

St. Mark's Sr. Sec. Public School, Meera Bagh, New Delhi



Annual Inter-School TechFest

Date: 27th October'2016(Thursday)

REGISTRATION : 7:30 A.M.-9:00 A.M.

RESULTS

& PRIZE DISTRIBUTION : 1.15 PM (Venue – Basement)

CEREMONY

AWARDS

- An Overall Rolling Trophy will be awarded to the school which scores the highest points.
- The point system in each game would be as follows:-
 - 1st position: 10 points
 - 2nd position: 6 points
- Participation certificates will be given to all the participants.
- The Winning team & The Runner-Up of each event will be awarded merit certificates.

General Rules

1. All schools **must arrive for the registration at 8.30AM.**
2. School may be **disqualified** for not adhering to the event rules.
3. School should confirm their participation by visiting our school website www.saintmarksschool.com/geekahertz or registration link <http://bit.ly/2c38jak>.
4. The **Last date for registration is October 14th, 2016.**
5. Submission Date for all the preliminary categories is **21st October' 2016.** List of Final round participants will be uploaded on our Facebook page and our school website on **24th October, 2016.**
6. The participating teams are advised to keep visiting our website www.saintmarksschool.com/geekahertz and Facebook for updates <https://www.facebook.com/geekahertzsms>.
7. Students should come in white uniform and the logo of the school not be visible.
8. The decision of the judges will be final and binding.

SCHEDULE OF EVENTS

S.NO	EVENT NAME	TIMINGS	VENUE	CLASSES
1.	JUNIOR TECHIES (POWERPOINT PRESENTATION)	10:00 AM-12:00 NOON	3 rd floor computer lab No-5	3-5
2.	WEB CODERS (WEB DESIGNING)	9:30AM -11:00 AM	3 rd floor computer lab No-4	6-8
3.	CREATIVE CATCHERS (BROCHURE DESIGNING)	9:45AM -11:45 AM	1 st floor computer lab No-3	8-10
4.	MARKIANS' LEAGUE GAMING (GAMEPLAY)	10:00 AM onwards	3 rd floor Dance room (Bharatanatyam)	6-12
5.	GAMERS' PARADISE (GAME DESIGNING)	10:00 AM onwards	2 nd Floor Dance Room (Kathak)	8-12
6.	BINARY MASTERS (PROGRAMMING)	10:00 AM -12:00NOON	Ground floor computer lab No -1	9-12
7.	LIGHTS CAMERA ACTION (MOVIE MAKING)	11.30 AM-12.30 PM	Exhibition Hall	8-12
8.	DESIGN.APK (ANDROID APP DESIGNING)	10:00 AM – 11:00 AM	Exhibition Hall	7-12
9.	SNAPSHOT (PHOTO EDITING)	11:00 AM -1:00 PM	1 st floor computer lab No - 2	9-12
10	IMAGICA (INNOVATIONS)	9.30-11.30 AM	Biology Lab	OPEN