SARALA BIRLA PUBLIC SCHOOL
SARALA BIRLA GROUP OF SCHOOLS

SARALA BIRLA PUBLIC SCHOOL

welcomes you to

मानViki

2026

a celebration of thought, imagination, and the human spirit

The Humanities Fest is a meeting place for history, literature, imagination, thought and expression. Here, knowledge moves beyond the boundaries of textbooks and becomes something alive—something to be discussed, challenged, interpreted, and felt.

Through art, debate, literature, performances and dialogue, we explore the stories that have shaped us and the questions that continue to shape our future. Humanities do not simply tell us what the world is; they invite us to ask what it could become.

EVENT DETAILS

• ART VERSE
-Date: 19th November 2026
-Eligibility - Class IX-XII
-No. of participants: 4

• DEVIL'S ADVOCATE
-Date: 19th November 2026
-Eligibility - Class IX-XII
-No. of participants: 2

• STYLE VERDICT
-Date: 20th November 2026
-Eligibility - Class IX-XII
-No. of participants: 4

• DEADLY DECEPTION
-Date: 20th November 2026
-Eligibility - Class IX-XII
-No. of participants: 4

REGISTRATION FEE FOR EACH EVENT IS ₹300/PERSON

Faculty Incharge : Rini Gupta +91 98359 01200

Student Incharge : Jhanvi Singh, Awani Ananya

SCHEDULE

DAY 1

8:30- Arrival & Registration
9:00- Opening Ceremony
10:00- Art Verse Preparation (Auditorium)
10:00- Devil's Advocate Preparation time
10:30- Devil's Advocate (Round 1)
11:30- Devil's Advocate (Round 2)
12:30- Break+Lunch
1:00- Art Verse Representation(Auditorium)
2:00-Devil's Advocate Final Round (Auditorium)
3:00- Prize Distribution
3:30- Dispersal

DAY 2

8:30- Arrival & Registration
9:00 - Style Verdict Preparation
9:30- Deadly Deception
12:30- Break+lunch
1:00- Style Verdict Representation
1:40- Prize distribution
2:20-Socials
3:30- Dispersal

GENERAL RULES

- Schools must register the participants through Online Registration Form by 7th of November 2026.
- A teacher in-charge must accompany the participants as an escort.
- All the students of Std IX - XII are eligible to participate in the events.
- The participants are required to maintain discipline and decorum at all times.
- Participants are expected to be in their school uniform or the prescribed attire.
- Only officially registered team members are permitted to participate.
- The judges' decisions are final and binding. No objections or disputes will be entertained.
- Participants are expected to respect healthy competition.
- Participants are encouraged to maintain cleanliness in the school premises.
- Each school is encouraged to send one team per event; however, a maximum of two teams are allowed per event.
- Kindly ensure the participants bring their own laptops, chargers, and extension cords as needed.

Style Verdict

"Where Justice Meets Fashion"

Style Verdict invites you to step into the world of real cases and social issues, where fashion becomes a language of storytelling. In this unique challenge, teams will research, interpret, and transform a case into a wearable visual narrative. The task is not to simply recreate a crime or an incident. It is to understand the social issue, circumstances, impact, and message behind the case and express it through clothing, styling, props, and symbolism. Your outfit becomes the evidence.
Your model becomes the story. Your style delivers the verdict.

Rules and Guidelines:

1. Team Composition:
   - This is a team event. Each team should consist of 4 members:
     - 2 Outfit Designers
     - 1 Model
     - 1 Case Decoder — someone who explains the connection between the case, the social issue, and the final outfit
2. Event Duration:
   - Participants will have 2 hours to assemble and style their outfits on the day of the event.
3. Uniform Medium:
   - Participants may use any safe and appropriate medium or material of their choice, which must be carried by the team.
   - All outfit components and materials must be prepared and brought by the participants. The outfit will be assembled and styled during the event.



4. Case Assignment:
- Participants will be provided with information about 15 cases in advance.
- Teams are expected to research and understand all 15 cases before the event.
- On the day of the event, one case will be assigned randomly to each team.
- Teams must then interpret their assigned case and create an outfit that communicates its central message and associated social issue.

