

BGS International Public School

Sector 5, Dwarka, New Delhi

LiveWire 2026

Join with us on **2nd May, '26**

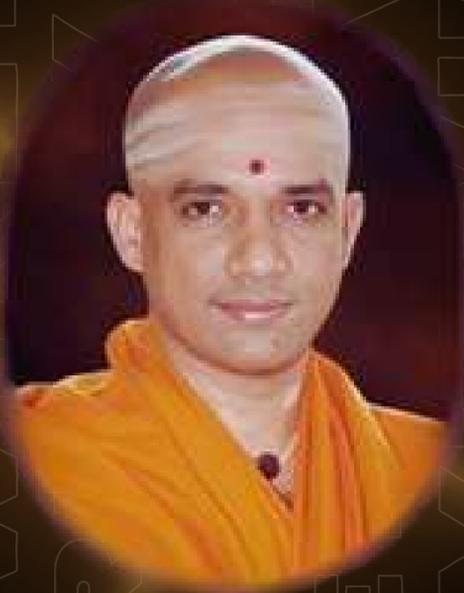
AENIGMA SYNTAX | APERTURE ALCHEMY | APPETITE |
ASCENSION | FRAME BY FRAME | HACKERRANK | VENTURE
VERSE | VOXEL VISIONARIES |



OUR MENTORS



His Holiness Jagadguru Padmabhushana Sri Sri Sri Dr.
Balagangadharanatha Maha Swamiji, Founder, Sri
Adichunchanagiri Shikshana Trust



His Holiness Jagadguru Sri Sri
Sri Nirmalanandanatha Maha
Swamiji, President, Sri
Adichunchanagiri Shikshana
Trust



Sri Sri Dr. Prakashnath Swamiji
Managing Director, BGS & SJB
Group of Institutions and
Hospitals

GUIDELINES

REGISTRATION DETAILS

- Participating schools must register online through our official website.
- Registration window: XXX April 2026 - XXX April 2026
- Each school can register one team per event.
- A participant can take part only in one event.

SUBMISSION (PRELIMS)

- Submission portal opens on XXX April 2026
- Deadline for preliminary entries: XXX April 2026
- Entries must be submitted through the official submission page on the website only.
- All entries must:
 - Be strictly original.
 - Follow the specified event rules.
 - Be named in the format
schoolname_eventname.
- Late submissions will not be entertained.

GUIDELINES

SELECTION AND FINAL ROUND

- Shortlisted schools for Round 2 will be announced on: XXX April 2026
- Preliminary results will be available on: Official websites, official discord server, social media handles
- Final (Offline) Round: 2 May, 2026
- Schools outside Delhi will receive a link for online participation.

RESULTS AND AWARDS

- Final results will be declared at the Valedictory Ceremony on: Saturday, May 2nd, 2026
- Each event will have:
 - 3 Individual prizes
 - Certificates of participation for all participants
- Overall winner: School with the most positions across events and highest total points; awarded the Rolling Trophy

GUIDELINES

GENERAL GUIDELINES

- Entries must be submitted only through the registered school email ID.
- Participants must join the official Discord server for updates.
- For queries, contact event heads via the Discord server.
- Each event will be judged by independent experts to ensure fairness.
- Judges' decisions will be final and binding.
- Any form of plagiarism or cheating will lead to immediate disqualification.

EVENT SUMMARY

S. NO.	EVENT	EVENT HEAD(S)	EVENT SYNOPSIS
1	Paradox Palette	Abeer Arora	Poster the cosmos. Classes: VI - VIII
2	Sandbox Mania	Subhang Smararjit	Dream it. Scratch it. Build it. Classes: VI-VIII
3	Aenigma Syntax	Parv Virmani	Decode. Logic. Conquer. Triumph. Classes: IX - XII
4	APPetite	Ishaan Kumar	Create. Solve. Innovate. Classes: IX - XII
5	Aperture Alchemy	Arnav Verma	Turn moments into visual magic. Classes: IX - XII
6	Ascension	Urvaksh Kukrety	Battle, race, outplay. Classes: IX-XII
7	Dynamic Race Showdown	Ojas Mohan	Build, race and own the track. Classes: IX-XII
8	Frame by Frame	Vivaan Ahuja	Stories in motion. Classes: IX-XII
9	HackerRank	Archit Jha	Code, crack, triumph! Classes: IX-XII
10	Venture Verse	Shaurya Mittal	Pitch future shaping ideas. Classes: IX-XII
11	Voxel Visionaries	Harsh Kumar Singh	Create block by block worlds. Classes: IX-XII

