

## **SHLOKA RECITATION**

### **RULES & GUIDELINES FOR SAMAGAM**

**Day**

**Date of the Competition**

**Registration Date**

1. Participants should be from classes VI TO VIII and should carry their school I cards.
2. A team of Maximum 1 participant will be allowed to participate.
3. The participant should be accompanied by the school teacher only.
4. Presentation time will be 4 minutes. 2 marks will be deducted for exceeding the time limit.
5. Presentation sequence will be according to the sequence of reporting at venue.
6. Reporting time is 9:30 a.m. Late arrival will invite penalty of 2 marks . For some unforeseen reason, for being late, the team should inform the host principal of reason of getting late.
7. Participants will not take the name of their school during the performance.
8. Not more than three shlokas should be recited. At the end of each shloka, its Meaning should be explained in Hindi.
9. Participants should come in school uniform.
10. Judgment criteria :
  - i. Pronunciation (clarity and Harmony)
  - ii Fluency ( without break or Confusion and in Tune)
  - iii. Presentation (Expression, Confidence, body language) iv. Meaning Explained in Hindi
11. Best three performances will be awarded with trophies and certificate . Participation certificate will be given to everyone.

# RULES & GUIDELINES FOR SAMAGAM

## SCRABBLE

**Day**

**Date of the Competition**

**Registration Date**

1. Participation will be for three categories

Category 1: classes III TO V (TWO PARTICIPANTS)

Category 2: classes V TO VIII (TWO PARTICIPANTS)

Category 3: classes IX TO X (TWO PARTICIPANTS)

Participants should carry their school I cards.

2. The participant should be accompanied by their school teacher only.

3. Reporting time is 9:30 a.m. Late arrival will invite penalty of 2 marks .

For some unforeseen reason for being late team should inform before hand to the principal of host school.

### Scrabble Rules

When playing Scrabble two players will play the game. The object when playing is to score more points than other players. As words are placed on the game board, points are collected and each letter that is used in the game will have a different point value. The main strategy is to play words that have the highest possible score based on the combination of letters.

### Scrabble Tiles

There are 100 tiles that are used in the game and 98 of them will contain letters and point values. There are 2 blank tiles that can be used as wild tiles to take the place of any letter. When a blank is played, it will remain in the game as the letter it substituted for.

Different letters in the game will have various point values and this will depend on how rare the letter is and how difficult it may be to lay that letter. Blank tiles will have no point values.

### Tile Values

Below are the point values for each letter that is used in a Scrabble game.

0 Points - Blank tile.

1 Point - A, E, I, L, N, O, R, S, T and U.

2 Points - D and G.

3 Points - B, C, M and P.

4 Points - F, H, V, W and Y.

5 Points - K.

8 Points - J and X.

10 Points - Q and Z.

#### Extra Point Values

When looking at the board, players will see that some squares offer multipliers. Should a tile be placed on these squares, the value of the tile will be multiplied by 2x or 3x. Some squares will also multiply the total value of the word and not just the single point value of one tile.

**Double Letter Scores** - The light blue cells in the board are isolated and when these are used, they will double the value of the tile placed on that square.

**Triple Letter Score** - The dark blue cell in the board will be worth triple the amount, so any tile placed here will earn more points.

**Double Word Score** - When a cell is light red in colour, it is a double word cell and these run diagonally on the board, towards the four corners. When a word is placed on these squares, the entire value of the word will be doubled.

**Triple Word Score** - The dark red square is where the high points can be earned as this will triple the word score. Placing any word on these squares will boost points drastically. These are found on all four sides of the board and are equidistant from the corners.

**One Single Use** - When using the extra point squares on the board, they can only be used one time. If a player places a word here, it cannot be used as a multiplier by placing another word on the same square.

#### Starting the Game

Without looking at any of the tiles in the bag, players will take one tile. The player that has the letter that is closest to "A" will begin the game. A blank tile will win the start of the game. The tiles are then replaced to the bag and used in the remainder of the game.

Every player will start their turn by drawing seven tiles from the Scrabble bag. There are three options during any turn. The player can place a word, they can exchange tiles for new tiles or they can choose to pass. In most cases, players will try to place a word as the other two options will result in no score.