5. Ramp Walk:
- Once the outfit is complete, the model will present the creation on the ramp.
- The ramp walk should showcase how the outfit visually represents the assigned case and its underlying social issue.

6. Outfit Explanation:
- Following the ramp walk, the Outfit Designers will explain the concept behind their creation.
- They should explain:
  - What the case represents
  - What social issue they chose to highlight
  - The overall concept behind the outfit
  - What the colours, fabrics, silhouettes, accessories, makeup, props, and other elements represent
  - How each major element connects to the case
  - The message they want the audience to take away from the outfit
- The explanation should demonstrate how fashion has been used as a medium to tell the story of the case.

7. Case List:
Below is the list of cases provided for preparation. Participants are requested to research all 15 cases, as the final case will be assigned randomly on the day of the event:

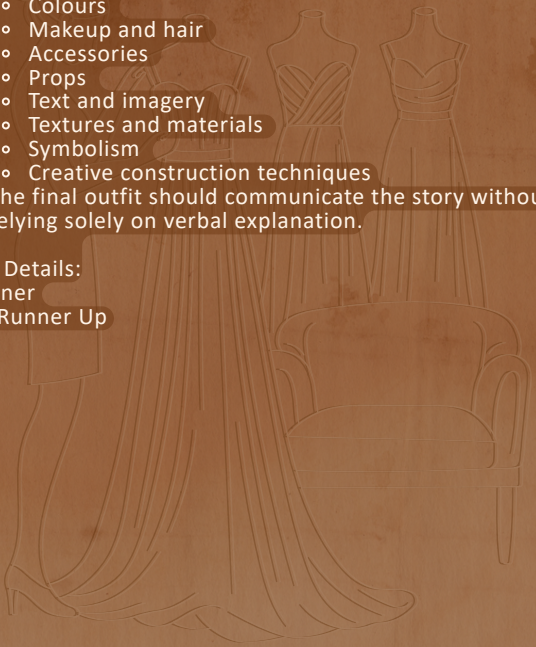
- Vishaka Case — Workplace Sexual Harassment & Women's Legal Protection
- Bhanwari Devi Case — Caste & Gender Discrimination
- Laxmi Agarwal — Acid Violence & Survivors' Rights
- Bhopal Gas Tragedy — Industrial Negligence & Environmental Justice
- Narmada Bachao Andolan — Displacement, Development & Affected Communities
- Rohith Vemula Case — Caste Discrimination & Institutional Inequality
- George Floyd Case — Racial Discrimination & Police Brutality
- Central Park Five / Exonerated Five — Wrongful Conviction, Racial Bias & Criminal Justice
- Cambridge Analytica Scandal — Data Privacy & Digital Manipulation
- Amanda Todd Case — Cyberbullying & Online Harassment
- Harshad Mehta Securities Scam — Financial Fraud & Regulatory Failures
- Volkswagen Emissions Scandal — Corporate Deception & Environmental Responsibility
- Malala Yousafzai — Girls' Education & Right to Education
- Grenfell Tower Fire — Housing Inequality & Public Safety
- Rosa Parks / Montgomery Bus Boycott — Racial Segregation & Civil Rights

- Participants must approach sensitive cases with respect and responsibility.
- Graphic depictions, mockery, glorification of violence, insensitive representations, or stereotypes will not be encouraged.
- The objective is to raise awareness and communicate a social message through creative fashion.

8. Interpretation of the Case:

- Participants are not required to literally recreate the events of the case.
- The focus should be on conveying its social issue, message, impact, and significance through fashion.
- Teams are encouraged to use:
  - Clothing and silhouette
  - Colours
  - Makeup and hair
  - Accessories
  - Props
  - Text and imagery
  - Textures and materials
  - Symbolism
  - Creative construction techniques
- The final outfit should communicate the story without relying solely on verbal explanation.

Prize Details:
Winner
1st Runner Up



TEACHER INCHARGE : Aastha Kiran

EVENT HEADS : Bhawika Srivastava, Pari Sahu, Saanvi Priya

Art Verse

"Creativity is the soul whispering its secrets: art is the echo that lets the world hear."

Art is a spark in the dark, where raw creativity translates the invisible architecture of our souls. It disrupts the ordinary, rewriting reality where words fail. Tonight, step into the imagination. Do not just look—feel, question, and discover the hidden truths these creations awaken within you.

