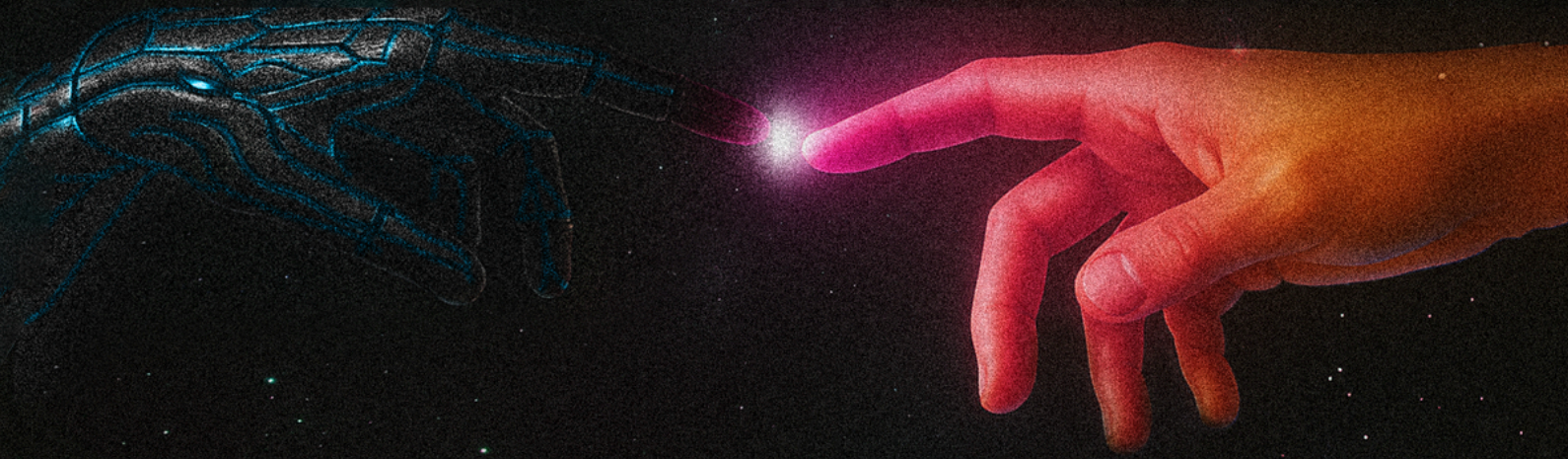
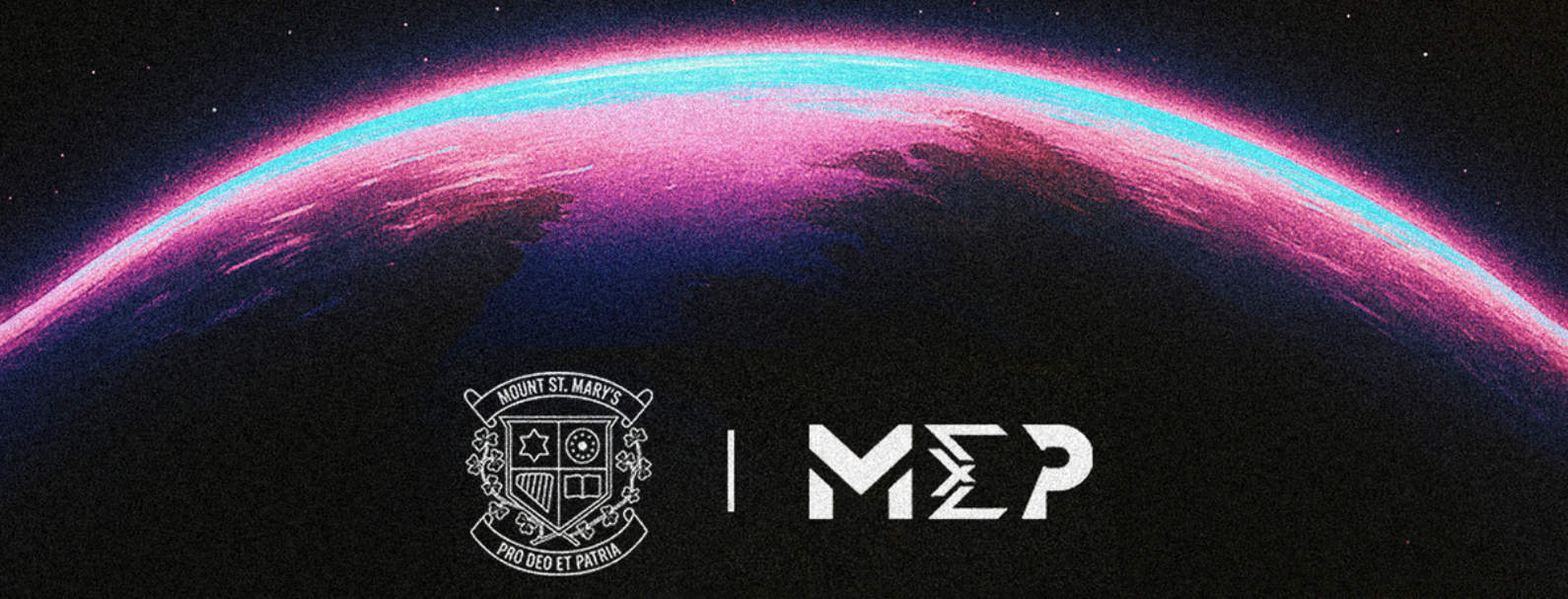


