

TechQuest 2025 Rules and Regulations

Important note

- ❖ Participants need to make sure that their events don't clash
- ❖ Result of each event will be judged by the TECHQUEST TEAM, and it will be final and in challengeable
- ❖ Every event will be a team event (Individual participants will also be allowed) unless specified.
- ❖ There will be no preliminary round and the students will be selected on "first come first serve" principle (there will be no preliminary round unless specified).

ABOUT EVENTS

1. Public speaking

(A)DEBATE

This event will be hosted in the form of Parliamentary Debate

An agenda will be provided one week prior to the event.

Individuals should submit their stance latest by 2 days before the event. Stance will be designated on the basis of 'first come first serve principle' as the notion should have equal representatives in each stance which means exactly half the participants shall be in support of the motion and half against it.

This is how the event will proceed: -

Maximum number of individuals can participate from classes 9th to 12th only. **Number of students will be finalized by the Host.**

- Students need to submit their research paper (position paper).
- **Research paper requirements -**
 - a) Opening and closing speech (**Improvisation is allowed**)
 - b) Data summarization in form of pointers.
 - c) Clear mention of stance as neutrality will not be entertained.
 - d) Facts with references.
- **The session will be as follows: -**
 - a) **Session 1:**

- i. Opening speeches (60 sec to 90 sec, **if time left cross questioning will be done by the Participants**)

b) **Session 2:**

- i. A formal debate will be held between individual speaker timing as 2 to 2.5 minutes.
- ii. **Commentary and cross question will be allowed by the individuals as well as the Event Host**
- iii. Discussions of subtopics speakers are allowed to refer to a script.

c) **Session 3:**

- i. A hypothetical situation namely **Crisis** will be declared in the committee by the judge and discussion will be held.
- ii. Individuals having same stance will be making teams for the discussion of the crisis.
- iii. Resolution paper to be submitted.

Resolution Paper Requirements: Resolution paper will be handwritten. It basically includes your stance on the topic of the crisis and how you handled it.

d) **Session 4:**

- i. Closing speeches will be held with individual speaker timing of 1.5 min. **(Cross Questioning is not allowed)**

Rules for speakers:

- Use of **“INFORMAL LANGUAGE”** is **strictly forbidden.**
- Targeting any particular delegate, caste, religion, gender, committee or race is also prohibited.
- The person not abiding by these rules will be debarred for the entire remaining session.

GRADING SCALE:

- | | |
|--------------------|-------------|
| a) Opening speech | : 10 points |
| b) Conviction | : 5 points |
| c) Oratory Skills | : 5 points |
| d) Research Paper | : 10 points |
| e) Crisis handling | : 20 points |
| f) Closing speech | : 10 points |

(B) HAM THE JAM

TEAM COMPOSITION : *open for all (individual participation)*

ROUNDS : 2 (JAM and HAM)

HAM (HALF A MINUTE):

- 1. The participants have to pick a chit and speak on the particular topic for 30 seconds.*
- 2. Other participants can interject the speaking participant by raising their hands and saying HAM.*
- 3. The participants can interject other participants on any of the following basis :*
 - o If the speaking participant fumbles ;*
 - o If the speaking participant takes an unnecessary or prolonged pause ;*
 - o If the participant goes off the topic while speaking ;*

4. *The person who interjects has to speak on the topic for the remaining time.*

5. *If the participant speaks for*

- *15 seconds- 10 marks will be awarded*
- *30 seconds – 25 marks will be awarded*
- *Extra 5 marks will be awarded for a creative and extraordinary speech (based on discretion of hosts).*
- *5 marks for interjecting and 10 marks for concluding the speech.*

6. *The reason for interjecting has to be told. It will depend upon the discretion of host if the reason for interjection is valid or not. If reason for interjection is invalid minus 5 (-5).*

7. *The participant who had interjected the speaking participant if fumbles or takes an unrequited or prolonged pause or goes off the topic ; can also be interjected by other participants.*

Then the participant who had interjected had to speak on same topic for remaining time limit.

JAM (JUST A MINUTE):

1. *The participants will have to pick a chit and speak on the topic for 60 seconds.*

2. *Other participants can interject by raising their hands and saying JAM.*

3. *The other participants can interject on the following basis:*

- *If the participant fumbles ;*
- *If the participant takes an unnecessary or prolonged pause ;*
- *If the participant goes off the topic .*

4. The participant who interjects has to speak on the topic for the remaining time.

5. Marking scheme –

- *If the participant speaks for 30 seconds- 10 points*
- *If the participant speaks for 60 seconds- 25 points*
- *Extra 5 marks for creative and extraordinary speech (depends on discretion of hosts).*
- *+5 for interjecting and +10 for speaking for concluding the speech.*

6. Reason for interjection to be told, the validity of reason depends on discretion of hosts. If the reason is invalid minus 5 (-5).

