



Thakur Educational Trust's (e-Regd.)

THAKUR VIDYA MANDIR HIGH SCHOOL & JUNIOR COLLEGE

RECOGNISED PERMANENTLY UNAIDED PRIVATE ENGLISH MEDIUM CO-EDUCATIONAL INSTITUTE UNDER LINGUISTIC MINORITY TRUST ISO 9001:2008 CERTIFIED

Admin. Office : Thakur Vidya Mandir Educational Campus,
Thakur Complex, West of W. E. Highway, Kandivali (E), Mumbai - 400 101.

Motto : 'Let learning be a joy and teaching a pleasure'



brahmotsav

A bit of art in every heart...

In Association with
Title Sponsor

BRYAN &
CANDY

Co - Presented
By



The Hogwarts Chronicles...

28 - 29 Nov 2025

ABOUT TVM

**EDUCATION – AN ENLIGHTENMENT OF MIND
DWELLS IN THE ATMOSPHERE OF A GOOD
ENVIRONMENT AND PROSPEROUS THINKING.**

Nestled in the vibrant city of Mumbai, Thakur Vidya Mandir High School & Junior College has been a cornerstone of excellence for 35 years. Established in 1990 and affiliated with the Maharashtra State Board, the college stands as a testament to the enduring commitment of the Thakur Educational Trust to deliver quality education.

The college's sprawling campus, boasting modern facilities and a nurturing environment, reflects its dedication to providing students with the best resources for their academic and personal growth. Thakur Vidya Mandir fosters a holistic approach to education, emphasising not only intellectual development but also the aesthetic, moral, and physical well-being of its students.

For 35 years, Thakur Vidya Mandir has been a nurturing ground for countless young minds, empowering them to explore their potential, embrace challenges, and evolve into well-rounded individuals. Through an extensive curriculum, dedicated faculty, and a vibrant extracurricular programme, the college prepares students to excel in their chosen fields and contribute meaningfully to society.

ABOUT BRAHMOTSAV

“A BIT OF ART IN EVERY HEART”

What began as a belief in the creativity within every individual has grown into one of Mumbai's most dynamic intercollegiate festivals. **Brahmotsav** is where young leaders, dreamers, and innovators come together to celebrate talent, passion, and community. With an annual footfall of **7,000+** and participation from over **80 colleges**, it's more than an event - it's a cultural movement.

Now entering its **12th edition**, Brahmotsav continues to be the stage where diverse skills shine - whether in visual and performing arts, literature, gaming, or sports. It's a space where creativity thrives, voices rise, and lifelong connections are born.

Join us for **Brahmotsav 2025** - an experience that transcends boundaries and celebrates the transformative power of art. Step into a world where creativity shapes tomorrow's leaders and changemakers.

Let Brahmotsav be your canvas. Together, let's create a masterpiece of memories, aspirations, and friendships that will last a lifetime.

THE HOGWARTS CHRONICLES

“Welcome, young witches and wizards, to a place where the ordinary fades and the extraordinary begins. A place where stone walls whisper secrets, portraits come alive, and every hall echoes with the promise of greatness...”

This year, Brahmotsav transforms into the enchanted world of Hogwarts, where courage, wisdom, wit, and loyalty shine brighter than any wand. As the castle gates creak open, step into a realm where every idea becomes a spell, every performance an enchantment, and every moment a memory carved into legend.

The Hogwarts Chronicles is not just a theme - it is a journey. Here, bravery will earn more than applause, knowledge shall unlock doors unseen, and friendship will forge bonds stronger than the most powerful charm. In these hallowed halls, you are not mere participants - you are sorcerers of creativity, conjurers of art, and seekers of glory.

At Brahmotsav 2025, talent itself takes flight: dances whirl like phoenix flames, music soars like a choir of sirens, words enchant like ancient spells, and games test your mettle as though set in the Forbidden Forest. From the glittering Great Hall to the shadowed corridors, magic awaits those bold enough to claim it.

So step forth - raise your wand, steady your heart, and write your chapter in this Chronicle of wonder. Because at Brahmotsav 2025: The Hogwarts Chronicles—the magic is not bound to books, potions, or charms.

The magic... is YOU.

