



# Srinath Public School

*Presents*

# GRAFFITI

## INK YOUR IMAGINATION 2026

**Date : 5th & 6th November, 2026**

**Venue : School Campus, Srinath Public School**

**Theme - INDIA@2026:WHERE TRADITION MEETS TECHNOLOGY**



# General Guidelines



1. The participation fee is ₹100 per student. Please scan the code to make the payment.
2. The **Registration Link** provided below must be completed by participating schools on or before **October 28, 2026**. <https://form.jotform.com/252671960342458>



Scan here for  
Payment

3. Participating schools will email the duly filled registration form to the school's email address provided below:-

**srinathpublicschool@gmail.com**

4. The reporting time for each day will be 7:30 a.m.
5. Atleast one Teacher In-charge must accompany the participating team.
6. Participating schools must submit the hard copy of the registration form along with payment receipt, duly attested by the Principal, at the **Registration counter on November 5, 2026**.



Scan here for  
Registration

7. The event is open to students of Classes VI to XII only.
8. Only one registration per event is allowed from each school.

9. **Dress code** for participants: Black jeans / trousers & White shirt/T-shirt.
10. Each school will be allotted a unique team code after registration. This code must be used for all purposes during the event.
11. Names or personal details of participants must not be revealed under any circumstances.
12. Mobile phones or Internet use is prohibited, except for the Reel Making event.
13. Any act of indiscipline or misconduct will result in immediate disqualification or strict disciplinary action.
14. The decision of the judges will be final and binding.
15. Participants can avail the facility of refreshment counter.
16. All events will be conducted via offline mode.
17. Participants should bring event specific equipment and laptops at their own responsibility.
18. Bonus points will be awarded to schools participating in all the events.
19. For further enquiries, please contact:

