATCHES WILL BE REPLAYED ONCE STARTED.
- PLAYERS WHO FAIL TO REPORT ON TIME MAY BE DISQUALIFIED AT THE DISCRETION OF THE ORGANISERS.
- FINAL DECISIONS LIE WITH THE ORGANIZERS INCLUDING THE RIGHT TO DISQUALIFY, ADJUST PAIRINGS AND RESOLVE DISPUTES.
- NO ABUSIVE LANGUAGE OR USERNAME WILL BE TOLERATED.
- PARTICIPANTS ARE NOT ALLOWED TO USE PERSONAL DEVICES, WATCHES, NOTES, OR EXTERNAL ASSISTANCE DURING BOTH ONLINE AND OFFLINE ROUNDS. ANY FORM OF MALPRACTICE WILL RESULT IN DISQUALIFICATION OF THE PARTICIPANT.
- STALEMATES AND AGREED DRAWS WILL BE RECORDED AS DRAWS (0.5-0.5).



CHESS MANIA

PRELIMS (ONLINE - 17TH JULY 2026):

5-ROUND SWISS SYSTEM PLAYED ONLINE. EACH PLAYER HAS TO PLAY ALL ROUNDS.

TIME CONTROL: 10 + 5

SCORING FORMAT: WIN = 1 POINT, DRAW = 0.5 POINTS, LOSS = 0 POINTS

TOP 8 PLAYERS WILL QUALIFY BASED ON THEIR POINTS.

THE BUCHHOLZ SYSTEM WILL BE USED FOR BREAKING TIES, THEN NUMBER OF WINS.

(BUCHHOLZ SCORE IS THE SUM OF OPPONENTS' SCORES)

QUARTER - FINALS :

THE TOP 8 PLAYERS WILL BE SEEDED INTO A KNOCKOUT BRACKET (1 VS 8, 2 VS 7, 3 VS 6, 4 VS 5).

TIME CONTROL: 10

IN CASE OF DRAW, A 3 + 2 TIEBREAK GAME WILL BE PLAYED.

SEMI - FINALS :

WINNERS OF THE QUARTER - FINALS WILL ADVANCE.

TIME CONTROL: 15 + 10

IN CASE OF A DRAW, A 3 + 2 TIEBREAK GAME WILL BE PLAYED.

FINALS:

WINNERS OF THE SEMI - FINALS WILL COMPETE.

TIME CONTROL: 20 + 10.

IN CASE OF DRAW, A 5 + 2 TIEBREAK GAME WILL BE PLAYED FOLLOWED BY ARMAGEDDON.

ACUITY

DOMAIN: OPEN

NO OF PARTICIPANTS PER TEAM: 2

SOFTWARE: ADOBE PHOTOSHOP

MODE: OFFLINE

GUIDELINES

- THE TOPIC WILL BE ANNOUNCED AT THE COMMENCEMENT OF THE EVENT.
- PARTICIPANTS MUST EXCLUSIVELY USE THE VERSION OF ADOBE PHOTOSHOP CS5 PROVIDED BY THE ORGANISERS.
- EACH TEAM IS REQUIRED TO DESIGN AN ORIGINAL AND VISUALLY ENGAGING ADVERTISEMENT WITHIN THE STIPULATED TIME.
- THE USE OF EXTERNAL RESOURCES, INCLUDING THE INTERNET OR PRE-DESIGNED ASSETS, IS STRICTLY PROHIBITED UNLESS EXPLICITLY PROVIDED BY THE ORGANIZERS.
- PARTICIPANTS MUST ENSURE THAT THEIR WORK IS SAVED WITHIN THE ALLOTTED TIME; NO EXTENSIONS OF TIME WILL BE GRANTED UNDER ANY CIRCUMSTANCES.
- UPON COMPLETION, TEAMS MUST PRESENT THEIR CONCEPT, DESIGN RATIONALE, AND CREATIVE APPROACH TO THE JUDGES WITHIN A DURATION OF 5 MINUTES.