MOUNT ST. MARY'S SCHOOL PRESENTS



25th BRO. ALOYSIOUS

MATRIX ECOMM PSYNAPSE FEST



| MΣP

INTRODUCTION

Since its inception in 2000, the Bro. Aloysius Matrix Ecomm Psynapse Fest has been Mount St. Mary's School's annual celebration of intellect, innovation, and interdisciplinary excellence. Named in honor of Bro. Aloysius, a revered Patrician Brother and former principal of our school, the fest began with Matrix—our technology and computer science clan—at its core.

Over time, the fest expanded its horizons with the addition of EcommBuzz, our dynamic economics society, and Psynapse, the vibrant psychology club. These additions have transformed the fest into a rich tapestry of disciplines, blending technology, finance, and the science of human behavior.

Now in its 25th edition, the fest stands as a powerhouse of creativity, collaboration, and real-world problem solving. It offers a unique platform for students to showcase their talents, engage in spirited debate, explore the intersections between fields, and tackle contemporary challenges with imagination and intellect.

Join us in celebrating 25 years of the Bro. Aloysius Matrix Ecomm Psynapse Fest—a tribute to curiosity, critical thinking, and the boundless potential of young minds.

IMPORTANT INSTRUCTIONS

General Rules:

- Check-in: All schools must complete registration by 8:30 am on the date on the event (02 august).
- Disruptive behavior or rule violations may lead to disqualification.
- No student is permitted to participate in more than one event.
- Schools must ensure to participate in a minimum of 4 matrix events, 2 Ecomm events, 1 Psynapse event and 1 combined event to be eligible for the overall trophy.
- Host school will not provide internet connection, participants are requested to arrange for themselves.
- The host school is not liable for any technical issues that may arise.
- All the participating schools must remain present till the award ceremony ends.
- Each school must have a designated staff member accompanying the students.

Registration:

- The deadline to register for all events (both offline and online) is 20th July 2025.
- Online sign-up: Schools should confirm their participation by registering using the form provided.
- Form Link – <https://forms.gle/pW4fmeYxwSDyaN7N7>

Additional Information:

- For event updates and announcements, please visit the event website: www.thematrixclan.com
- All participants of matrix events are expected to join the discord server using the link given.
- All teacher incharges of the participating schools are requested to join the Whatsapp Community using the link given.
- Discord link- <https://discord.gg/mep2025>
- Whatsapp community- <https://lnk.in/dPQoT>

Socials:

- Matrix Clan: <https://lnk.in/uatT5>
- EcommBuzz: <https://lnk.in/lfM90>
- Psynapse: <https://lnk.in/SP83f>

DRESS/ATTIRE GUIDELINES

Dress Code Guidelines – Power. Presence. Professionalism

To maintain the spirit of professionalism and elevate the experience of the 25th edition of the Matrix Ecomm Psynapse Fest, all participants are expected to follow a formal/corporate dress code throughout the event.

- Participants to wear formal attire in professional shades such as black, white, grey or navy blue. Bright neon or overly flashy colors are not allowed, as they undermine the corporate aesthetic of the fest.
- No casual wear – jeans, t-shirts, hoodies, shorts, sneakers, and caps are strictly not permitted. Avoid flashy prints, neon colors, or overly casual attire.
- All participants are expected to maintain decorum and professionalism in their attire.
- For any creative events (e.g. dramatics, photography), temporary costume changes are allowed only during performances and must be switched back post-event.

EVENTS

MATRIX EVENTS

<u>A/V Sync</u>	<u>Tech Relay</u>	<u>Techtures</u>
<u>Tactus Gramen</u>	<u>Minecraft</u>	<u>Project R</u>
<u>UI-Verse</u>		

ECONOMBUZZ EVENTS

<u>Bidding Bankers</u>	<u>Diorama</u>	<u>Pitch Perfect</u>
<u>Renegade</u>		

PSYNAPSE EVENTS

<u>Stage Play</u>	<u>Psycon</u>
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COMBINED EVENTS

<u>Meme-O-Logy</u>	<u>Quizzardry</u>	<u>Cariclash</u>
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EVENT DETAILS