**Ms. Antara Sarkar**  
M. No. : 6200316731

**Ms. Suravi Mandal**  
M. No. : 6202101293

**Mrs. Rinki Kumari Mahato**  
M. No. : 8797468448

**Mrs. Kavita Mahato**  
M. No. : 9031943712

# PRELUDE TO **GRAFFITI**-INK YOUR IMAGINATION

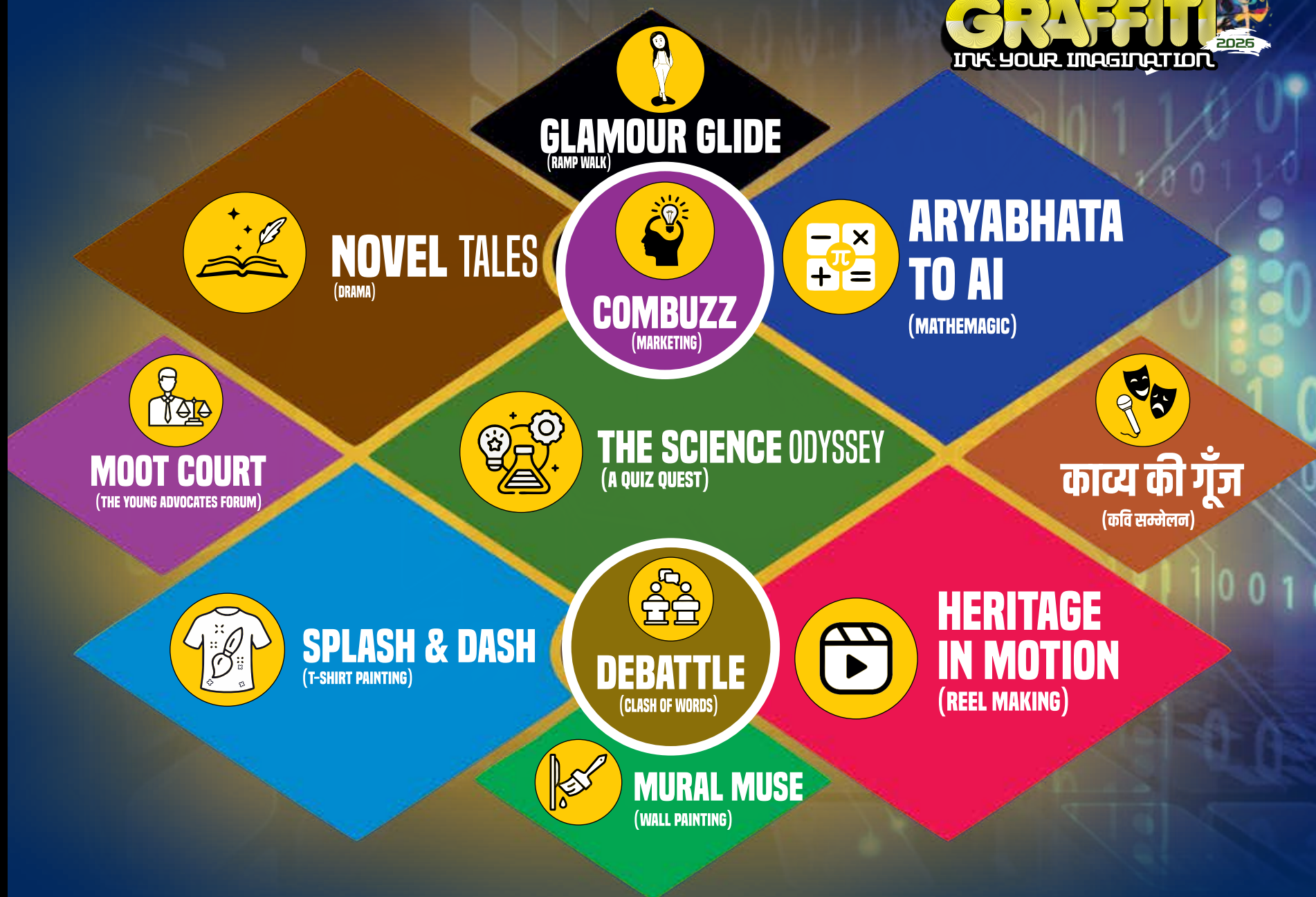
**"Tradition is the root, technology is the wing – together they shape the flight of a nation into the future."**

Graffiti is not merely an inter-school fest, but a vibrant canvas where heritage and innovation converge. It is a call to the spirited youth to ink their imagination with the hues of timeless culture and the brilliance of modern invention. In this unique celebration of creativity and intellect, Srinath Public School invites young minds to explore the symbiotic harmony between India's ancient wisdom and its futuristic aspirations.

As voices of tradition blend seamlessly with the rhythm of technology, this fest unfolds as a kaleidoscope of competitions, expressions, and ideas—an odyssey of art, logic, and innovation. Let Graffiti be a beacon of creative excellence, where students etch their visions of India@2026 and script a saga of progress where the past empowers the future.



# EVENTS AT A GLANCE





# NOVEL Tales

Theme : Literature in the spotlight

## RULES :

- The competition is open for students of classes VI to XII.
- Team : Maximum 6 participants, including actors, a narrator and stage helpers as needed.
- Overall performance duration, including stage setup, must not exceed 6 minutes.
- Performance must be based on English literary novels (classic or contemporary); creative interpretations or parodies but the integrity of the original work must be preserved.
- Teams are to curate their own props, costumes, and background music; a minimalist and innovative stage design is encouraged.
- The novel's title and a short synopsis of the skit must be e-mailed at least one week before the event.