JUDGEMENT CRITERIA:

- CREATIVITY OF CONTENT
- UTILIZATION OF ASSETS
- TECHNICAL SKILLS
- RELEVANCE TO THE GIVEN THEME
- PITCHING AND PRESENTATION



Ps

BYTE BATTLE

DOMAIN: VIII -X

NO OF PARTICIPANTS PER TEAM: 2

GUIDELINES

- THE EVENT WILL BE CONDUCTED IN TWO STAGES: A KAHOOT-BASED QUIZ ROUND FOLLOWED BY A FINAL ROUND.
- THE FIRST ROUND WILL CONSIST OF QUESTIONS BASED ON LOGICAL REASONING AND BASIC PYTHON CONCEPTS, CONDUCTED THROUGH KAHOOT.
- PARTICIPANTS MUST HAVE A VALID HACKERRANK ACCOUNT PRIOR TO THE COMMENCEMENT OF THE FINAL ROUND.
- FINAL TEAM SCORES WILL BE DETERMINED BASED ON THE COMBINED PERFORMANCE IN BOTH ROUNDS.
- SYSTEMS WILL BE PROVIDED BY THE SCHOOL FOR THE FINAL ROUND. USE OF ANY EXTERNAL ASSISTANCE (SEARCH ENGINES, AI TOOLS, ETC.) WILL LEAD TO IMMEDIATE DISQUALIFICATION.

JUDGEMENT CRITERIA:

- LOGICAL APPROACH TO PROBLEM-SOLVING
- EFFICIENCY OF THE SOLUTION
- CODE READABILITY AND STRUCTURE
- ACCURACY OF OUTPUT

ERROR 404



FREQUENCY

DOMAIN: VI - XII

NO OF PARTICIPANTS PER TEAM: 3 (1 RAPPER +2 INSTRUMENTALIST)

GUIDELINES:

- EACH TEAM MUST PERFORM AN ORIGINAL SELF-COMPOSED RAP VERSE LIVE ON STAGE WITH LIVE INSTRUMENTAL ACCOMPANIMENT ONLY. ALLOWED INSTRUMENTS ARE: CAJON, BASS GUITAR, ELECTRIC GUITAR, ACOUSTIC/SEMI ACOUSTIC, AND KEYBOARD. NO BACKING TRACKS, LOOPS, AUTOMATED ACCOMPANIMENT OR PRE-RECORDED AUDIO WILL NOT BE ALLOWED.
- TEAMS MUST EMAIL THEIR WRITTEN VERSE TO FREQUENCY@THEVOIDCLUB.IN BY THE 17TH OF JULY. PLAGIARISM OR FAILURE TO SUBMIT WILL RESULT IN DISQUALIFICATION.
- TEAMS WILL HAVE A MAXIMUM OF 8 MINUTES ON STAGE (S+3 FORMAT: UP TO 3 MINUTES FOR SETUP/SOUNDCHECK AND 2-5 MINUTES FOR PERFORMANCE). EXCEEDING THE TIME LIMIT MAY LEAD TO THE PERFORMANCE BEING STOPPED.

JUDGEMENT CRITERIA

- **THEME RELEVANCE**
LYRICAL QUALITY AND COMPOSITION, ORIGINALITY, RELEVANCE TO GIVEN TECH THEME, UNIQUENESS, AND LASTING IMPRESSION OF THE PERFORMANCE.
- **RHYTHM & COORDINATION**
TIMING, SYNCHRONIZATION, AND TEMPO CONTROL.
- **TECHNIQUE AND TECHNICAL SKILL**
VOCAL ABILITY, INSTRUMENTAL PROFICIENCY, PITCH ACCURACY, AND EXECUTION.
- **EXPRESSION**
DYNAMICS, EMOTION, PHRASING, INTERPRETATION, AND OVERALL ARTISTIC DELIVERY.
- **PRESENTATION AND STAGE PRESENCE**
CONFIDENCE, ENERGY, AUDIENCE ENGAGEMENT, PROFESSIONALISM, AND COMMAND ON STAGE.