Sr. No.	Event	Eligibility	Prelims/Online	Offline	No Of Teams	Participants Per Team
01.	<u>A/V Sync</u>	9-12	-	02-08-25	01	03
02.	<u>Tech Relay</u>	9-12	-	02-08-25	01	03
03.	<u>Techtures</u>	9-12	-	02-08-25	01	02
04.	<u>Tactus Gramen</u>	9-12	25-07-25 to 27-07-25	02-08-25	01	05
05.	<u>Minecraft</u>	09-12	25-07-25	02-08-25	01	02
06.	<u>Project R</u>	9-12	-	02-08-25	01	02
07.	<u>UI-Verse</u>	9-12	22-07-25	02-08-25	01	02
08.	<u>Bidding Bankers</u>	11-12	-	02-08-25	01	02
09.	<u>Diorama</u>	9-12	-	02-08-25	01	02
10.	<u>Pitch Perfect</u>	9-12	28-07-25	02-08-25	01	03
11.	<u>Renegade</u>	11-12	-	02-08-25	01	03
12.	<u>Stage Play</u>	9-12	-	02-08-25	01	06-09
13.	<u>Psycon</u>	11-12	-	02-08-25	01	02
14.	<u>Meme-O-Logy</u>	9-12	-	02-08-25	01	02
15.	<u>Quizzardry</u>	9-12	-	02-08-25	01	04
16.	<u>Cariclash</u>	9-12	-	02-08-25	01	02



THE MATRIX HAS YOU

MATRIX EVENTS

A/V SYNC

Cut. Sync. Create

NO OF TEAMS PER SCHOOL: 1

ELIGIBILITY: Classes 9-12

PARTICIPANTS: 3

EMAIL: thematrixclan2025@gmail.com

RULES:

- There will be one offline round.
- Participants will be required to create a video on the theme to be specified.
- Participants will be allowed to use any editing software of their choice.
- The use of animations, visual effects, and other creative elements is encouraged.
- All the teams are required to be present with all the necessary equipment such as cameras, laptops, card reader etc. on the day of the event.
- Participants will be provided with a pen drive to transfer the final output file and the project file.
- The video should not exceed "3 minutes".
- Use of unfair means will lead to disqualification.

STUDENT IN CHARGES:

Akshit Raj - 8707382833

Priydarshini - 8057623116

TECH RELAY

One Team. Multiple Skills. One Victory

NO OF TEAMS PER SCHOOL: 1

ELIGIBILITY: Classes 9-12

PARTICIPANTS: 3

EMAIL: thematrixclan2025@gmail.com

RULES:

- There will be 9 tasks given in which teams must assign three task to each member during the pre-event planning window (10 minutes).
- Tasks can be performed non sequentially; but the next task begins only after the ongoing task is completed/skipped.
- If a participant is unable to complete the task within the stipulated time (10 minutes per task), the team must skip the task and do it at the end.
- Teams must use only the materials and tools provided on-site. No external devices can be used.
- Each team will have a volunteer who tracks time, validates task completion and ensures fair play.
- If a participant is unable to complete their assigned task, the team is allowed one-time substitution—another team member (who may have already completed their own task) can step in and attempt it (will lead to some negative marking).
- Teams caught copying, taking help from teammates during a task, interfering with other teams, or violating rules will be disqualified.

- Judging Criteria: Based on accuracy, number of tasks completed, time taken; and team conduct.
- Scoring: For accurately completing task within time= +10pts
For skipping tasks= -2pts
For substituting a participant= -4pts
For being partially correct= based on accuracy

STUDENT IN CHARGES:

Rakshitesh Sinha - 95556 30081

Lucien Gorlier - 9910309189

Ishaan Garg - 9311959920

TECHTURES

Think. Create. Inspire

NO. OF TEAMS PER SCHOOL: 1

ELIGIBILITY: Classes 9-12

PARTICIPANTS: 2

EMAIL: thematrixclan2025@gmail.com

RULES :

- There will be one offline round.
- Participants will receive a topic on the spot and they are required to create a design based on the topic given using tools like adobe photoshop, canva, adobe illustrator etc.
- Participants will be told on the spot about what to be designed.
- Participants will have 1 hour to complete their design.
- Completed design to be submitted within the allocated time frame. Late submissions will not be considered for judging.
- Participants must bring their own equipments such as laptop, phones, internet or any tools necessary.
- Plagiarism, use of pre-existing design or any sort of unfair means will lead to disqualification.
- Entries will be evaluated based on creativity, adherence to the prompt, technical skill, and overall visual impact.
- Decision of judges will be final and binding.