## JUDGEMENT CRITERIA:

- |                         |                     |                     |
|-------------------------|---------------------|---------------------|
| ◆ Relevance             | ◆ Creativity        | ◆ Originality       |
| ◆ Acting and Expression | ◆ Dialogue delivery | ◆ Team coordination |
| ◆ Overall impact        |                     |                     |



# काव्य की गुंज

(कवि सम्मेलन)

विषय - राष्ट्रप्रेम / संस्कृति

## दिशा-निर्देश और नियम

- प्रतिभागी छात्र/छात्रा कक्षा 9 से 12 के होंगे।
- प्रत्येक प्रतिभागियों की प्रस्तुति 2-3 मिनट होगी।
- प्रत्येक विद्यालय से 1 प्रतिभागी प्रस्तुति देंगे।
- प्रस्तुति समय-सीमा 3 मिनट।
- भाषा शिष्ट, संस्कारपूर्ण और विद्यालयीन वातावरण के अनुरूप होनी चाहिए।
- कविता स्वरचित होना अनिवार्य है।
- कविता वाचन कंठस्थ होना चाहिए।

## निर्णय हेतु मानदंड

- |                             |                             |
|-----------------------------|-----------------------------|
| ◆ विषय की प्रासंगिकता       | ◆ मौलिकता एवं भावाभिव्यक्ति |
| ◆ भाषा की शुद्धता           | ◆ भाव-भंगिमा और प्रस्तुति   |
| ◆ उच्चारण व मंच संचालन कौशल | ◆ समय सीमा का पालन          |



# MURAL MUSE

(WALL PAINTING)



Theme - Digital Bharat with  
roots in traditions



## RULES:

- The competition is open for students of classes VIII - XII.
- One team of maximum 6 members.
- Duration: 2 hours.
- Creatively portray the confluence of Indian culture, heritage and contemporary technological advancements.
- Canvas: Wall size is 3.5 x 7 feet.
- Stencils or pre-drawn sketches are strictly prohibited. Objectionable or offensive content is not allowed.
- Teams must ensure cleanliness around their painting area.

## JUDGEMENT CRITERIA:

- Relevance to the theme.
- Clarity and originality
- Artistic skills.
- Clarity of concept and inspiration.
- Visual appeal and finishing.



# THE SCIENCE Odyssey

(A QUIZ QUEST)



Theme - Back to Basics

## RULES:

- The competition is open for students of classes VIII to XII.
- One team of maximum 2 members.
- Duration: 1 hour.
- Participants are strictly prohibited from using mobile phones or any electronic devices during the quiz.
- Questions will encompass multiple-choice, demonstrations and interactive segments.
- Replacement of team members post-registration is not permitted.
- The quiz will consist of three meticulously designed rounds.

## JUDGEMENT CRITERIA

- Scientific Thought / Engineering Goals
- Thoroughness and Research Skills
- Presentation
- Technical skills, craftsmanship etc.



# DEBATTLE

(WHERE WORDS CLASH AND IDEAS SPARK A RESOLUTION)

Theme - **Conflict v/s Co-existence**

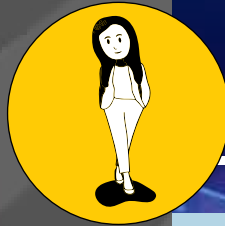
## RULES:

- The competition is open for students of classes IX to XII.
- Only 1 participant per school
- Topics will be provided 15 minutes prior to commencement of event.
- Duration: 2 minutes per participant.
- The event comprises of 2 intellectually stimulating rounds:
  - **Round 1** – Clash of Thoughts (speech + counter / defend)
  - **Round 2** – Clash of Opinion (At the bell ring, participants must immediately reverse their stance and present arguments opposing their own viewpoint, highlighting adaptability, analytical depth, and presence of mind).

## JUDGEMENT CRITERIA:

- Quality of content and knowledge
- Clarity and articulation
- Rebuttal skill
- Body language and confidence
- Adherence to time





# GLAMOUR GLIDE

(RAMP WALK)

Theme - Future Heritage Fashion

## **RULES:**

- The competition is open for students of classes VIII - XII.
- Team : One team of maximum 6 members.
- Performance time, including set-up must not exceed 10 minutes.
- Objectionable or offensive material is strictly prohibited.
- Attire, props, and presentation must align with the designated theme.
- Background visuals and language must remain appropriate and respectful.