OVERCLOCKED CONSOLE

DOMAIN: IX-XII

NO OF PARTICIPANTS PER TEAM: 2

MODE: OFFLINE

GUIDELINES:

- THE GAME FOR THE EVENT WILL BE FIFA 26
- CONSOLE AND CONTROLLER WILL BE PROVIDED (THE PARTICIPANTS SHOULD NOT BRING THEIR DEVICES).
- TOXICITY, SWEARING AND MISCONDUCT WILL RESULT IN IMMEDIATE DISQUALIFICATION OF THE RESPECTIVE TEAM.
- THE PARTICIPANTS MUST TAKE CARE OF ALL THE HARDWARE AND FOLLOW THE INSTRUCTIONS OF THE RESPECTIVE EVENT MANAGERS.
- ELIGIBILITY CRITERIA: FIRST 20 SCHOOLS THAT REGISTER WILL BE ALLOWED TO COMPETE.
- PARTICIPANTS FOR THE PC AND CONSOLE EVENT MUST BE SEPARATE

JUDGEMENT CRITERIA

- EACH TEAM WILL PLAY 1 MATCH AND THE NUMBER OF GOALS SCORED WILL BE ADDED TO THE POINTS TO THAT TEAM.
- THE TEAMS WITH MAXIMUM POINTS WILL BE ALLOWED TO COMPETE IN THE FINALS.



SURPRISE

DAY TWO

DOMAIN: IX - XII

NO OF PARTICIPANTS PER TEAM: 1

GUIDELINES

- PARTICIPANTS ARE EXPECTED TO COME EQUIPPED WITH RAZOR SHARP INTELLECT, SUPERIOR PHYSICAL ENDURANCE, AND A HEALTHY DOSE OF SELF-ASSURANCE.
- ADDITIONAL DETAILS REGARDING THE EVENT STRUCTURE WILL BE DISCLOSED ON THE DAY OF THE COMPETITION.
- AS PART OF THEIR PREPARATION, PARTICIPANTS ARE ENCOURAGED TO STRENGTHEN THEIR GENERAL KNOWLEDGE, SHARPEN THEIR REFLEXES, AND WORK ON IMPROVING THEIR REACTION TIME.



ROBORAID

DOMAIN: OPEN

NO OF PARTICIPANTS PER TEAM: 2

MODE: OFFLINE

SYNOPSIS:

ROBO RAID IS A HEAD-TO-HEAD ROBOTICS COMPETITION WHERE TWO TEAMS BATTLE SIMULTANEOUSLY ON A SHARED ARENA. EACH TEAM'S BLOCKS ARE SCATTERED ACROSS THE OPPONENT'S BASE ZONE AT THE START. BOTH ROBOTS ACTIVATE TOGETHER AND MUST NAVIGATE A TERRAIN ZONE - FEATURING ROUGH SURFACE PATCHES AND NARROW CORRIDORS - TO RETRIEVE THEIR OWN BLOCKS FROM THE OPPONENT'S TERRITORY AND BRING THEM BACK TO THEIR BASE, WHILE DEFENDING THEIR OWN BLOCKS. FULL CONTACT BETWEEN ROBOTS IS PERMITTED. THE TEAM WITH THE MAXIMUM NUMBER OF BLOCKS SECURED IN THEIR BASE ZONE WHEN THE BUZZER SOUNDS, WINS. DETAILS OF THE FINAL EVENT ARE SUBJECT TO CHANGE AND WILL BE COMMUNICATED VIA OFFICIAL CHANNELS AND ON THE DAY OF THE EVENT.