Welcome to the magic.

Rules and Guidelines:

1. Team Composition
   - This is a team-based creative competition.
   - Each school will participate with a team of 4 members:
     - 2 Designers — responsible for conceptualizing and creating the wearable artwork.
     - 1 Speaker — responsible for explaining and presenting the concept.
     - 1 Model — responsible for showcasing the final creation.
   - All four members must actively contribute to the interpretation and presentation of the theme.

2. Theme Assignment

- Teams will be given a fixed amount of time to conceptualize, design and create their interpretation of the theme.
- Participants must develop an original concept based on the given theme.
- The interpretation should demonstrate creativity, thought, relevance and effective visual storytelling.

3. Materials and Creation

- Art Verse is an on-the-spot creative challenge where teams are given a theme at the beginning of the event and must bring that theme to life through their own artistic interpretation.
- Each team must choose ONE of the following objects and bring it with them:

01 — Bottles & Cans

- Transform everyday bottles or cans into an artistic representation of the given theme.

02 — Tote Bags

- Turn a plain tote bag into a wearable piece of art inspired by the theme.

03 — Shoes

- Reimagine a pair of shoes through colours, textures, patterns and creative detailing.

04 — Bangles

- Transform a set of bangles into a unique artistic expression using colours, textures, patterns and creative elements.

4. Presentation
- Each team must present its creation through both the model and speaker.
- The model will showcase the final wearable artwork.
- The speaker must explain:
  - The concept behind the creation
  - Its connection to the given theme
  - The symbolism and creative choices
  - The message or idea being communicated
- The presentation should be clear, engaging and within the time limit specified by the organizers.

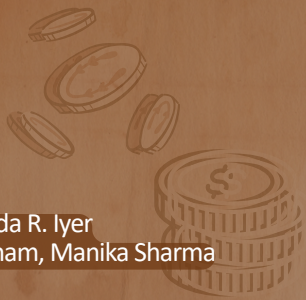
5. Theme Interpretation
- The creation must have a clear and meaningful connection to the assigned theme.
- Participants are encouraged to move beyond literal interpretations and explore symbolism, metaphor and visual storytelling.
- Originality, creativity and the ability to communicate an idea through wearable art will be key considerations.

6. General Guidelines
- All designs and concepts must be created during the event.
- Participants must work collaboratively within their assigned team.
- Plagiarism or direct replication of existing designs will not be permitted.
- Teams must adhere to the time limits and instructions provided by the organizers.
- Any material, design or presentation deemed inappropriate or unsafe may be disqualified at the discretion of the organizers.
- The decision of the judges will be final and binding.

IMPORTANT

- The theme will be revealed on the spot. Teams must create their artwork during the event, using the object they have brought and the materials they have chosen to work with.
- No pre-made artwork or preparation of the final design beforehand will be permitted .

Prize Details:
Winner
1st Runner Up



TEACHER INCHARGE : Sharda R. Iyer
EVENT HEADS : Sumaiya Anam, Manika Sharma

Deadly Deception

"Every mystery has a secret.
Every secret has a price."

A lie can wear a familiar face, a secret can hide in plain sight, and sometimes, the truth is the deadliest thing to uncover. Step into a world of secrets, suspicion, and deception, where every clue matters, every alibi can crumble, and no one is beyond suspicion. Question everything. Trust no one. ***Uncover the truth.***

Rules and Guidelines:

1. TEAM COMPOSITION
   - Each team must consist of 4 members.
   - Teamwork, observation, and collaboration are essential for success.
2. EVENT DURATION
   - The event will be divided into 3 timed levels.
   - Teams must complete each level within the allocated time to proceed to the next level.
   - Only the teams that successfully qualify will advance to the subsequent level.
3. BASIC RULES
   - Discipline and fair play are mandatory.
   - Misconduct or violation of the rules may lead to immediate elimination.
   - Participants must follow the instructions given by the organisers at every level.
   - No external assistance or unauthorised electronic devices will be permitted.
   - The decision of the organisers/judges will be final and binding.

4. LEVELS OF THE GAME

- LEVEL 1: MIND GRID
  - Participants will be given a set of question for a limited period of time.
  - They must carefully observe, understand and solve the puzzle question.
  - Speed, logical thinking, and accuracy will be essential.
  - Teams completing the challenge within the stipulated time will qualify for the next level.