## **JUDGEMENT CRITERIA:**

- Creativity
- Clarity and originality
- Neatness
- Uniqueness of concept and inspiration.
- Quality of presentation



# MOOT COURT

(THE YOUNG ADVOCATES FORUM)

Theme - Cyber Laws and Digital Justice

## RULES:

- The competition is open for students of classes IX to XII.
- Team : One team of maximum 3 members (2 speakers & 1 researcher).
- Duration : 3 minutes per speaker
- Case along with petitioner or respondent will be given post registration via school mail.
- Two copies of memorial must be submitted on the day of event.
- Memorial must comprise of evidence in 800-1000 words.

## JUDGEMENT CRITERIA

- Clarity of speech & confidence
- Knowledge of case and facts
- Logical reasoning & arguments.
- Presentation and Etiquette





# COMBUZZ

(MARKETING)

Theme - Innovations from the Archives

## RULES:

- The competition is open for students of classes IX to XII.
- One team of maximum 3 members can participate.
- Duration : 5 minutes per team
- Task : Revive or traditional business model with an innovative, contemporary twist.

## JUDGEMENT CRITERIA:

- Content relevance
- Clarity and coherence
- Language proficiency
- Innovation and originality
- Team presentation





# HERITAGE IN MOTION

(REEL MAKING)

Theme - Capture the day



## RULES:

- The competition is open for students of classes IX to XII.
- One team of maximum 2 members can participate.
- Capture the entire day and upload a reel on instagram mentioning school profile.
- **Reel Duration:** 30 – 45 seconds
- **Format:** Vertical (9:16), 1080 30fps
- **Disqualification:** Inappropriate or offensive content will not be entertained.
- **Technical & Shooting Essentials :** Smartphone with good camera quality (fully charged) Tripod / selfie stick (for stable shots) Power bank / charger, Pre-installed editing apps (InShot, CapCut, VN etc.). Tech-related props (laptops, VR headset, earphones, gadgets)

## JUDGING CRITERIA

- Creativity & Originality
- Relevance to Theme
- Technical Quality
- Presentation & Impact
- Overall Engagement
- Audience poll

# ARYABHATA TO AI

(MATHEMAGIC)

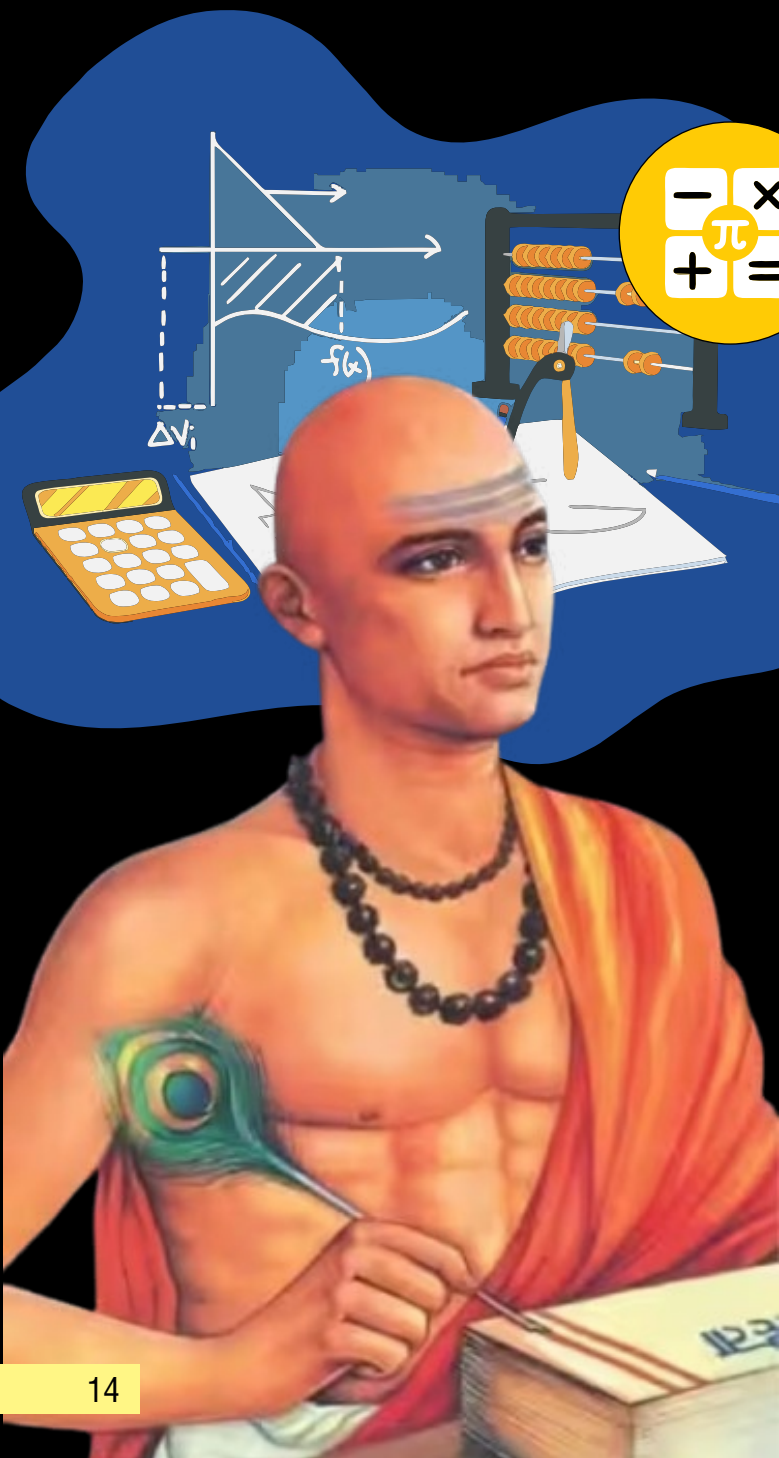
Theme - Journey from India's first mathematician to modern technology