GENERAL GUIDELINES

- All CLs, ACLs & participants are only allowed to participate with current year college ID cards and mandatory government photo ID proof and proof of participation.
- The CL or ACL must be present at the registration desk at least 2 hours before the event and remain there throughout, as the process will not proceed otherwise. The live registration desk will open 2 hours before and close 30 minutes before the event starts.
- The college name should not be revealed under any circumstances. If done, it may lead to negative marking or disqualification.
- Registering online does not guarantee a confirmed spot in the event. All participants must be present during the live registration before the event to secure a confirmed slot. Slots will be allocated on a first-come, first-served basis. Once the event reaches its maximum capacity, no additional participants will be permitted, even if they have registered online. Thus, live registration is essential.
- Any kind of obscenity, vulgarity or misbehaviour on the day of the event or during any online event will not be entertained. Plagiarism of any kind will lead to direct disqualification.
- All CLs are requested to check the schedule of events carefully. The organising committee will not be held responsible for any clash of participation.
- Use of online platforms or websites such as ChatGPT or AI is strictly forbidden.
- All the props, tracks and scripts mentioned in the specific event guidelines that need to be submitted online, have to be sent to the email IDs mentioned in the respective guidelines for vetting, i.e., brahmotsavtvm0@gmail.com by the deadline. (If sent on any other email the entry will not be counted).
- The decision of the organising committee is final and binding.

GENERAL GUIDELINES

- Participants must carry their pen drives with their audio or videos and must submit them at the admin desk while registering. Pen drives must be labelled with the respective CC code and the audio and videos should be in MP3 and MP4 format respectively. (Audios or videos from the phone will not be played under any circumstances.)
- It is the responsibility of the participants, CLs or ACLs to collect anything that's submitted at the admin desk once the event winds up.
- Anything that can be perceived as being offensive to any national/religious/linguistic sentiments or any gender will lead to immediate disqualification.
- Organisers reserve the right to modify any rules or regulations of any event, if necessary.
- The organisers reserve the final right in case of any disputes.

COSTUME RULES

- Bare body outfits, low necks, V necks, tube tops, backless, hot shorts and any revealing outfits are prohibited.
- Bare body outfits or excessive show of skin for everyone will not be tolerated and can lead to negative marking or even disqualification.
- Skirts above knee length should be worn with stockings.
- All the costume rules are final and will not be altered unless informed otherwise.
- Not adhering to the costume guidelines can lead to negative markings and/or disqualification.
- The judge's discretion regarding the costumes and organising committee's decision is final and binding.

SECURITY RULES

- Entry will be given on the current year college ID or current year fee receipt only (along with govt photo ID proof). Right of admission is reserved.
- CLs/ACLs have to carry their badges throughout.
- Carry your valuables at your own risk. The organisers will not be responsible for any loss, damage or theft of your
- Only props mentioned in the prop list will be allowed.
- Damage to any college property or misbehaviour of any kind will not be tolerated and may lead to disqualification. Participants may be liable to pay for any damages incurred on their behalf.
- Participants will be treated as the general audience after the completion of their respective events.
- Confiscated items will not be returned under any circumstance. Deposited items are to be collected on the same day from the same counter. Deposit at your own risk. The managing team will not be responsible for any loss, damage or theft.
- No tagging of items will be done by organisers.
- Please make sure all rules mentioned in the brochure are followed. Please maintain decorum and conduct. Any misbehaviour with the OC of Brahmotsav will lead to consequences.
- Eatables/drinkables from outside the venues are strictly prohibited.
- Entry into backstage, control rooms, or any restricted area is strictly prohibited unless authorised. Participants and audience are also requested to maintain discipline by cooperating in queues at entry, exit, and food stalls.
- The organisers have the right to alter the rules and regulations of any event without any prior notice.

PROHIBITED ITEMS

- Any kind of sharp objects are not allowed like knives, blades, cutters, nail filers, pins, staplers, Swiss-scissors etc. unless mentioned in the prop list.
- Perfumes, hand sanitizer, or any other item that contains cleaning alcohol.
- Metal objects like scales/rulers, thick chains, lighters, etc.
- Items like match boxes, cigarettes, e-cigarettes, vapes, alcoholic beverages, etc.
- Drugs, contraceptives, weapons, crackers, lasers, spray paints and ropes.
- Any other article which is not included in the list above but is injurious or harmful will not be allowed inside the venue.
- Confiscation of any item brought to the venue that is harmful is the decision of the organising committee.
- Any kind of food item whether packed or ready to eat, tiffins etc.