When a player chooses to exchange tiles, they can choose to exchange one or all of the tiles they currently hold. After tiles are exchanged, the turn is over and players will have to wait until their next turn to place a word on the board.

Players can choose to pass at any time. They will forfeit that turn and hope to be able to play the next time. If any player passes two times in a row, the game will end and the one with the highest score will win.

### The First Word Score

When the game begins, the first player will place their word on the star spin in the centre of the board. The star is a double square and will offer a double word score. All players following will build their words off of this word, extending the game to other squares on the board.

Play continues in a clockwise direction around the Scrabble board.

### Replacing Scrabble Tiles

Once tiles are played on the board, players will draw new tiles to replace those. Players will always have seven tiles during the game. Drawing tiles is always done without looking into the bag so that the letters are always unknown.

### The Fifty Point Bonus

Exciting rewards can come when players use all seven tiles to create a word on the board. When this happens, players will receive a 50 point bonus, in addition to the value of the word. If the game is near the end and players are not holding seven tiles, they do not get the bonus for using all of their tiles. This is only collected for seven letter words placed.

### The End of a Scrabble Game

Once all tiles are gone from the bag and a single player has placed all of their tiles, the game will end and the player with the highest score wins.

### Tallying Scrabble Scores

When the game ends, each player will count all points that are remaining on their tiles that have not been played. This amount will be deducted from the final score.

An added bonus is awarded to the player that ended the game and has no remaining tiles. The tile values of all remaining players will be added to the score of the player who is out of tiles to produce the final score for the game.

The Scrabble player with the highest score after all final scores are tallied wins.

### Accepted Scrabble Words

Any word that is found in a standard English dictionary can be used in the game of Scrabble. There are also Official Scrabble Dictionaries that can be purchased for more word options.

There are some words that are not allowed to be played and these include suffixes, prefixes and abbreviations. Any word that requires the use of a hyphen or apostrophe cannot be played in the game. Any word that required the use of a capital letter is not allowed.

When playing an English version of the game, foreign words are not allowed to be placed on the board. However, if the foreign word does appear in a Standard English dictionary, it is allowed. The reason for this is due to the fact that the word is spoken enough and is considered part of the English language.

The top three scorers will be awarded trophies and participation certificates will be given to all

## **RULES & GUIDELINES FOR SAMAGAM**

### **DRAWING AND PAINTING**

**Day**

**Date of the Competition**

**Registration Date**

1. The Competition will be conducted in two groups -
  - i. The Junior Group Competition of students from classes III TO V
  - ii. The senior group competition of students from classes VI TO VIII
2. Each school team will have Maximum 2 participants, one from each group.
3. The participant should be accompanied by the school teacher only.
4. Participants should come in school uniform with Identity card.
5. Reporting time is 9:30 a.m. Late arrival will invite penalty of 2 marks . For some unforeseen reason, for being late, the team should inform the host principal of reason of getting late.
6. NO mobile phones or any other such sources would be allowed.
7. If the registered participant student is changed , prior information has to be given by the school one day before the event.
8. During the competition , the escort teacher would not be allowed to direct their participants.
9. Last Date of sending their entries is through post or by email.
10. Decision of judges will be final.
11. Best three drawing \ painting from each group will be awarded with certificates . Junior Group - ( Classes III TO V )

Topic for the competition :

Medium - Crayons \ Sketch pen \ pencil colors \ Paints (to be brought by the participants ) Sheet : A4 Size ( will be provided by the organizer )

Senior Group - ( Classes VI TO VIII )

Topic for the competition :

Medium - of your own choice (to be brought by the participants ) Sheet : A4 Size ( will be provided by the organizer )