*7. The participant who had interjected the speaking participant if fumbles or takes an unrequited or prolonged pause or goes off the topic ; can also be interjected by other participants.
Then the participant who had interjected had to speak on same topic for remaining time limit.*

ROUNDS:

CLASS 5TH TO 8TH:

ROUND-1: MIC DROP MAYHEM (HAM)-

- *Student from each batch will compete against one another. (Eg. Class 5 students will compete against one another and so on).*
- *5 students will be selected for the final round (JAM) from each batch.*

ROUND-2: SPEED SPEAK SHOWDOWN (JAM)

- *The selected students will compete against one another in an open competition.*
- *Top 3 students will be taken as winners.*

CLASS 9TH TO 12TH:

ROUND-1: RAPID RANT (HAM)

- *Open competition for all students from all classes (9th to 12th).*
- *Minimum 5 students and maximum 10 students will be selected for JAM.*

ROUND-2: SPEAK FREAK (JAM)

- *The selected students will compete against one another in an open competition.*
- *Top 3 students will be taken as winners.*

2. Algorithm making

This event will involve **standard algorithm making in the programming language “JAVA only”**.

This is how the event will proceed:

- This is a team event and will be divided in 2 groups
 - a) **Junior category** (9th to 10th)
 - b) **Senior category** (11th to 12th)
- Each team shall comprise of 2 individuals.
- There will be a maximum of 4 teams per category.
- The algorithm to make will be given on the day of the event itself.
- **The event will proceed in 2 sessions:**

a) Session 1-

This session is of 1 hours in which the participants will discuss the question amongst themselves.

In this time the participants will write a rough draft of the code they are going to make

b) Session 2-

This session will also comprise of 2 hours in which the participants will code their algorithm on the computer and submit their code to the event head who will judge the algorithm on the basis of **EFFICIENCY, FUCTIONALITY and OPTIMIZATION.**

3. CoderPro(Codezilla)

This event will involve **development of Programs in the programming language “JAVA only”**.

This event will proceed as follows:

- This is an individual event and will be divided in 2 groups
 - a) **Junior category** (9th to 10th)
 - b) **Senior category** (11th to 12th)
- There will be a maximum of 8 individuals per category.
- The programs to make will be given on the day of the event itself.
- **The event will proceed in 2 sessions:**
 - a) **Session 1-**

This session is of 0.5 hours in which the participants will think of a rough draft of the programs they are going to make.
 - b) **Session 2-**

This session will also comprise of 3 hours in which the participants will code their algorithm on the computer and submit their code to the event head who will judge the program on the basis of **EFFICIENCY, FUCTIONALITY and OPTIMIZATION.**

4. Kill The bug

This event will involve **debugging of Programs and snippets in the programming language “JAVA only”**.

This event will proceed as follows:

- This is an individual event and will be divided in 2 groups
 - a) **Junior category** (9th to 10th)
 - b) **Senior category** (11th to 12th)
- There will be a maximum of 4 individuals per category.
- The snippets and programs to debug will be given on the day of the event itself.
- **The event will proceed as follows:**
 - a) There will be 20 questions given to each individual.
 - b) The event will be of 2.5 hours and students are required to submit an answer sheet in which they will be writing the debugged codes.
 - c) **Grading will be done on basis of:**
 - i. Number of runtime errors reduced
 - ii. Number of syntax and logical errors corrected
 - iii. If the final snippet contains error points will be deducted
 - iv. If the code runs properly the candidate will be awarded full points for that snippet

5. MechaTron:

This event will be conducted in 2 categories namely:

a) Fighting:

This sub-event will include **development of robots for the sole purpose of a friendly sparing match** between 2 or multiple robots.

The Rules are as follows:

- A maximum number of 5 individuals per team is allowed.
(Individual participation is also allowed)
- **The Robot should not possess any projectile weaponry such as Flamethrower, Acid thrower and Any Sharp Object or Sharp bodily structure.**
- There will be an Arena with 2 concentric circles, Inner and Outer. In the Inner Circle, where the fight of the robots will be conducted. The Outer circle will be where the team's representative will stand and control the robots. **Dimension of the robot should not be more than 12X12X12 inches.**
- If the robot exits the inner circle in any circumstance for a fixed interval of time (will be specified later) or if the robot is incapacitated (rendered incapable to function on its's own) first for a fixed period of time (will be specified later), it is considered to be lost.
- Pairing of teams will be under the complete discretion of the TechQuest Committee.
- Getting passive aggressive during the fight, targeting any individual, caste, religion, race or community with its design or function, design any kind of obscenity or damaging each other's

robot before the competition will lead to immediate Disqualification.