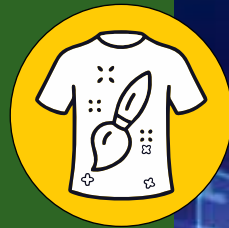
## RULES:

- The competition is open for students of classes IX to XII.
- One team of maximum 2 members :
  - 1 participant from classes IX - X.
  - 1 participant from classes XI - XII.
- The competition unfolds across 3 stages:
  - ✦ **Round 1** – Logic & Puzzles: Evaluate critical thinking and problem-solving acumen.
  - ✦ **Round 2** – Contemporary Tech Round: Examine insights into cutting-edge technological advancements.
  - ✦ **Round 3** – Buzzer Challenge: A high-octane rapid-response round.
- All deliberations and responses must be conducted with utmost formality.

## JUDGEMENT CRITERIA

- Problem-solving skills.
- Accuracy.
- Spontaneity.





# SPLASH & DASH

(T-SHIRT PAINTING)

Theme - Indian Folk Art



## RULES:

- The competition is open for students of classes VIII- XII.
- One team of maximum 2 members can participate.
- Participants must use acrylic paint (carry own colours and brushes)
- T-shirt will be provided by the organizers.
- Duration : 90 minutes.
- Participants may employ styles such as Kalighat, Madhubani, Warli, Gond, etc., to portray modern themes and technological innovations.
- Participants will wear the T-shirt during the time of judgement.

## JUDGEMENT CRITERIA

- Content relevance
- Composition & Design
- Creativity & Originality
- Artist's Intent & vision



# Srinath Public School

Affiliated to CBSE, New Delhi (up to 10+2), Affiliation Code 3430390



We eagerly await your participation in this celebration of talent, creativity, and camaraderie.

Join us at Srinath Public School as we come together to inspire,  
innovate and make memories that will last for a lifetime!

**Thank you!**



**Address:** Dindli, Near 'S' Type More, Adityapur, Jamshedpur-831013



[www.srinathschool.com](http://www.srinathschool.com)



[srinathpublicschool@gmail.com](mailto:srinathpublicschool@gmail.com)



0657-2383114 / 8986626046