#### Criteria for Judgment

1 Adherence to the Theme

2. Creative thought

3. Use of Colors

4. Neatness of strokes

5. Overall impact

## RULES & GUIDELINES FOR SAMAGAM

### BEST OUT OF WASTE

**Day**

**Date of the Competition**

**Registration Date**

1. Participants should be from classes VI to VIII and should carry their school I cards.
2. A team of Maximum TWO participants will be allowed to participate.
3. The participants should be accompanied by the school teacher only.
4. Each Team will be allotted one hour to make their item and Display time will be 15 minutes.
5. Reporting time is 9:30 a.m. Late arrival will invite penalty of 2 marks . For some unforeseen reason, for being late, the team should inform the host principal of reason of getting late.
- 6.. The participants are not allowed to bring **ANY ITEM. THEY WIL BE GIVEN MATERIAL FROM THE HOST SCHOOL. ALL THAT THE PARTICIPANT MAY BRING ALONG IS** pens, pencils, paints, crayons, adhesives like fevicol, cello tape , scissors, nails etc. They will have to prepare everything on the spot.
7. No use of mobile phones or any other such sources would be allowed .
8. If the registered participant student is changed , prior information has to be given by the school one day before the event .
09. During the competition , the escort teacher would not be allowed to direct their Participants.
10. Judgment will be on the basis of:
  - i. Creative Idea
  - ii. Finishing and visual impact
  - iii. Type of waste material used.



**General Guidelines and Rules for Inter School English Poem Recitation  
Competition 2019-20**

**Please follow the instructions given below :**

1. Reporting time will be sharp at 9:30 am.
2. The competition is for student of classes III to V and VI to VIII (Two Categories)
3. Each team shall comprise of 3 members and 1 accompanying teacher
4. The topic for the poetry will be given 1 hr. before the competition begins .
5. The 3 participants of the school can carry a dictionary and construct the poetry together.
6. All members of the team **can** recite the poetry. Time allotted to the team to recite the poetry will be 4 minutes.
7. Participants will not be allowed to take/ write the names of their school.
8. The decision of the judges will be final and binding.
9. The host School should make sure that while the participants prepare for the poem they are not guided by the teacher.
10. The Judgement will be based on the following criteria:
  - a) Meaningful construction of the theme
  - b) Creativity
  - c) Expression ( Voice and Gestures)
  - d) Language & Vocabulary
  - e) Confidence and Clarity
  - f) Impact

## **General Guidelines and Rules for Inter School English Story Telling Competition 2019-20**

The following rules and regulation shall be followed:

1. Reporting time will be 9:30 am sharp.
2. The competition is for student of classes III to V and VI to VIII (Two Categories) ,
3. Each team shall comprise of three members.
4. The team will be accompanied with one teacher.
5. The Topic/Theme will be given 1 hr. to prepare the story before the competition begins.
6. The theme could be a proverb / phrase/a topic.
1. a) Time allotted for presentation is 5 minutes. Marks will be deducted if time limit is exceeded.  
b) The competition for presentation of the story will begin sharp at 11:00 am.
8. The host School should make sure that while the participants prepare for the story they are not guided by the teacher.
9. The 3 participants of the school can carry a dictionary and construct the story together.
10. All the 3 participants **can** collaborate to narrate the story.
11. The Judgment will be based on the following criteria:
  - a) Story related to the theme
  - b) Expression (Voice and Gestures)
  - c) Creativity
  - d) Language, Articulation and Narration
  - e) Confidence and Clarity
  - f) Content and Message from the story.
  - g) Impact
12. Participants will not be allowed to take/ write the names of their school.
13. The decision of the judges will be final and binding.

**Inter School Quiz Competition**  
**Cluster-II**  
**General Rules**

- Only one team from each school will be allowed.
- This competition is for students of Classes VI to VIII only.
- A team shall consist of maximum two students.
- The decision of the quiz-master will be final and will not be subject to any change.
- The participants will not be allowed to use mobile or other electronic gadgets.
- The questions shall be in the form of multiple choice, True / False statement, Specific answer question etc.
- Replacement of any participant of a team is not allowed after registration.
- Only top four teams will qualify for the stage round.
- Participants should come in the school uniform only.
- All the participants and teachers should report at the school Registration Counter at 9:00 a.m. on \_\_\_\_\_
- The Stage round will be organized as a Table Quiz.
- All paper for use in the Quiz will be provided by the Organizing Committee.
- No books or paper other than that provided by the Organizing Committee will be allowed.
- No conferring will be allowed between teams during the Quiz.
- A master score sheet will be provided for each Quiz and will be on public display.
- All participants and accompanying teachers are cordially invited for lunch after the competition.