STUDENT IN CHARGES:

Nixon Paul Khokhar - 7683027207

Dharun Kannan - 75300 73731

TACTUS GRAMEN

Reflex. Strategy. Glory

NO OF TEAMS PER SCHOOL: 1

ELIGIBILITY- Classes 9-12

PARTICIPANTS- 5

EMAIL: thematrixclan2025@gmail.com

PRELIMS- Valorant

OFFLINE ROUNDS- Surprise

- There will be one round of online prelims and the Game for the preliminary round will be 'Valorant' . (BO1)
- All the matches in the prelims will be 5v5 knockouts.
- On final day the top 4 schools will come to the host school in which they will play for top 3 positions on a BO3 format.
- The use of any kind of hacks, cheats, or outsourcing of players is strictly prohibited and will lead to instant disqualification.
- Participants are allowed to bring their own accessories on the event day.
- Participants are requested to join "THE MATRIX ECOMM PSYNAPSE" discord server before 22nd July with their real names.
- The Discord Server link has been provided in the General Guidelines. Only the registered participants will get access to the gaming channel after verification.

STUDENT IN CHARGES:

Leon Saljo - 81304 85311

Arnay Vishwakarma - 95402 69169

MINDCRAFT

Hunt the Hidden

NO OF TEAMS PER SCHOOL: 1

ELIGIBILITY: Classes 9-12

PARTICIPANTS: 2

EMAIL: thematrixclan2025@gmail.com

RULES:

- There will be one round of Prelims which will be held online; the selected teams will compete in the final offline round that will be conducted in the school.
- The results of the prelims will be announced on the discord server.
- Participants are required to bring their own equipments such as laptop, internet or any tools necessary.
- Participants will be provided with a link for the preliminary round on the discord server.
- Use of unfair means will lead to disqualification.
- The Discord Server link has been provided in the General Guidelines. Only the registered participants will get access to the Mindcraft channel after verification.

STUDENT IN CHARGES:

Divit Marwah - 8287300916

Samuel Joseph - 88821 50549

PROJECT R

Rewire. Reinvent. Rise

NO OF TEAMS PER SCHOOL: 1

ELIGIBILITY: Classes 9-12

PARTICIPANTS: 2

EMAIL: thematrixclan2025@gmail.com

RULES:

- There will be one offline round conducted in the school.
- The participants are required to make a working model using any of the integrated circuit boards, e.g. Raspberry Pi/ Arduino/Esp32/Msp430,etc..
- Integration of AI in the model will be favourable and may lead to bonus points.
- The participants must bring all the necessary equipment, e.g. extension cords, laptops, etc.. however the host school will not be responsible if any damages are incurred.
- The participants must describe and demonstrate their model to the judges in 5 minutes.
- The participants are to create their model on the topic- 'ECO BOTS- FIGHT AGAINST ECOLOGICAL DEGRADATION'.
- Use of unfair means will lead to disqualification.

STUDENT IN CHARGES:

Dominic D'lima – 9289801968

Enoch - 8178728979

UI-VERSE

Type. Debug. Dominate

NO OF TEAMS PER SCHOOL: 1

ELIGIBILITY: Classes 9-12

PARTICIPANTS: 2

EMAIL: thematrixclan2025@gmail.com

RULES:

- There will be an online prelims round and one offline round conducted in the school.
- To participate in online events, students must join the Discord server using the provided link in the general guidelines.
- Prompts for the prelims will be released on the discord server on 22nd July, 2025.
- Participants are required to design and code a graphical user interface (GUI) for a website.
- Codes should be original — copied code from GitHub, online repositories, or AI tools will lead to disqualification.
- The design must be functional enough to demonstrate GUI flow.
- Plagiarism, code duplication or use of any kind of unfair means will lead to disqualification.
- Participants must submit both source code and their working demo by 30th July, 2025, 11:59pm.
- Only the teams qualified after the prelims round will be participating in the offline round.
- All teams must bring their own laptops, pen drives and other necessary equipment to the venue, along with the complete source code of their project and any required software or runtime environment (if needed to run the project).
- Judges will check the actual source code during the evaluation to ensure code originality, code structure and technical correctness.
- Failure to bring the source code and a working demo (link/PPT) may result in loss of marks.

PRESENTATION:

- Participants must explain and present their GUI design in front of the judges using the screen provided at the venue within time interval of 6 minutes after which there will be an interjection round.
- Teams have to submit both of the following :
 1. A working project link of website / web app
 2. A PowerPoint Presentation (PPT) explaining their design flow, features, and user interface.
- Regardless of the method chosen for presenting, teams are required to clearly explain:
 - The purpose of the design
 - Features and functionalities of their GUI
 - Their design decisions (colors, layout, navigation, user flow)
 - The overall user experience (UX) approach.

JUDGING CRITERIA:

- Originality & Creativity
- Relevance to the Theme
- Code Quality & Structure
- GUI Design & Aesthetics
- Presentation & Explanation Clarity
- Handling of Cross-Questions

STUDENT IN CHARGES:

Rishav Chahar - 96028 98366

Reyansh Aggarwal - 9086222000



ECOMMBUZZ EVENTS

BIDDING BANKERS

“From Rupees to Rubles — Who Will Own the Globe?”