PARADOX PALETTE

Canva

CLASS: VI-VIII

MODE: Online (1st round) & Offline
(2nd round)

NUMBER OF PARTICIPANTS: 1

OVERVIEW

THEME: "Two worlds collide, and only design can hold them together"

Explore how fragments of worlds that were never meant to meet are forced into something meaningful. A cathedral may bloom underwater, deserts may echo with snowfall, a machine might dream, and a memory may take physical form. The aim is to let opposites coexist, not in compromise, but in defiance of resolution

PRELIM ROUND RULES

- The poster must be original, creative, and depictive; no plagiarism.
- The theme may vary in style or genre but must remain clearly evident.
- Canva templates are strictly prohibited.
- Submit in 1080×1920 (.png) format.
- Send the image and editable Canva link to the host school by XXX April 2026.

Event Head Contacts:

Phone number: +91 85128 00437 **Discord id:** aber_723



PARADOX PALETTE



FINAL ROUND RULES (OFFLINE)

- The top 5 teams from the preliminary round will be selected for the final round.
- At the commencement of the competition, each team will be assigned a theme through a fair lottery method.
- Teams will be allotted 60 minutes to design a poster based on their interpretation of the theme.
- The posters will be evaluated by judges according to the prescribed criteria.
- Plagiarism will not be tolerated.
- All participants must strictly follow the instructions of the coordinators throughout the event.
- The judges' decisions will be final and binding on all participants.

JUDGING CRITERIA

- Creativity and Originality
- Relevance to the Theme
- Visual Composition and Design
- Clarity of Concept and Interpretation
- Innovation and Use of Elements
- Overall Impact and Presentation

Event Head Contacts:

Phone number: +91 85128 00437 **Discord id:** aber_723



SANDBOX MANIA

Scratch

CLASS: VI-VIII

MODE: Online (1st round) & Offline
(2nd round)

NUMBER OF PARTICIPANTS: 1

OVERVIEW

Theme: "Target Elimination: Accuracy, Aim, and Action in the Red Zone"

Step into the Red Zone and prove your skills in this high-intensity combat challenge. Survive waves as difficulty spikes. Code a high-speed shooting game to neutralize incoming enemies before the screen is overwhelmed.

PRELIM RULES

- Design and code an original game in Scratch 3.0 based on the theme
- Project must be created entirely within the Scratch editor
- Plagiarism, including remixed projects or uncredited scripts, leads to disqualification
- Game must have a start, core mechanic, and end, demonstrating advanced logic
- Submit Scratch project as a file and create a 2 minutes video explaining core mechanics and code logic

Event Head Contacts:

Phone number: +91 78488 38848 **Discord id:** zombie1711

SANDBOX MANIA

Scratch

FINAL RULES

- The top 5 teams from the preliminary round will qualify for the final stage.
- At the commencement of the round, all teams will be assigned their topics on 2nd May 2026.
- Each team will be allotted 120 minutes to design and develop a functional game prototype in accordance with the assigned theme.
- All participants must strictly follow the instructions of the coordinators throughout the event.
- The judges' decisions will be final and binding on all participants.

JUDGEMENT CRITERIA

- Relevance to the topic
- Originality and Creativity
- Gameplay and Mechanics
- UX and Interface

Event Head Contacts:

Phone number: +91 78488 38848 **Discord id:** zombie1711

AENIGMA SYNTAX

Cryptic Hunt

CLASS: IX-XII

MODE: Online

NUMBER OF PARTICIPANTS: 2

OVERVIEW

Aenigma syntax is an interactive online cryptic hunt where players are given questions, hints and clues. To solve questions, participants must scour the web, decode ciphers, and interpret pop culture references to uncover answers.

RULES AND GUIDELINES

- Single round online event with 6 levels, each having 2-3 sublevels
- Timebound; the 1st level link will be shared on Discord, and the timer starts immediately
- No collaboration with other competitors
- Teams may request 5 leads per level, each adding 15 minutes to the timer
- Team finishing fastest or clearing the most levels will be the winner.
- Avoid trespassing on private property online.
- Use search engines and online tools responsibly (with citation) to solve clues

Event Head Contacts:

Phone number: +91 73039 96206 **Discord id:** virmaniparv

APERTURE ALCHEMY

Photography

CLASS: IX - XII

MODE: ONLINE

NUMBER OF PARTICIPANTS: 1

OVERVIEW

THEME: "AMIDST THE RUSH"

In a world constantly rushing forward, the theme captures moments of calm within chaos. It also invites photographers to freeze time amid motion, highlighting individuals, emotions, or elements that remain steady despite the surrounding blur of activity. Through contrast between movement and stillness, participants will explore resilience, focus, and inner peace in an ever-accelerating modern life.