## Inter-School FOLK DANCE Competition 2019-20

### Under The Aegis of Sahodaya

Class : VI - VIII

#### Rules & Regulations

1. Participants should be from classes VI to VIII and should carry their school I-cards.
2. A team of minimum 6 participants or a maximum 8 participants should send.
3. Participants will be allotted 6 minutes time for their presentation and 2 minutes for stage preparation & props arrangement.
4. Participating teams are not allowed to take their school name during or before/after the presentation.
5. Team taking extra time will invite penalty of 2 marks.
6. Presentation sequence will be as per reporting sequence at the host school.
7. Inflammable materials are strictly prohibited.
8. Participants are requested to maintain decency and decorum in the performance and costumes.
9. Kindly bring audio of your performance in CD as well as in Pen drive in 2 sets (The Music should not be filmy).
10. Students will be escorted by School Teachers only.
11. Winners will be awarded certificates and Trophies for the best three performance by Indore Sahodaya School Complex. Participation certificate will be given to all.
12. The students will be judged on the basis of-
  - a) Purity of Style
  - b) Expressions
  - c) Costume
  - d) Use of props
  - e) Co-ordination and choreography
13. Participants taking more than 6 minutes will invite a penalty of 2 points.
14. The judges' decision will be the final.
15. All teams need to stay back till the end of the event.
16. Reporting time for school is 9:30AM late arrival will invite penalty of 2 marks. For some unforeseen reason for being late, should be informed beforehand or on the way to the host school principal or its representative.
17. Last date for sending the entry is \_\_\_\_\_

**Note:- a) Confirmation of your entry can be forwarded through E-mail.  
b) Deviation from rule will result in negative marking.**

## Inter-School Indian Classical Dance (Kathak) Competition 2019-20

Class : IX - XII

### Rules & Regulations

1. The Participating school must send a team of minimum 6 students or a maximum of 08 students from classes IX to XII. Students should carry their school I-cards.
2. The participating schools will present an exclusive classical Dance (**Kathak**) Only.
3. Performance should only be on **Filmy/ Non Filmy Music**. It can be recorded or Live.
4. The accompanist to the dance team can be a team of maximum 4 students or teachers(Only if it's a live performance).
5. Each team will be allotted 6 minutes to perform. Maximum time for stage setting will be 2 minutes. Team exceeding the time limit will invite penalty of 2 marks.
6. Teams will not take the name of the school before/after or during the performance.
7. Participating school will bring their own props, if required.
8. For performance on recorded music participating school should bring the music in 2CD's/Pen drive.
9. Presentation sequence will be as per reporting sequence at the host school.
10. Students will be escorted by School Teachers only.
11. Use of any type of inflammable material is strictly prohibited.
12. **The students will be judged on the basis of :**
  - a. Choreography
  - b. Sense Of Rhythm
  - c. Facial Expression
  - d. Footwork
  - e. Costume/Jewelry.
13. The Judge's decision will be final.
14. Reporting time for school is 9:30am. Late arrival will invite penalty of 2 marks. (For some unforeseen reason for being late should be informed before hand or on the way to the host school principal or its representative.
15. Last date of sending the entry is \_\_\_\_\_
16. "The Best Three" will be awarded with a trophy and participating certificate to all the participants.
17. All teams need to stay back till the end of the event.
18. Lunch shall be provided by the host school for all the participating schools.

**Note:- a) Confirmation of your entry can be forwarded through E-mail.  
b) Deviation from rule will result in negative marking.**

## **Inter-School PATRIOTIC SONG Competition 2019-20**

### **Under The Aegis of Sahodaya**

**Class : III-V**

#### **Rules & Regulations**

1. Participant should be from **Class III-V** only and should carry their **ID cards**.
2. Each school may be represented by one team. Maximum number of performing participants from each team should be 8 along with 4 accompanists for playing instruments (**should be students only**).
3. Electronics instruments are not allowed to be used.
4. The composition should be Non - Filmy.
5. The time duration for presentation is 6 minutes including preparation time.
6. **NO PROPS TO BE USED.**
7. Performing order shall be in order of arrival.
8. Teams will have to ensure their presence till the end of the competitions and declaration of result.
9. The decision of Judges shall be final.
10. The performances will be judged on the following criteria:
  - a. Presentation
  - b. Sur/Tal
  - c. Rhythm
  - d. Voice modulation and harmony
  - e. Song Selection and composition.
11. The decision of jury of judges shall stand to be final. Any protest can be given to the Principal of host school and Sahodaya management committee in written.
12. Last date for sending the entry is\_\_\_\_\_.
13. Best three performances will be awarded with trophies and certificate. All the participating teams will be given participation certificates.
14. Reporting time for school is 9:30am. Late arrival will invite penalty of 2 marks. (For some unforeseen reason for being late should be informed before hand or on the way to the host school principal or its representative.