NO. OF TEAMS PER SCHOOL: 1

ELIGIBILITY: Classes 11 & 12

PARTICIPANTS: 2

EMAIL: ecommbuzz2025@gmail.com

Note: Only first 15 registrations will be accepted

ROUND 1: BIDDING WAR

- In this round, the teams will be given a fixed amount to bid and battle for the economies presented to them.
- The participants will be given information about the economies on the basis of which they will be bidding.
- The highest bid will win that particular economy.
- Irrespective of whether a team has won an economy or not, they will move on to the final round where they have a chance to earn profit or bear loss by investing in other team's economies.

ROUND 2: THE INVESTMENT ROUND

- In this round the teams will be investing in the same economies based on news and rumours. Irrespective of whether a team has won an economy or not they will be investing in other economies with the goal of maximizing their profits.
- This round is about expanding your portfolio to make as much money as possible.
- The participants who won an economy in the first round will have an advantage in this round as they will not just make profit or bear loss by making investment in other economies but will get a share of 25% of the profit/loss made by other teams in the economies they won in the previous round.
- Profit/Loss on investment by all teams will be calculated using ROI.

- Return of Investment (ROI) will be calculated for different economies and it will be pre-determined.
- The team with the highest valuing portfolio will be declared as the winners.
- Awards will be given for
 1. The Best Bid
 2. The Best Venture Capitalist.

STUDENT IN CHARGES:

Neil Abraham - 9899662221

Ansh Bajaj - 9711129563

DIORAMA

“FRAME THE FAME!”

NO. OF TEAMS PER SCHOOL: 1

ELIGIBILITY: Classes 9-12

PARTICIPANTS: 2

EMAIL: ecommbuzz2025@gmail.com

RULES:

- This competition involves photography along with an advertising segment.
- The participants have to create a poster using 2-3 original photographs that have to be taken on the day of the event.
- Basic editing can be done, in-camera or via lightroom.
- Photographs can be coloured or monochrome.
- DSLR and/or mirrorless cameras to be used. Pictures clicked using any other cameras will not be accepted.
- Pictures to be clicked using only manual mode. Usage of auto mode will not be accepted and will lead to disqualification.
- Plagiarised and inappropriate images are unacceptable and the school holds authority to discard any pictures at their discretion.
- The host school will be providing the product on the day of the competition.
- All necessary equipments to be brought by the students. No equipment will be provided by the host school.
- Participants may bring props to shoot with. However, in case of any damage, the host school will not be responsible.
- Participants to use an empty SD card.
- Participants to bring their own laptops with the necessary software installed. Host school will not be providing any software or hardware. Software can be pirated but in case of any technical difficulties, the host school will not be responsible.
- Software:
 - Lightroom for Photo Editing
 - Canva for Poster Making

TIME LIMIT:

- 1 hour for clicking pictures
- 20 minutes for editing
- 40 minutes for making poster

SUBMISSION :

- Participating students must carry an empty pen drive.
- A folder containing the following, with the name of the participating school, to be submitted in the pen drive:
 1. The Poster (.pdf or .jpeg format).
 2. The original images individually in .jpeg format.
 3. A word file with student information and metadata of the images used .

JUDGEMENT CRITERIA:

- Creativity
- Innovation
- Quality of Photographs
- Relevance to topic
- Integration of photographs in the poster
- Poster Design

AWARDSS WILL BE PRESENTED FOR:

- 1 The Best Photographer
- 2 The Best Poster.

STUDENT IN CHARGES:

Awismit Rana - 9878722323

Nealex Joseph - 8595857901

PITCH, DON'T KILL MY VIBE

“Where EBITDA meets attitude”

NO. OF TEAMS PER SCHOOL: 1

ELIGIBILITY: Classes 9-12

PARTICIPANTS: 3

EMAIL: ecommbuzz2025@gmail.com

OVERVIEW:

This is a two-round event that challenges students to think like marketers and pitch like entrepreneurs. In Round 1, teams must create a one-minute ad video endorsing a product or service based on the given topics. The top 6 teams will qualify for Round 2, where they'll pitch their idea live in front of the judges.

ROUND 1: BRAND AD (ONLINE)

Objective: Teams must create a 1-minute advertisement video promoting a product or service based on any one of the topics provided. Use creativity, storytelling, and marketing flair to win the judges' attention.

RULES:

- The video must be in English.
- The name of the school must NOT appear in the video.
- Props, costumes, jingles, slogans, and creativity are highly encouraged.
- Deadline: Submit the video to ecommbuzz2025@gmail.com by 29th July, midnight.
- Use of extra actors is allowed. However, if selected, only the 3 registered participants will be allowed to compete in Round 2.
- Top 6 teams will qualify for Round 2.