LIST OF TROPHIES

1

Best College

6

Fine Arts Trophy

2

Runners Up

7

Informalz Trophy

3

Second Runners Up

8

Sports & Gaming Trophy

4

Best CL

9

Performing Arts Trophy

5

Best PR

10

Literary Arts Trophy

SCORING

	Level 1	Level 2	Level 3	
1st Place	400	600	800	1000
2nd Place	200	400	600	800
3rd Place	100	200	400	600
Participation	25	50	75	150
NPOR	-50	-100	-150	-200
Qualification	50	100	150	200
NPOQ	-100	-200	-300	-400

DEDUCTIONS

- Non co-operation with the OC → -200
- Non adherence to event guidelines → -200
- Using inappropriate language or violence → -250

THE GOBLET OF WAGERS

STARTING POINTS

- Each College begins with a pouch of 2000 House Points.

RULES OF WAGERING

- A minimum of 3 wagers must be placed on events.
- Wagers can be between 150 and 700 points, in multiples of 100.
- Wagers once placed cannot be withdrawn.
- Wagers may be placed only by the CL.

WINNINGS & LOSSES

- Normal Wager (Win): Earn 2.5x your wager.
- Normal Wager (Lose): Lose 2.5x your wager.
- Flagship Wager (Win): Earn 4x your wager + 100 BONUS points.
- Flagship Wager (Lose): Lose 4x your wager - EXTRA 100 points.
- **Curse of Greed:** If a College places wagers worth more than 1500 points in total (75% of their pouch), the curse is triggered. The moment they lose a single wager, the entire pouch of 2000 points is wiped out.

EXAMPLE

A College places wagers worth 1600 points. They lose one wager of 300 points. Instead of just - 300, the curse wipes their pouch clean - House ends with 0 points

- **Failure to Wager:** If a House does not place the minimum 3 mandatory wagers, they immediately lose 500 points from their tally.

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KEYS

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**Number of Participants
per team**



**Number of teams
per college**



Time Limit



Level of Event

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LITERARY ARTS

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MAGICAL SPEECH DUEL

EXTEMPORE

Welcome, young witches and wizards, to the grand chamber of words - where spells are woven not with wands, but with speech! Quick wit is your charm, eloquence your Patronus, and in this enchanted arena, your voice is your wand, your thoughts your spells. Step up, conjure your ideas with wisdom and wizardry, and let the magic of words dazzle the Great Hall, leaving the audience truly spellbound.

Rules:

- Topic – Will be provided on the spot.
- Language – English.
- The speech is intended to reveal a competitor's ability to develop a point of view on a general topic and to deliver an impromptu speech within limited preparation time.
- Preparation Time – 30 Seconds will be provided before speaking.
- Speech Duration – Each participant will get 3 minutes to speak. Exceeding the time limit will attract negative marking.
- Vulgarity or the use of profanity is strictly prohibited and will lead to disqualification.
- Statements should not be derogatory or hurt any caste, creed, religion, gender, or community.
- Use of any reference material and plagiarism will lead to direct disqualification.



1



2



3 mins



1

THE WIZARDING PITCH

AD MAD

Step into the wizarding marketplace, where words become spells, ideas transform into potions, and persuasion is the strongest charm of all. Here, imagination and wit collide as teams conjure up magical campaigns to bewitch both the judges and the crowd. Only those who blend creativity, performance, and strategy shall emerge as true masters of advertising magic!

Rules:

- Teams will be given their topic/product on the spot.
- The contest will consist of multiple rounds.
- Teams must excel in areas such as creativity, marketing appeal, and presentation.
- Use of vulgarity, obscenity, or offensive content is strictly prohibited and will lead to direct disqualification.
- Plagiarism or copying of ideas from existing ads will result in immediate disqualification.
- Use of pre-written scripts, external references, or prompts from outside sources is not allowed.
- Negative marks will be awarded for exceeding the time limit.
- The team with the highest cumulative score across all rounds will be declared the winner.



3



2



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1

RUNES OF RHYME

POETRY

In this chamber of spellbound words, a single chosen word shall guide your quill. Each letter is a rune, each line a charm, weaving together verses that shimmer with magic. Let your imagination take flight and enchant the Great Hall with your poem.

Rules:

- The word to be used will be assigned on the spot.
- Language – English.
- Each line of the poem must begin with the successive letters of the given word, while ensuring the poem maintains coherence and flow.
- Poems must fall within the word limit of 8–12 lines.
- All entries must be written clearly and legibly. Unreadable handwriting may cost you points.
- Vulgarity, profanity, or derogatory remarks against any caste, creed, religion, gender, or community are strictly forbidden.
- Use of any reference material and plagiarism will lead to direct disqualification.
- Submissions must be completed within the allotted time.