- LEVEL 2: CODE BREAKER
  - Participants will be presented with a series of coding-decoding questions and challenges.
  - Teams must carefully analyse the given codes and identify the correct answers.
  - Speed, logical reasoning, and accuracy will be essential.
  - Teams completing the challenge within the stipulated time will qualify for the next level.

- LEVEL 3: DEADLY DECEPTION
  - The main murder mystery challenge awaits the qualifying teams.
  - Participants will step into the role of investigators and work together to uncover the truth behind a fictional crime.
  - Teams will analyse clues, evidence, statements and hidden information to solve the mystery
  - Sharp observation, logical thinking, deduction, and teamwork will be essential.
  - The team that successfully unravels the mystery and reaches the correct conclusion will emerge as the winner of DEADLY DECEPTION.

Prize Details:
Winner

TEACHER INCHARGE : Ankit Kumar Singh
EVENT HEADS : Aditi Ananya, Jyoti Tiwari, Tejas Tiwari

DEVIL'S ADVOCATE

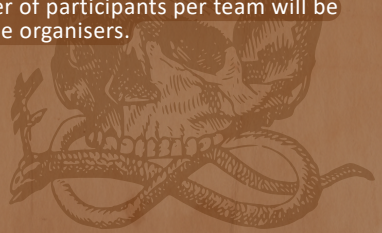
"History's Most Hated on Trial"

The Devil's Advocate is a courtroom-style debate competition that challenges participants to step into the shoes of a defence counsel and argue for a side that may initially appear impossible to defend. Participants will be presented with controversial historical figures, political decisions, conflicts, or events that have been widely criticised or condemned. Their task is not to blindly justify wrongdoing, but to examine the circumstances surrounding the case and construct the strongest possible argument from the assigned perspective.

Can you defend a position you do not personally agree with?

Rules and Guidelines

1. Team Composition
   - This is a team-based debate competition.
   - Each team will be assigned a role as either:
   - - Defence — responsible for constructing and presenting arguments in favour of the assigned side.
   - - Prosecution — responsible for challenging the defence and establishing the opposing case.
   - The exact number of participants per team will be announced by the organisers.



2. Case Assignment
- Teams will be provided with the cases/topics for preparation before the event.
- Participants are expected to research their assigned case thoroughly, including:
  - Historical background
  - Major events and decisions
  - Political circumstances
  - Social conditions
  - Motives and objectives
  - Consequences
  - Different historical interpretations
  - Relevant legal or political principles
  - Arguments supporting and opposing the case
- The side assigned to each team will be determined by the organisers.
- Participants must be prepared to argue their assigned side even if it differs from their personal beliefs.
- The participants will be provided with the case and character on spot by a chit system.
- Participants will be given a 25 minutes preparation time.
- Participants are requested to bring their own devices for research purposes.

3. The Courtroom Debate
- The competition will be conducted in a courtroom-style format.
- Each case will have two opposing sides:
  - The Defence
    - The Defence will attempt to establish a reasonable alternative interpretation of the accused person's actions, decision, or historical event.

- The Prosecution
  - The Prosecution will challenge the Defence's interpretation and present evidence demonstrating why the actions or decisions should be criticised or condemned.

- Both sides must rely on reasoning, evidence, historical context, and logical argumentation rather than personal opinions.

4. Opening Statements

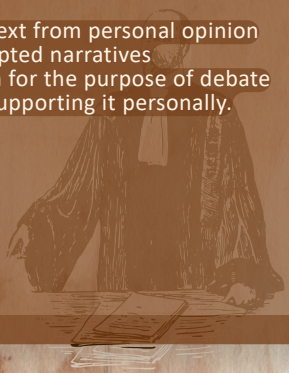
- Each side will begin with an opening statement presenting its overall position.
- Participants should clearly establish:
  - Their interpretation of the case
  - The central argument they intend to prove
  - The historical context relevant to their argument
  - The key evidence they will rely upon
  - The opening statement should be persuasive, structured, and concise.