Topics (One to be chosen):

1. Everyday Carry (EDC) Products: In a world that's always on the move, simplicity, functionality, and design matter more than ever. EDC refers to the essential items people carry daily - cosmetics, tools, tech, or accessories that add value and convenience to their routine.

2. Fraud Prevention Applications: From phishing scams to fake payment links and fraudulent refund calls, digital fraud is on the rise. An application/software which detects and prevents online payment frauds using behavioral patterns, especially useful for small businesses and individuals.

3. The Influencer Toolkit: A service or platform that helps influencers create trending content, manage their socials, help them collaborate and grow.

JUDGEMENT CRITERIA:

- Creativity
- Content
- Use of jingles/taglines
- Use of props
- Delivery
- Presentation
- Clarity of thoughts
- Use of the theme

ROUND 2: PITCH PERFECT (ON-CAMPUS FINALS)

Objective: Shortlisted teams from Round 1 will pitch the product/service they advertised, now with a complete business model in front of a panel of judges.

Rules:

- The top 6 teams will be given 3 minutes to present their business model.
- The first bell will be rung at 2.5 mins and the final one, at the end of the allotted 3 mins. (Points will be deducted for exceeding the time limit.)
- You may include a jingle, tagline, slogan, or role-play for added effect.
- The product should be presented innovatively so as to appeal to the target customers.
- Visual Aid is necessary.
- The name of the school should NOT be mentioned in the Presentation.

- After each pitch, a Q&A session will follow, where judges may ask questions to challenge, clarify, or dig deeper into the idea.

JUDGEMENT CRITERIA:

- Innovation
- Feasibility
- Application
- Designing
- Visual/Audio Aid

AWARDS WILL BE PRESENTED FOR:

- 1.The Best Advertisement
- 2.The Best Pitch

STUDENT IN CHARGES:

Ansh Bajaj - 9711129563

Neil Abraham - 98996 62221

Radhika Bagga - 98110 54080

RENEGADE

NO. OF TEAMS PER SCHOOL: 1

ELIGIBILITY: Classes 11-12

PARTICIPANTS: 3

EMAIL: ecommbuzz2025@gmail.com

OVERVIEW:

This is a debate competition where students are provided a platform to showcase their speaking skills with a pinch of humour and charm on any one of the given topics.

RULES:

In this debate both the speakers (for and against) will be on the stage simultaneously and will present their views together making it seem like conversation.

1. TEAM COMPOSITION

- Each team shall comprise three members.
- Two Speakers: One speaking for the motion and the other against the motion.
- One Interjector: This member will assist both speakers with audio-visual aids and will also be responsible for raising interjections during the speeches.

2. TIME ALLOCATION

- Each team will be allotted a total of 4 minutes to present their arguments.
- A warning bell will be sounded at 3 minutes 30 sec and another final bell at the allotted 4 minutes. (Exceeding the time limit will lead to negative marking)
- It is the team's responsibility to manage and allocate the time between the two speakers as they see fit.

3. TOPICS FOR THE DEBATE

- "India's Growth Story Will Slow Down in the Next Few Years."
- "The US dollar's global dominance is hurting the world economy"

4. CONTENT GUIDELINES

- References to popular culture and social media are permitted, provided they are relevant and respectful.
- Participants must refrain from making statements that could harm religious sentiments or promote extreme political ideologies.
- Speaker will be penalised for reading from a prepared script.
- Participants shouldn't mention their school's name at any point during their speech.

5. JUDGEMENT CRITERIA :

- INNOVATION
- CONTENT DELIVERY
- USE OF POP CULTURE / SOCIAL MEDIA REFERENCES
- EXPRESSION AND SMOOTHNESS OF THE EXCHANGE BETWEEN BOTH THE SPEAKERS
- JUSTICE TO THE TOPIC

6. AWARDS WILL BE PRESENTED FOR :

- Winning Team
- The Best Speaker
- The Best Interjector

STUDENT INCHARGES :

Narayani Sikka - 84485 57910

Kanusha Bopanna - 91152 91733



PSYNAPSE 25'

PSYNAPSE EVENTS

STAGE PLAY

“Stigma. Struggle. Awareness. Change”

NO. OF TEAMS PER SCHOOL: 1

ELIGIBILITY: Classes 9-12

PARTICIPANTS: 6-9

EMAIL: psynapse2025@gmail.com

EVENT DESCRIPTION :

In a world where mental health remains cloaked in silence and shame, stage play brings stories to life that break the barriers.