**Note:- a) Confirmation of your entry can be forwarded through E-mail.**

**b) Deviation from rule will result in negative marking.**

## **Inter-School MIME Competition 2019-20**

### **Under The Aegis of Sahodaya**

**Class : VI - VIII**

#### **Rules & Regulations**

1. The competition is for students of classes VI to VIII only. Students need to carry their school **I-cards**.
2. The theme of the competition is \_\_\_\_\_.
3. The number of participants from each school should not exceed 06.
4. Participants will be allotted 5 minutes for their presentation and 2 minutes for stage preparation .  
Team taking extra time will invite the penalty of 3 marks.
5. The name of the school should not be disclosed before/after or during the performance.
6. Sequence of presentation will be as per reporting sequence.
7. Students will be escorted by School Teacher only.
8. Use of backdrops, color, Gulal, firecrackers, props etc will not be permitted.
9. Kindly bring Audio of your performance in Pen drive/CD in 2 sets. Live music is also permissible
10. No act shall contain any offensive, obscene, disrespectful, action or gestures. Otherwise the act will be immediately stopped and the entry will be disqualified.
11. The decision of the judges will be final and binding for all.
12. The performances will be judged on the following parameters.
  - (i) Concept
  - (ii) Acting
  - (iii) Facial Expression
  - (iv) Co-ordination
  - (v) Overall impact
13. Best three performances will be awarded with certificates and trophies by Indore Sahodaya School Complex. Participating teams will be given participation certificates.
14. Last date for sending the entry is \_\_\_\_\_.
15. Reporting time for school is 9:30am. Late arrival will invite penalty of 2 marks. (For some unforeseen reason for being late should be informed before hand or on the way to the host school principal or its representative.
16. All students need to wait till the end of the competition.

**Note:- a) Confirmation of your entry can be forwarded through E-mail.**

**b) Deviation from rule will result in negative marking.**

## **Inter-School Short Skit on Social Theme Competition 2019-20**

### **Under The Aegis of Sahodaya**

**Class : VI - VIII**

#### **Rules & Regulations**

1. Participant should be from class VI to VIII only, and should carry their ID Cards.
2. The theme for the skit should be based on Social Awareness
3. Each school may be represented by one team comprising of maximum 6 students.
4. Team is not allowed to take the school's name during or before the performance.
5. Sequence of presentation will be as per reporting sequence.
6. 5 minutes time will be given to each group for their presentation. On exceeding the time limit there will be negative marking of 2 marks. 2 minutes will be given for setting the stage.
7. No act shall contain any offensive, obscene, disrespectful, action or gestures. Otherwise the act will be immediately stopped and the entry will be disqualified.
8. Use of backdrops and props will be permitted which participating school will bring.
9. Students will be escorted by School Teacher
10. **The performance will be Judged on the following criteria:**
  - a. Presentation
  - b. Theme relevance
  - c. Co-ordination.
  - d. Language & dialogue.
  - e. Moral value/Message.
11. The decision of jury of Judges shall stand to be final. Any protest can be given to the Principal of host school and Sahodaya management Committee in written.
12. Best three performances will be awarded with trophies and certificates. All the participating team will be given participation certificates.
13. Last date for sending the entry is \_\_\_\_\_.
14. Reporting time for school is 9:30am. Late arrival will invite penalty of 2 marks. (For some unforeseen reason for being late should be informed before hand or on the way to the host school principal or its representative.
15. All the teams need to stay up to the end of the event.
16. Green room for the basic makeup and touchup will be provided.

**Note:- a) Confirmation of your entry can be forwarded through E-mail.**

**b) Deviation from rule will result in negative marking.**