- The care of the robot that is carrying it to the competition, placing it in the arena and keeping it, is solely the responsibility of the team or the individual. Any robot damaged before and after the competition due to the negligence of the team or the individual will not be the responsibility of the TechQuest Committee or the School.
- No Funds will be released by the TechQuest Committee or the School.

b) Racing:

This sub-event will include a **Friendly racing match** between 2 or more bots.

The Rules of the event are as follows:

- A maximum number of 4 individuals per team is allowed. **(Individual participation is also allowed)**
- **The Robot should not possess any bodily structure or external mechanism that can sabotage the track or any other robot.**
- There will be a Racing Track with minimum width of 10 inches and so the maximum dimension of the robot is 10x10x10 inches.
- The winners will be decided according to the time taken by the robot in completing the track.
- If a robot is incapacitated due to any reason or is deflected off the track, it will be penalized. There will be checkpoints where the

robot will start after being incapacitated for any reason. The time taken for getting the robot ready after being incapacitated to get to the checkpoint will be included in the Total time.

- The order of teams will be under the complete discretion of the TechQuest Committee.
- Getting passive aggressive during the race, targeting any individual, caste, religion, race or community with its design or function, design any kind of obscenity or damaging each other's robot before the competition will lead to immediate Disqualification.
- The care of the robot that is carrying it to the competition, placing it in the arena and keeping it, is solely the responsibility of the team or the individual. Any robot damaged before and after the competition due to the negligence of the team or the individual will not be the responsibility of the TechQuest Committee or the School.
- No Funds will be released by the TechQuest Committee or the School.

6. Cinematic Cuts(Create a Scene):

In this Event, a short film production will be done by the participants. **They will be given 6 to 7 topics a week before the**

Event and they have to prepare a short film based on any one of it.

Rules for the event are as follows:

- Teams will be formed according to the Pre-Eliminary Examination. Individual participants are also allowed.
- **All shooting should be done Indoors i.e. In your House or in a park / Any Public Place without any Crowd. If Shooting Outwards, make sure you have proper permission to do so. Any scene with Road / Traffic / Metro Station or any such crowded area will lead to Immediate Disqualification. Shooting in safe Areas is highly Necessary. Shooting in School is allowed given that A teacher has permitted you to do so whether before or after School. Computer Department or TechQuest Committee will not be issuing any Special permission for shooting, Only the teacher teaching will permit.**
- **The permission to bring Cameras and props should be Taken from the Class Teacher beforehand.**
- Using any Item/prop that can harm any individual Should not be used. The trace of any prop used in the short film will get the film immediately disqualified.
- Use of Background Actors is permitted given the area of shooting is not very crowded and the environment is safe along with the teacher's permission to accommodate all the team members.
- Any kind of littering done during the shooting of the film is solely the team's responsibility and the team will have to clean the spot after themselves. Any complaints regarding this issue will lead to heavy penalization.

- Any kind of Real-life violence or injuries to the actors will not be accepted. If found, the team will immediately be disqualified and further actions will be taken.
- The Actors should be completely willing and aware of their Scenes during film. If any concern regarding privacy is raised, the team will immediately be penalized and further actions will be taken.
- **All those clips should be brought to the school and should be edited in the lab within 3 hours(duration of the event).**

7. PixBit:

This event will involve editing of photos to make them better.

This event will proceed as follow:

- Final participants will be selected by The Pre-Eliminary Examination conducted by the event host.
- Any Edited Photos targeting any Individual, Caste, Religion, Gender or Community will Immediately will be disqualified.
- A stock of images will be given on the day of the event itself.
- The topic to make will be given on the day of the event itself.
- **Event duration is 3 hours.**

8. From The Scratch:

This Event will be included making of algorithm on the application: **“Scratch 2”** or **“Scratch 3”**.

This event will proceed as follows:

- This is an individual event and will be divided in 2 groups
 - a) **Junior category** (5th to 8th)
 - b) **Senior category** (9th to 12th)
- **Teams will be formed according to the Pre-Eliminary Examination. Individual participants are also allowed**
- The algorithm to make will be given on the day of the event itself.
- **Event duration : 3 hours**

9. Beat D Beats:

This Event will include mixing of sound tracks and composing it to make a remix or mash-up.