TOPIC: **Stigmatization of mental health in the Indian context.**

RULES :

- The play must clearly highlight the **stigmatization of mental health in the Indian context.**
- Avoid caricatures, offensive language, or religious insensitivity.
- Dialogue must be original and impactful.
- Language to be used is English only.
- The host school must be informed prior and provided of any background music that has to be used.
- Judgement will be based on originality, acting, creativity and overall impact.
- The host school must be informed prior incase of any requirements (tables, chairs, etc).
- The host school will provide two standee mics and two cordless mics.
- Time limit for the play is 7 minutes. The first bell will be rung after 6 mins and the second bell at 7 mins. Exceeding the time limit will lead to negative marking. (5 points for every 10 sec)
- Theme Violation, Use of derogatory terms, mockery, or insulting portrayal of individuals with mental health issues or any kind of Plagiarism will lead to disqualification.

JUDGEMENT CRITERIA :

- Originality
- Acting
- Creativity
- Overall Impact

AWARDS :

- Best Actor
- Best Storyline
- Best Team
- Runner up team

STUDENT IN CHARGES:

Doyel - 6009425913

Alina - 8454839197

PSYCON

“Unmasking the mind: dress as thought, walk as theory”

NO. OF TEAMS PER SCHOOL: 1

ELIGIBILITY: Classes 11-12

PARTICIPANTS: 1

EMAIL: psynapse2025@gmail.com

EVENT DESCRIPTION :

Psycon is an event based on the idea of a psychological comicon. The event requires the participants to dress and take up on the role of certain credited psychologists or the theories they are noted or associated with.

Format of the event: Duologue

Time limit per performance: 5 mins

RULES :

- The participant schools would be pre-informed and assigned with a psychologist.
- The participant must dress up as the assigned psychologist or as one of their theories.
- It is expected by all participants to research their assigned psychologists' background, ideas and theories, taglines, quotes, approach presented.
- Participants are requested to come dressed along with the props and suitable material required. *(If any presentation is required, it needs to be informed priorly to the school)*
- The host school is expected to provide the participants with only table and chairs.
- The event is an on-the-spot psychology challenge where two participants will go head-to-head in a spontaneous face-off. Each participant will be randomly assigned another psychologist, to go against on the day of the event. A case study will then be presented, and participants must analyze and respond to the scenario using only the theories and perspectives of their assigned psychologist. They will present their interpretations individually, demonstrating their understanding, analytical depth, and ability to apply psychological concepts in real-time.

- there will be a 2 mins reading time and a 3 mins enacting time. Exceeding the time limit will lead to negative marking. (5 points for every 10 sec)
- The performance must be under the given time limit. A warning bell would be rung 1 minute before the time followed by the time limit bell.
- Exceeding the time limit would lead to negative marking.

JUDGEMENT CRITERIA:

- **Costume and character presentation:** Accuracy in the creativity in dressing up, props and other material and the display of the psychologist assigned.
- **Conceptual implementation:** Accuracy in the theory applied to the psychologist along with quotes, taglines and other representations.
- **Clarity and confidence:** Expression, on the spot confidence and quality of the content (fact accuracy and in depth analysis) presented.

AWARDS:

- 1) Notable Psych Intervention award
- 2) Best dressed Psych award

STUDENT INCHARGES:

Renu – 7517476118

Mannat - 95188 33746

The logo consists of the letters 'M', 'Σ', and 'P' in a bold, white, sans-serif font. The 'Σ' is stylized with a horizontal line through its center, creating a unique symbol. The letters are set against a dark, starry background with some nebulae visible in the upper right and lower left corners.

MΣP

COMBINED EVENTS

MEME-O-LOGY

Create, Relate, Viral-ate

NO OF TEAMS PER SCHOOL: 1

ELIGIBILITY: Classes 9-12

PARTICIPANTS: 2

EMAIL: thematrixclan2025@gmail.com

RULES:

- There will be one offline round conducted in the school.
- Topic for the meme will be given on the spot.
- Participants are expected to design five posters based on the topic within time interval of one hour.
- All meme designs must be in English only.
- Vulgar, offensive, or inappropriate language or imagery is strictly prohibited and will lead to negative marking.
- Use of pre-made templates or memes from the internet is not allowed.
- Participants must bring their own laptops, internet devices, chargers, and software/tools.
- Plagiarism, use of pre-existing design or any sort of unfair means will lead to disqualification.
- Entries will be judged on Creativity, Originality, Humor, Visual Presentation and relevance to prompt.

STUDENT IN CHARGES:

Nikhil Manoj – 9818936222

Akshat Tiwari - 9582372980

QUIZZARDRY

“Wit is Your Wand. Knowledge is Your Power.”