5. Evidence and Arguments

- Participants may use:
  - Historical records
  - Speeches and documented statements
  - Books and academic sources
  - Treaties and official documents
  - Political and social context
  - Legal principles
  - Historical interpretations
  - Relevant statistics and factual evidence
- Arguments must be based on credible information.
- Fabricated facts, invented quotations, deliberately misleading evidence, or false historical claims will not be accepted.

6. Cross-Examinatio
- Following the opening arguments, the opposing side will have an opportunity to question the arguments presented.
- Participants may challenge:
  - Contradictions
  - Weak evidence
  - Motives
  - Historical assumptions
  - Cause-and-effect claims
- The interpretation of events
  - Participants must respond to questions directly and logically.
  - The purpose of cross-examination is to test the strength of an argument, not to personally attack the opposing participant.
- Each side will receive an opportunity to respond to the opposing team's arguments.

7. The Devil’s Advocate Principle
- Participants may be required to defend a position they do not personally support.
- Participants will therefore be judged on their ability to:
  - Think from an unfamiliar perspective
  - Understand opposing viewpoints
  - Build logical arguments
  - Use evidence effectively
  - Respond under pressure
  - Distinguish historical context from personal opinion
  - Challenge commonly accepted narratives
- Defending a historical position for the purpose of debate does not mean endorsing or supporting it personally.



9. Respect and Conduct
- Participants must maintain respectful courtroom conduct throughout the competition.
- The following will not be permitted:
  - Personal attacks
  - Abusive or insulting language
  - Hate speech
  - Mockery of victims or affected communities
  - Offensive stereotypes
  - Deliberately inflammatory statements
  - Fabricated evidence
  - Disrespect towards the opposing team, judges, or organizers
- Participants are expected to approach sensitive historical subjects with maturity and academic responsibility.

10. Judging Criteria
- Teams will be evaluated on:
  - Strength and quality of arguments
  - Historical accuracy
  - Use of evidence
  - Understanding of context
  - Logical reasoning
  - Rebuttal and counter-argument
  - Cross-examination skills
  - Clarity and structure of presentation
  - Confidence and courtroom presence
  - Ability to defend the assigned position
- The judges' decision will be final.

11. Structure of the event

for example, Opening Statement → Evidence → Cross-Examination → Rebuttal → Closing Statement

12. Rules & Rounds

- Round 1: The Screening Test
  - The first round will be an elimination round consisting of an MCQ-based screening test. Participants will be given a short preparation period to familiarize themselves with the topic revealed on the spot before attempting the test. Teams with the highest scores will qualify for the next round.

- Round 2: The Elite Four
  - The four qualifying teams will compete in a courtroom-style debate, with each team comprising one Researcher and one Debater. The topic, along with the roles of Prosecution and Defense, will be decided on the spot through a chit system. After this round, two teams will be eliminated, and the remaining two will advance to the final round.

- Round 3: The Grand Trial
  - The final two teams will face off on stage in the auditorium in a courtroom-style showdown. The topic and the roles of Prosecution and Defense will be determined on the spot through a chit system. The round will also feature a surprise twist: at any point during the trial, the rules may change, requiring participants to defend their position from any direction.

** General Rules**

- AI Prohibition: The use of AI tools is strictly prohibited throughout all rounds. Any participant found using AI will be disqualified.

- Preparation Time: A short, specified preparation period will be provided for the on-the-spot topic before the MCQ screening test and as required for subsequent rounds.

Example Cases

The following are examples of the kind of historical dilemmas that may be explored:

- Brutus vs. Julius Caesar:
  - Was Brutus' assassination of Caesar an act of betrayal and political murder, or an attempt to protect the Roman Republic from concentrated power?
- Treaty of Versailles, 1919:
  - Were the harsh terms imposed on Germany a necessary measure for maintaining post-war peace and accountability, or did they represent an excessive punitive approach?
- Other cases may involve controversial historical personalities, political decisions, conflicts, treaties, movements, or events where multiple interpretations can be examined.

Prize Details

Winner

1st Runner Up

TEACHER INCHARGE : Rajan Kumar

EVENT HEADS : Chhaya Agarwal, Dhriti Singh, Kishan Kumar

Registration Link Below:

https://sbpsranchi.in/manviki2026

For queries, email on:

manviki@sbpsranchi.com

We look forward to seeing you in our fest.