This event will proceed as follows:

- **Participants will be chosen according to the Pre-Eliminary Examination.**
- Participants will have to bring their "**Wired Headphones / Wired Earphones**" for Mixing of Sound tracks.
- The Application that will be used for sound mixing are: "**Audacity**", "**Acid Pro**" and "**FL Studio**".
- **Event duration : 3 hours**

10. Frame D Flash:

This Event will include making of 2D animation on the application: “**Macromedia Flash 8**”.

This event will proceed as follows:

- **Teams will be formed according to the Pre-Eliminary Examination. Individual participants are also allowed.**
- The topic to animate will be given on the day of the event itself.
- **Event duration : 3 hours**

11. Lead The Stick:

This Event will include making of 2D animation on the application: “**Pivot**”.

This event will proceed as follows:

- **Teams will be formed according to the Pre-Eliminary Examination. Individual participants are also allowed.**
- The topic to animate will be given on the day of the event itself.
- **Event duration : 1.5 hours**

12. DigiClay:

This Event will include making of 3D animation on the application: **“Blender”**.

This event will proceed as follows:

- **Teams will be formed according to the Pre-Eliminary Examination. Individual participants are also allowed.**
- The topic to animate will be given on the day of the event itself.
- **Event duration : 3 hours**

13. Weave The Web:

This event is about designing of a website on a topic.

This event will proceed as follows:

- The topic to make the website will be given on the day of the event, with content and images.
- Teams will be expected to make the website using only **HTML** and **CSS**.
- **No scripting will be allowed.**
- The website should be deposited in form of a compressed file.
- **Event duration : 3 hours**

14. Pixelated:

This is an ascii art event where the participants will use a text editing software to draw some characters using keyboard.

- This event will have 2 category:
 - a) Junior (5th - 8th)
 - b) Senior (9th - 12th)
- The software used will be **NOTEPAD.**
- **The event will be conducted in 2.5 hours.**
- No internet connection will be provided to the participants.
- Participants are not required to bring their own devices.
- **In case of many participants registered, the candidates may be formed into the teams of two on the discretion of the event host.**
- **Refer to the drawings given for the ASCII ART. The drawing that you present should be the exact copy of the image already given.**
- **The topic of the event will be given on the day itself.**

15. OpTic Fnatics:

This is a gaming event in which there will be no teams, players will participate individually. **This event is divided into 2 days.**

1. Round 1:

- **Build battle** will be conducted in 2 parts.
 - a) Type 1 - **Mechanical build (Redstone build)**
 - b) Type 2 - **Aesthetic build**
- There will be **20 player** in the starting
- **Event will be of 4 hours and will be divided in 2 parts each of 1 hour 45 min and 30 minutes for judging builds.**
- **10 players will be eliminated and 10 will be selected for day 2.**

2. Round 2:

- There will be a **10 min buffer period** after which hunters will start hunting the players.
- You need to collect resources while escaping from hunters.
- You can kill other player (in game).
- The player can respawn and restart again unless killed by hunter.
- **Last man standing will win this round.**

Rules for gaming:

- Use of **“INFORMAL LANGUAGE”** is **strictly forbidden.**
- **Greifing** is allowed.
- **Tampering with other people’s equipment is not allowed.**
- Spawn soft locking is allowed.
- You can make defense mechanism for escaping hunters.

16. Tech Quiz:

Event Name: Tech Twister: Mind Over Machine

Team Composition: 2 participants each per team

Rounds: 2 (Written + Interactive)

Round 1: Written Tech Exam

Duration: 60 minutes

Format:

- Multiple choice questions (MCQs)
- True/False and fill-in-the-blanks

Scoring:

- **Total marks:** 100
- Each MCQ is of 2 marks
- Correct: +2, Wrong: -1
- Top 5 scoring teams qualify for Round 2

Round 2: Interactive Quiz Showdown (3 hours)

- **Day 2 classes 5-8th**

- **Day 3 classes 9-12th**

Buzzer Round

- Each team gets a buzzer
- First to buzz answers the question
- **Correct: +10, Wrong: -5**

Rapid Fire (One Minute)

- Each team gets 60 seconds to answer as many questions as possible
- No negative marking
- Host fires questions in quick succession

Picture Puzzle

- Teams interpret a image (e.g., 4 images.. lion, tiger, elephant and an antelope ; the answer would be Mammal)
- Guess what all the images are directing to!!

Tech Taboo

- Each team selects one member to describe a word without using forbidden (“taboo”) words.
- The teammate must guess it correctly within the time limit.