RULES AND GUIDELINES

- This event is a single round conducted online.
- Participants are required to submit 1 original image relevant to the aforementioned topic.
- Assign a suitable caption to the photograph.
- The photograph must not be edited using any software or tools.
- Plagiarism = disqualification.

Event Head Contacts:

Phone number: +91 8076434352 **Discord id:** ofc.arnob



APERTURE ALCHEMY

Photography

RULES AND GUIDELINES

- The format of the file to be submitted should be .png format.
- The drive link of the entry should be sent to the host school latest by XXX April, 2026.
- The top three participants will be invited to the school for the Valedictory Ceremony.
- Always ask permission before photographing individuals, especially students and staff, and respect those who decline
- Avoid manipulating the image in a way that misrepresents the subject or context, maintaining the integrity of the theme.

JUDGEMENT CRITERIA

- Originality and creativity
- Relevance to the topic
- Quality of content
- Visual appeal

Event Head Contacts:

Phone number: +91 8076434352 **Discord id:** ofc.arnob



APPETITE

App Creation

CLASS: IX - XII

MODE: Online (1st round) & Offline
(2nd round)

NUMBER OF PARTICIPANTS: 2

OVERVIEW

THEME: Smart Detox - Personalized Digital Wellness Guide

Participants must create a Screen Time Detox app that tracks app usage, highlights excessive use, provides daily/weekly insights, and enforces limits on social media apps to promote focused time and healthier routines.

PRELIM RULES

- Create an app using any development software based on the topic; it must have real-world utility
- Plagiarism will lead to disqualification
- Submit APK, source code, and a short video (max 2 mins) explaining the app
- Folder name: schoolname_eventname
- Top 5 teams advance to the final round
- AI can be used via APIs

Event Head Contacts:

Phone number: +91 88008 75036 **Discord id:** lkumar_ai

APPETITE

App Creation

FINAL RULES

- Selected teams will present their app to the judges.
- Presentations must explain the working, design, and code of the app.
- Each presentation will have a 10-minute time limit. Participants must bring their devices and project files.
- Judges may ask questions based on the project.
- A PowerPoint presentation summarizing the idea and code is required.

GRADING CRITERIA

- Functionality and Stability
- User Interface Design
- Code Quality
- Backend
- Third-Party APIs & Libraries
- Gamification
- Innovation
- Technology & Features
- Creativity & Imagination

Event Head Contacts:

Phone number: +91 88008 75036 **Discord id:** lkumar_ai

ASCENSION

E-sports tournament

CLASS: IX-XII

MODE: ONLINE (PRELIMS) &
OFFLINE (BGMI FINALS)

NUMBER OF PARTICIPANTS: 4-5

OVERVIEW

This inter-school esports tournament features competitive events in Valorant, Rocket League, and BGMI. The tournament includes online prelims and offline finals, following knockout and points-based formats. Participants must use registered accounts and their own equipment.

RULES AND GUIDELINES

- Maintain respectful behavior; toxicity or abusive language is prohibited.
- Follow discipline and sportsmanship throughout the tournament.
- Submit in-game and real names prior to the event.
- Only registered accounts are allowed.
- Hacks, exploits, or unfair tools will lead to disqualification.
- Follow all instructions from coordinators.
- Organizers reserve the right to update rules, and their decisions are final.

Event Head Contacts:

Phone number: +91 88007 44416 **Discord id:** casperop



ASCENSION

E-sports tournament

VALORANT

- Team Size: 5 players
- Prelims: Swiftplay (Single Elimination)
- Semi-Finals & Finals: Custom matches
- Matches will be conducted in a knockout bracket format.
- Fixtures and timings will be shared in advance.
- Teams must join on time; failure to do so may result in forfeiture.
- Map selection will be conducted prior to matches.
- A stable internet connection is required.

ROCKET LEAGUE

- Team Size: 4 players
- Matches will be conducted online in a single-match knockout format.
- Default competitive settings will be applied.
- Overtime will determine the winner in case of a tie.
- Players must join on time.
- Unfair play or intentional disconnection will result in penalties.

Event Head Contacts:

Phone number: +91 88007 44416 **Discord id:** casperop



ASCENSION

E-sports tournament

BGMI Prelims (Online)

- Team Size: 4 players (Squad)
- A total of 3 matches will be played (maps will be decided accordingly).
- Matches will be conducted in custom rooms by the organizers.
- Teams must join within the allotted time.
- Points will be awarded based on overall performance and rankings will be determined based on total points.