NO. OF TEAMS PER SCHOOL: 1

ELIGIBILITY: Classes 9-12

PARTICIPANTS: 4 + 1

EMAIL: ecommbuzz2025@gmail.com

RULES :

- The Quiz will be a live event at the pre-decided venue.
- All the rounds and the entire Quiz will be time-bound.
- All the participants should be in the mentioned Dress-code (read General rules and Dress Code carefully)
- Only 1 team member will be allowed to answer for one particular round from a team (after discussions). In case of simultaneous multiple answers, the decision of acceptance shall lie in the hands of the Quizmaster/Ombudsman.
- The questions will be under the following categories:
 1. Technology
 2. Business
 3. Finance
 4. Economics
 5. Psychology
- Audience/Supporters shall not give any hints or clues to the competitors. Any such efforts shall lead to disqualification of the Team.
- All the teams must turn up in full count. Organizers shall in no way be responsible for prompting, no-turn-up or shortage of participants. Any background prompting or noise or use of unfair means may lead to immediate disqualification of the participant.
- +1 member of each team shall be seated away from the team. The member shall be able to answer all the questions asked to the other 4 members on a sheet (pre-provided) along with the audience questions in between the rounds. The Score of this “+1 member” shall be added at the end of the game before the declaration of the results.

- Awards will be given to the two highest scoring teams. In case of a tie, the rules of Tie Breaker shall apply (mentioned in the 'Rounds' section)
 - The decision of the Ombudsman will be FINAL and BINDING.
- ROUNDS: There will be two rounds:
- PRELIMS (WRITTEN AND OBJECTIVE): In case of a tie in prelims, a tie breaker with pre-decided question(s) will take place.
 - FINALE: In case of a tie in the finals, an extra questioning round will be conducted.

STUDENT IN CHARGES:

Yashank Mahalwal – 8882266625

Doyel Bishnoi – 6009425913

Bhavya Rajput – 7302877889

CARICLASH – CARICATURE MAKING

"Cariclash: Where Exaggeration Meets Imagination!"

NO. OF TEAMS PER SCHOOL: 1

ELIGIBILITY: Classes 9-12

TIME LIMIT - 2 HOURS

PARTICIPANTS: 2

EMAIL: ecommbuzz2025@gmail.com

GENERAL GUIDELINES :

- This will be a one-round competition, with results announced on the same day.
- The area should be left clean after the competition is over. Untidy areas will lead to deduction of points.
- There will be no extra sheets provided in case of any mishaps.

RULES :

- The topic will be announced on the spot which will be related to tech, business, commerce and psychology.
- Canvas sheets of A3 size will be provided by the host school.
- The participants can take references from the internet, but only for a maximum of ten minutes, which will be subtracted from the time duration. After that, the phones must be submitted to the host school.
- Inappropriate/obscene content will lead to immediate disqualification.
- Caricatures should reflect the grandeur, humor, and personality of the chosen aristocrat or tycoon.
- Only traditional art mediums such as pencils(charcoal or graphites), pens, acrylic paint, colours and markers are allowed.
- Use of spray paints will not be allowed.
- An impartial panel of judges will assess the performances and their decision will be final and binding.

JUDGEMENT CRITERIA :

- Creativity and Originality
- Exaggeration and Humor
- Clarity and relevance to the theme
- Overall impact

AWARDS :

- Best Caricature
- Runners up

INCHARGES:

Nikita : 7678668012

Nanki Billing : 9891770764

SCHEDULE

Time	Auditorium	Senior Computer Lab	Junior Computer Lab	Multi Purpose Room & Art Room	Library, Classrooms, labs & School Premises			
7.30-8.30	Registration (Middle School Coordinator's Office)							
8.45-9.15	Opening Ceremony (Auditorium)							
9.30-10.30	Stage Play	Tactus Gramen	Techtures	Bidding Bankers (MPR)	Renegade (11A)	A/V Sync (Bio Lab)	UI VERSE (Physics lab)	Quizzardry Prelims (12A)
10.30-11.00								
11.00-11.30			Project R	Tech Relay	Cariclash (Art Room)			Pitch-Don't kill my vibe (12B)
11.30-12.00	Quizzardry Finals	Psycon (Library)				Memology (Library)		
12.00-12.30								
12.30-1.00								
1.00-1.30								
1.30-2.00	Closing Ceremony and Prize Distribution							

MEET OUR TEAM

MATRIX CLAN

President	Akshit Raj	+91 8707382833
Vice President	Leon Saljo	+91 8130485311
General Secretary	Rishav Chahar	+91 9602898366
Joint Secretary	Dominic D'lima	+91 9289801968

ECOMM BUZZ

President	Ansh Bajaj	+91 9711129563
Vice President	Narayani Sikka	+91 8448557910
General Secretary	Kanusha Bopanna	+91 9115291733
Joint Secretary	Neil Abraham	+91 9899662221

PSYNAPSE

President	Renu Pawar	+91 7517476118
Vice President	Doyel Bishnoi	+91 6009425913
General Secretary	Mannat	+91 9518833746
Joint Secretary	Alina Wilson	+91 8454839197

MΣP

**THE MATRIX HAS YOU.
THE BUZZ NEVER DIES.
EMBRACE THE PSYNAPSE.**

Registration Link - <https://forms.gle/pW4fmeYxwSDyaN7N7>