GUIDELINES:

- THE USE OF SIGNAL JAMMING, RADIO FREQUENCY INTERFERENCE, OR ANY ELECTRONIC MEANS TO DISRUPT THE OPPONENT'S CONTROL SYSTEM IS STRICTLY PROHIBITED AND WILL RESULT IN IMMEDIATE DISQUALIFICATION.
- REPAIRS OR COMPONENT REPLACEMENTS BETWEEN MATCHES ARE PERMITTED; NO REPAIRS OR ADJUSTMENTS ARE ALLOWED ONCE THE MATCH HAS BEGUN.
- ROBOTS THAT REMAIN IMMOBILE FOR MORE THAN 15 CONSECUTIVE SECONDS WILL BE CONSIDERED RETIRED FOR THAT MATCH; THE OPPOSING ROBOT CONTINUES UNTIL THE BUZZER.
- ALL RULINGS MADE BY THE JUDGES AND EVENT ORGANISERS ARE FINAL AND BINDING.
- ROBOTS MUST FIT WITHIN A 25 CM³ SIZING BOX AT THE START OF THE MATCH AND MAY NOT EXPAND BEYOND THESE DIMENSIONS AT ANY TIME.
- FOR TETHERED OR WIRED ROBOTS, THE WEIGHT OF THE CONTROLLER AND THE FIRST 1 METER OF CABLE MUST BE INCLUDED IN THE 3 KG WEIGHT LIMIT.

ROBORAID

ROBOT SPECIFICATIONS:

- ONE CUSTOM-BUILT ROBOT PER TEAM; PRE-ASSEMBLED KITS ARE STRICTLY PROHIBITED.
- MAXIMUM DIMENSIONS: 25 CM × 25 CM × 25 CM.
- MAXIMUM WEIGHT: 3 KG.
- MAXIMUM DIMENSIONS OF THE BLOCK(S) ARE: 10 CM X 10CM X 5CM
- MAXIMUM WEIGHT OF THE BLOCK(S) IS: 500 GRAMS
- THE BLOCKS WILL BE PROVIDED BY THE EVENT ORGANISERS.
- WHEELED OR TRACKED LOCOMOTION ONLY; AERIAL SYSTEMS ARE NOT PERMITTED. PASSIVE WEDGES AND LIFTING MECHANISMS ARE PERMITTED. ACTIVE WEAPONS SUCH AS SPINNERS, HAMMERS, CHEMICAL BASED WEAPONS, FLIPPERS, OR PNEUMATIC LAUNCHERS ARE PROHIBITED. THE VOID RESERVES THE RIGHT TO DISQUALIFY A TEAM IF DEEMED UNFIT AFTER A THOROUGH INSPECTION.
- BOTH WIRED AND WIRELESS CONTROL SYSTEMS ARE PERMITTED; TEAMS USING WIRED CONTROLLERS MUST ENSURE THAT CABLES DO NOT INTERFERE WITH THE OPPONENT'S ROBOT OR CROSS INTO THE OPPONENT'S ZONE.
- ROBOTS MAY BE POWERED BY ONBOARD BATTERIES OR MAINS POWER VIA EXTENSION BOARDS PROVIDED AT THE VENUE; NO OTHER EXTERNAL POWER SOURCES ARE PERMITTED.
- EACH TEAM MUST MAINTAIN A BUILD LOG, DETAILING KEY DESIGN DECISIONS AND A FULL COMPONENT LIST; THE BUILD LOG IS SUBJECT TO MANDATORY INSPECTION PRIOR TO THE COMPETITION.

JUDGEMENT CRITERIA:

- BLOCK COLLECTION - NUMBER OF BLOCKS SUCCESSFULLY RETRIEVED INTO THE TEAM'S OWN BASE ZONE WHILE DEFENDING THEIR OWN.