Finals (Offline)

- Finals will be conducted in school under supervision.
- Players must report on time.
- Matches will be monitored.
- Winners will be decided based on total points.

BGMI FINALS RULES

- Participants must bring their own mobile devices.
- Participants must bring their own equipment
- Emulators are not allowed.
- No player changes will be permitted after the finals begin.
- Devices must be fully charged.
- External assistance is strictly prohibited.
- All coordinator instructions must be followed.

Event Head Contacts:

Phone number: +91 88007 44416 **Discord id:** casperop



DYNAMIC RACING SHOWDOWN

Obstacle Race

CLASS:IX-XII

MODE:OFFLINE

NUMBER OF PARTICIPANTS:4

OVERVIEW

THEME: "Precision, Power, and Pace - The Ultimate Wireless Obstacle course!"

Dynamic Racing Showdown (DRS) is a high-speed, strategy-driven competition inspired by motorsport. Teams design and race wireless chassis on an obstacle course, testing precision, power, and control. The event emphasizes innovation, tactical driving, and competitive spirit.

PRELIMS RULES (ONLINE)

- Teams must submit a detailed video of their chassis explaining its functions, features, and performance, along with a demo.
- Top 5 teams will qualify for the final offline round.

TEAM COMPOSITION

- Each team must consist of 4 members.
- Teams must design/construct their own chassis and bring necessary spare parts.

Event Head Contacts:

Phone number: +91 9873550076 **Discord id:** sniper_master231

DYNAMIC RACING SHOWDOWN

Obstacle Race

CHASSIS SPECIFICATIONS

- Maximum weight: 3 kg (checked before each round).
- Dimensions: 30 cm × 20 cm × 15 cm (L × W × H).
- Must be wireless; no wired control permitted.

COMPETITION STRUCTURE

- Three rounds: R1, Semi-Finals, Finals.
- Lap times recorded each round; points awarded based on standings.
- Team with the highest total points wins.

PENALTIES (TRACK LIMITS)

- Green marking: +5 sec
- Yellow marking: +7 sec
- Red marking: +10 sec

ARENA AND SAFETY RULES

- Only 2 members may enter the arena per round.
- No entry allowed once the round starts until it ends.
- Chassis must be safe and pose no risk.
- Judges' decisions are final.
- Additional instructions will be provided before the rounds.

Event Head Contacts:

Phone number: +91 9873550076 **Discord id:** sniper_master271

FRAME BY FRAME

Film Making

CLASS: IX-XII

MODE: ONLINE (1ST ROUND) &
OFFLINE (2ND ROUND)

NUMBER OF PARTICIPANTS: 4

OVERVIEW

THEME: "Role Reversal"

Imagine a world where the social hierarchy has been completely upended, forcing everyone to inhabit the lives of their opposites. Explore the chronological chaos as the powerful become the marginalized and the underdog suddenly holds the reins of authority.

PRELIM ROUND RULES

- The movie must be original and creative.
- It can be bilingual.
- Theme interpretation may vary by genre or style, but the theme must be evident.
- Provide an appropriate title.
- Run time: 5-7 minutes, including credits.
- Upload as unlisted on YouTube and submit the link to the host school by XXX April 2026.

Event Head Contacts:

Phone number: +91 9910408518 Discord id: vivvv.711



FRAME BY FRAME

Film Making

FINAL ROUND (OFFLINE) RULES

- Top 5 teams will be selected.
- Selected teams must carry their devices along with them.
- The films will be presented in front of the judges and there will be a question round after the presentation of the movie.
- All participants must strictly follow the instructions of the coordinators throughout the event.
- The judges' decisions will be final and binding on all participants.

JUDGEMENT CRITERIA

- Originality and creativity
- Relevance to the topic.
- Quality of the content
- Cinematography
- Impactful Story

Event Head Contacts:

Phone number: +91 9910408518 **Discord id:** vivvv.711



HACKERRANK

Hackathon 2026

CLASS: IX TO XII
MODE: ONLINE (SINGLE ROUND)
NUMBER OF PARTICIPANTS: 1
(INDIVIDUAL EVENT)

OVERVIEW:

This online competitive programming event challenges participants to solve problems in Python 3 on HackerRank. It emphasizes accuracy, efficiency, and fair play. Plagiarism or external assistance is prohibited. Participants must stay updated via the official Discord server. Rankings are based on correct test cases and efficiency, with time as a tie-breaker.