17. SLIDE MASTER

Team Composition: *Individual participation*

Classes: *5th & 6th only*

Rounds: *2 Rounds*

*(Day 1 – Preliminary,
Day 2 – Final)*

Round 1: *Creative Deck – [Preliminary Round]*

Duration: *1.5 Hour*

Format:

- 1. 12 shortlisted students will participate in this round.*
- 2. A topic will be announced 10 minutes prior to the round.*
- 3. Internet access is not allowed.*
- 4. A folder with preloaded text and 7-8 relevant images will be available on each system.*

5. Participants may use, modify, or ignore the provided content based on their creativity.

6. Students must create a PowerPoint presentation with minimum 5 & maximum 8 slides.

Round 2: Final Showdown

Duration: 1.5 Hour

Format:

1. Top 6 students from Round 1 will compete in Round

2.

2. A new topic will be given 5 minutes prior to this round.

3. Participants will create a new presentation (5–8 slides).

4. A second folder with new text and images will be available on each system.

5. Each participant will present their PowerPoint to the judges (2–3 minutes).

6. Use of given materials is optional.

Rules:

1. No internet access during any round.

2. External storage devices or pre-prepared files are not allowed.

3. External help will result in disqualification.

4. Provided text/images are optional – students may replace or edit them.

5. Individual participation only.

Judgement Criteria:

1. Creativity & Visual Appeal :10

2. Relevance to Topic : 10

3. Slide Formatting & Layout :10

4. Presentation

Clarity : 10

5. Overall Impact: 10

Total : 50

18. DO DUB DUB

Team Composition:

Team Participation (Minimum 2 members per team, up to 4 members).

Rounds: 2--

Event Overview:

THE EVENT WILL BE HELD IN TWO CATEGORIES:

- 1. 5th to 8th: (junior category)*
- 2. 9th to 12th: (senior category)*

Participants will watch a video clip without audio, prepare a dubbing script, in a device and then perform their own voiceover when the video is replayed.

-- **How It Works:**

1. A video clip will be played

without sound.

2. Teams will be given time to prepare a dubbed script.

3. The same video will be played again — teams must dub the video live using their own voices.

4. Teams are judged on creativity, synchronization, humor, and originality.

-- **Rules:**

- *Teams must have a minimum of 2 members, up to 4 members.*
- *No use of abusive or inappropriate language —doing so will lead to immediate disqualification.*
- *All content should remain school-appropriate and respectful.*
- *Use of creative dialogues, accents, or characters is encouraged.*

-- **Rounds:**

-- **Round 1 – Soundless Script Showdown**

- *All teams participate.*
- *Shorter video clips are used.*

- *A limited preparation time is given i.e. 7 minutes.*
- *The best performing teams move to the final round.*

-- **Round 2** – **Dub-Off Finals**:

The Genre Gauntlet

- Selected teams perform on longer or more complex clips.
- For this round, each team will be given a specific theme/ genre (e.g., comedy, horror, historical, sci-fi, musical, action etc.) before their preparation time begins.
- Teams must dub the provided video clip as if it belongs to the assigned genre, ensuring their dialogue, tone, and character voices align with the genre's conventions.
- A limited preparation time is given i.e. 5 minutes.
- Emphasis on timing, voice modulation, and creativity, specifically within the given genre.
- Selected teams perform on longer or more complex clips.
- The top 3 teams will be declared winners.

-- **Judging Criteria:**

Category Marks

• **Creativity & Originality:**10

• **Voice Synchronization:**10

• **Humor/Entertainment Value:**10

• **Team Coordination:** 5

• **Relevance to theme(round-2):**20

** **Disqualification** :Use of abusive/inappropriate language.

19. Scavenger Hunt

TEAM COMPOSITION : *There will be 6 teams and each team will have maximum of six participants [the students who are participating in any other event in the tech quest are the only ones allowed to participate in SCAVENGER HUNT].*

NAME OF THE TEAMS:

- TEAM 1- The Clue Crew
- TEAM 2- Puzzle Pirates
- TEAM 3- Trail Blazers
- TEAM 4- The Cryptic Traders

- *TEAM 5- The Quest Squad*
- *TEAM 6- The Clue Commandos*

DURATION: *5 hours*

RULES:

- 1. It will be a one day event extending for 4 to 5 hours.*
- 2. The first clue will be provided to reach a particular place in the school; where you will have to find further clue to reach the next location and so on.*
- 3. The participants are allowed to move in and out of the hunt at any point of time, only if any other event in which they have participated collides with the hunt.*
- 4. There should be a substitute for each team, who will be taking their place in case any participant of that team has to go for another event.*
- 5. The participants have to explain how they were able to crack the clue and then only they will be given another clue.*
- 6. If the treasure is not found by any of the team, then the team having cracked the most number of clues will be considered as the winner.*

NOTE:

If any of the team or any participant breaches the decorum, or creates indiscipline, or misbehaves will be expelled out of the hunt.