< /WEBBED >

DOMAIN: VIII - X

NO OF PARTICIPANTS PER TEAM: 2

SOFTWARE: VANILLA HTML, CSS, JAVASCRIPT [VS CODE WILL BE PROVIDED]

MODE: OFFLINE

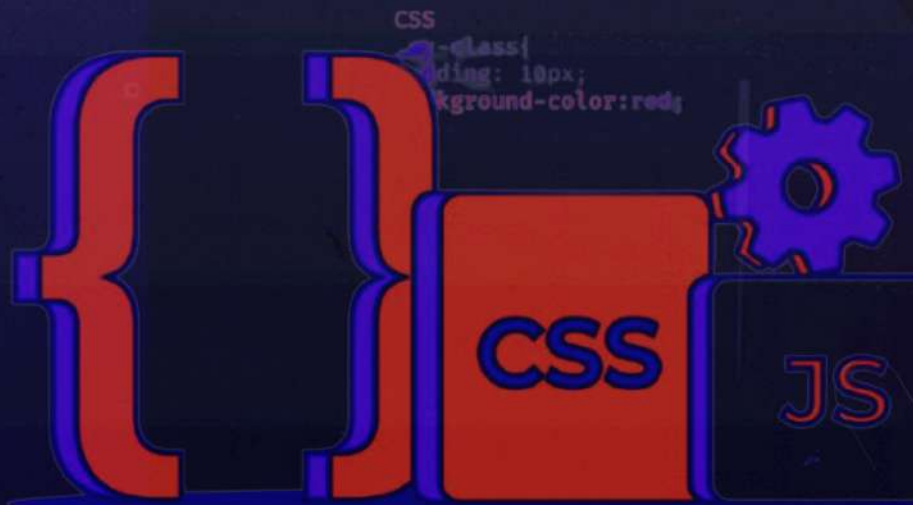
DURATION: 1 HOUR

GUIDELINES

- PARTICIPANTS WILL BE GIVEN A TOTAL TIME LIMIT OF 1 HOUR TO DESIGN AND DEVELOP A WEBSITE BASED ON A TOPIC REVEALED ON THE SPOT.
- THE WEBSITE MUST BE CREATED USING VANILLA HTML, CSS, AND JAVASCRIPT ONLY. USE OF FRAMEWORKS OR PRE-BUILT TEMPLATES IS NOT ALLOWED.
- ALL IMAGES, VIDEOS, AND OTHER REQUIRED CONTENT FOR THE WEBSITE WILL BE SUPPLIED BY THE ORGANISERS.
- EXTERNAL MEDIA, ASSETS, CODE SNIPPETS, OR MATERIALS WILL NOT BE PERMITTED.
- INTERNET USAGE WILL NOT BE PERMITTED DURING THE COMPETITION.
- ANY FORM OF UNFAIR MEANS, PLAGIARISM, UNAUTHORIZED ASSISTANCE, OR VIOLATION OF RULES WILL LEAD TO IMMEDIATE DISQUALIFICATION.
- THE DECISION OF THE ORGANIZING TEAM SHALL BE FINAL AND BINDING IN ALL MATTERS RELATED TO THE EVENT.

JUDGEMENT CRITERIA

- OVERALL LAYOUT AND CREATIVITY
- FUNCTIONALITY AND RESPONSIVENESS
- ORIGINALITY AND CONTENT
- TOPIC RELEVANCE
- PRESENTATION SKILLS



GROUP DISCUSSION

DOMAIN : IX - XII

NO OF PARTICIPANTS PER TEAM: 1

GUIDELINES

- PARTICIPANTS WILL GO THROUGH A SEQUENCE OF FIVE FAST PACED GROUP DISCUSSIONS.
- THE TOPICS FOR ALL THE ROUNDS WILL BE PROVIDED ON THE SPOT AND PARTICIPANTS ARE REQUIRED TO PRESENT THEIR POINT OF VIEW IN A CORDIAL AND RESPECTFUL MANNER.
- PARTICIPANTS ARE REQUIRED TO BE WELL-VERSED IN HUMAN-AI ADVANCEMENTS, POSSESS A SOUND UNDERSTANDING OF CONTEMPORARY WORLD EVENTS AND DEMONSTRATE AWARENESS ACROSS DIVERSE FIELDS.
- RESEARCH SHEETS AND DEVICES ARE NOT ALLOWED DURING THE EVENT.