RULES AND GUIDELINES

General Conduct

- This is an entirely online, single-round competitive programming event.
- Language Restriction: All coding must be done strictly in Python 3. Submissions in other languages or older Python versions will not be evaluated.
- Platform: Participants must have a registered, active account on HackerRank prior to the event.

Event Head Contacts:

Phone number: +91 8368708529 **Discord id:** architbig



HACKERRANK

Hackathon 2026

RULES AND GUIDELINES

Communication & Updates

- The HackerRank contest link will be shared on the school's official Discord 24 hours before the event.
- Contest date and time will be announced via social media and to registered participants.
- Joining the official Discord server is mandatory for updates, clarifications, and support.

Integrity & Fair Play

- Anti-Plagiarism: HackerRank's checker will be active. Copying, using AI tools, or sharing solutions leads to immediate disqualification.
- Participants must remain on the contest screen; suspicious tab-switching may be flagged.

JUDGEMENT CRITERIA

- Test Case Execution: Scores are based on the number of predefined test cases passed.
- Efficiency: For certain questions, code that exceeds the maximum execution time limit or memory limit will fail the test case, even if the logic is technically correct.
- Tie-Breaker: If scores tie, the participant who reaches it fastest (including penalties) ranks higher. Judges' decision is final.

Event Head Contacts:

Phone number: +91 8368708529 Discord id: architbig



VENTURE VERSE

Entrepreneurship

CLASS: IX-XII

MODE: Online (1st round) & Offline
(2nd round)

NUMBER OF PARTICIPANTS PER TEAM :3

OVERVIEW

THEME: “The David vs. Goliath Challenge:
Disrupting the Giants”

Tech giants dominate but often ignore ethics and personal touch. Startups can beat them by targeting weak spots. Design a local, user-friendly, socially responsible alternative that focuses on community, customer care, and fair practices.

PRELIM RULES (ONLINE)

- Develop a working website prototype. Incorporate open-source LLMs/SLMs or Generative AI if required.
- Submit a 5-6 minute video (including opening and ending credits) explaining the business model, profitability, and all above points.

Event Head Contacts:

Phone number: +91 9871798489 **Discord id:** mittal_shaurya

VENTURE VERSE

Entrepreneurship

FINAL ROUND RULES

- 5 Teams with the best idea will be selected for the final round to pitch in front of the judge.
- The pitch should include all the factors which are important for a business point of view.
- Pitch Duration : 10-15 minutes
- A prototype in the form of a website should be presented. The website should have all the factors on different pages.
- Plagiarism = Disqualification.
- All participants must strictly follow the instructions of the coordinators throughout the event.
- The judges' decisions will be final and binding on all participants.

JUDGEMENT CRITERIA

- Originality and Innovation
- Relevance to the topic
- Business Model and Revenue Potential
- Presentation and Pitch Quality
- AI integration
- Creativity

Event Head Contacts:

Phone number: +91 9871798489 **Discord id:** mittal_shaurya

VOXEL VISIONARIES

3D Designing Competition

CLASS: IX-XII

MODE: ONLINE

NUMBER OF PARTICIPANTS: 1-2

THEME AND OVERVIEW

Theme: A World Without Humans

Imagine a world where humans no longer exist. Cities crumble, nature takes over, and new forms of life emerge. Participants are required to design a 3D environment that represents this concept creatively using digital tools.

TASK

Create a 3D scene representing 'A World Without Humans'. The scene should be visually meaningful and reflect creativity, imagination, and understanding of the theme.

ALLOWED TOOLS AND RESOURCES

- Blender or any 3D modeling software
- Basic textures and assets (must not dominate the scene)
- AI tools can be used for reference or minor assets Editing tools for rendering enhancement.

Event Head Contacts:

Phone number: +91 8921202234

Discord id: harshrajput0813_70985



VOXEL VISIONARIES

3D Designing Competition

RULES AND GUIDELINES

- Single round (Online)
- Submission must include .blend file and rendered images
- Minimum 2 rendered views required
- No full plagiarism or copied work
- Participants may be asked to explain their model
- All files must be compressed into a ZIP file

JUDGEMENT CRITERIA

- Creativity - 30%
- Visual Design - 25%
- Relevance to Theme - 20%
- Detailing - 15%
- Originality - 10%

Event Head Contacts:

Phone number: +91 8921202234

Discord id: harshrajput0813_70985



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RESOURCES

Instagram

Discord

Website

Linkedin

Youtube

Queries Email