THEMES/TOPIC:

1. CURRENT AFFAIRS.
2. TECHNOLOGY.
3. QUANTUM COMPUTING.
4. AI IN THE CREATIVE FIELD.
5. CRYPTOGRAPHY.

THE ABOVE TOPICS ARE INDICATIVE IN NATURE; PARTICIPANTS ARE ENCOURAGED TO EXPLORE BEYOND THESE AREAS AND BE PREPARED FOR A WIDER RANGE OF THEMES.

JUDGEMENT CRITERIA

- CRITICAL THINKING AND RELEVANCY
- CRISIS MANAGEMENT AND PRESENTATION SKILLS
- TEAM DYNAMICS AND PARTICIPATION
- RESPONSIVENESS AND VERACITY

SUMMARY

DAY - 1

EVENT NAME	DOMAIN	EVENT HEAD	NO. OF PARTICIPANTS
SURPRISE	IX-XII	IBRAHIM	1
QUIZ	OPEN	DEVANSH	2
GAME DEVELOPMENT	IX-XII	ANSH	2
SCRAPTRONIX	OPEN	STEPHEN	2
OVERCLOCKED PC	IX-XII	SAKSHAM	5
FLASH FRENZY	IX-XII	SHAMBHAVI	1
ADALAT.EXE	IX-XII	PUNYAH	1
TURING COMPLETE	XI-XII	TRAYAMBAK	2
SPRITE SHOWDOWN	IV-V	KASHVI	1
GROUND ZERO	IX-XII	AADIT	2
POSTUX MAKING	II-III	SHUBHAM	2
ROBORAID	OPEN	ARNAV	2

SUMMARY

DAY - 2

EVENT NAME	DOMAIN	EVENT HEAD	NO. OF PARTICIPANTS
CHESS MANIA	IX-XII	SHAURYA B.	2
ACUITY	OPEN	MANISH	2
BYTE BATTLE	VIII-X	PRABBHAV	2
FREQUENCY	VI-XII	RISHABH	3
OVERCLOCKED CONSOLE	IX-XII	SHAURYA N.	2
SURPRISE	IX-XII	IBRAHIM	1
GROUP DISCUSSION	IX-XII	AADIT	1
< WEBBED/>	VIII-X	AANSH	2

SCHEDULE

DAY - 1

8:00-8:30	REGISTRATION										
8:30-9:00	INAUGURATION										
	LAB 1 (SR.)	LAB 2 (JR.)	AUDITORIUM	BIOLOGY LAB	LIBRARY SR	CANTEEN	LIBRARY JR	MATHS LAB	ACTIVITY ROOM	ACTIVITY ROOM	
9:30-10:30	TURING COMPETE	POSTUX MAKING	ABALAT.EXE	OVERCLOCKED PC	QUIZ (P)	ROBORAID	FLASH FRENZY	GAME DEV	GROUND ZERO	SCARPTRONIX	
11:00-12:00	SURPRISE 1	SCRATCH	QUIZ (F)								
12:00-1:00	AWARD CEREMONY										

DAY - 2

8:00-8:30	REGISTRATION										
8:30-9:00	INAUGURATION										
	LAB 1 (SR.)	LAB 2 (JR.)	AUDITORIUM	BIOLOGY LAB	ACTIVITY ROOM	MATHS LAB					
9:30-10:30	BYTE BATTLE	</WEBBED>	FREQUENCY	CHESS MANIA	GROUP DISCUSSION	OVERCLOCKED CONSOLE					
11:00-12:00	SURPRISE 2	ACUITY									
12:00-1:00	AWARD CEREMONY										

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