1



2



45 mins



1

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CHRONICLES IN MOTION

AFTERMOVIE

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Every spell fades, every performance ends, but the magic of Brahmotsav must live on. In this challenge, young wizards wield their cameras like wands, weaving memories into motion. The aftermovie must not just document the fest—it must enchant, inspire, and capture the soul of Hogwarts Chronicles, leaving behind a story that glimmers long after the curtains fall.

Rules:

- Participants must create an aftermovie that captures the spirit and highlights of the festival.
- Only original footage shot during the fest may be used. Stock clips, third-party footage, or borrowed material are strictly prohibited.
- Use of background music is allowed, but copyrighted tracks should be avoided unless permission is obtained.
- Basic editing, transitions, and colour grading are permitted, but excessive use of effects that distort reality will lead to negative marking.
- The aftermovie should reflect creativity, coherence, and storytelling flow.
- Vulgar, obscene, or offensive content in any form will result in disqualification.
- Submissions must be made before the deadline. Late entries will not be accepted.
- Judges' decision will be final and binding.



1



2



3 - 5 mins



2

THE CHAMBER OF ARGUMENTS

DEBATE

When two wizards rise in the Great Hall, the chamber stirs with magic. Each word cast is a spell, each counter a shield, as voices clash like wands in mid-air. In this duel of intellect and reason, only the most powerful orator shall triumph.

Rules:

- Topic – Will be provided on the spot.
- Toss will decide which team argues for or against the topic.
- Language will depend upon the topic of the debate (English or Hindi).
- After both have spoken, each participant will get 1 minute for rebuttal.
- Vulgarity or the use of profanity is strictly prohibited and will lead to disqualification.
- If the participant want to change the topic or the language then negative marking will be done.
- Statements should not be derogatory or hurt any caste, creed, religion, gender, community etc.
- Use of any reference material and plagiarism will lead to direct disqualification.
- Negative marks for exceeding the time limit.



1



2



3 mins



2

THE WIZARD'S LENS

PHOTOGRAPHY

In this enchanted trial of vision and imagination, your camera becomes your wand, and every click casts a spell. With only five frames, you must conjure a tale that stirs the heart and bewilders the mind, leaving the Great Hall in awe. Each picture is a charm, but together, they must weave a story as magical as any written in the wizarding chronicles.

Rules:

- Each participant must submit a 5-picture story that conveys a clear theme or narrative.
- Only DSLR cameras are permitted. Use of mobile phones, digital point-and-shoot, or downloaded images is strictly prohibited.
- The story must be original and captured solely by the participant. Use of stock images or previously published photographs will lead to disqualification.
- Basic editing (brightness, contrast, cropping, and colour correction) is permitted. Excessive manipulation that alters the authenticity of the photographs will lead to disqualification.
- Submissions must be made within the allotted deadline. Late entries will not be accepted.
- Vulgar, offensive, or inappropriate content is strictly prohibited and will result in disqualification.
- Use of any reference material and plagiarism will lead to direct disqualification.



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2



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3

“ TRIWIZARD TRIALS OF WIT LA MARATHON ”

In this marathon of the mind, witches and wizards shall face puzzles, riddles, and enchanted trials - each bound by the sands of time. No scrolls or charms may aid you; your wits alone are your wand. Victory lies in points earned, and if minds clash at the end, a rapid-fire spell-off shall decide the true champion.

Rules:

- The event will consist of multiple rounds, each designed to test a different set of skills such as logic, language, quick thinking, and problem-solving.
- All rounds are time-bound. Exceeding the allotted time may result in negative marking or disqualification. Qualification for each round will be based on timings.
- Use of mobile phones, calculators, or external aids is strictly prohibited unless specified by the organisers.
- Any form of malpractice, plagiarism, or seeking outside help will lead to immediate disqualification.
- The medium of the event will be English.
- Points from each round will be cumulative, and the participant with the highest total score at the end of all rounds will be declared the winner.
- In case of a tie, a rapid-fire challenge will decide the winner.
- The organisers' decision will be final and binding in all matters.



2



2



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3

THE TRANSFIGURATION QUILL

GENRE FLIP

In this enchanted chamber of quills and scrolls, young witches and wizards must take a well-known tale and cast the charm of Transfiguration upon it—turning fairy tales into dark mysteries, romances into thrilling adventures, and epic sagas into whimsical comedies. With quick wit, boundless imagination, and a sprinkle of magical flair, your storytelling spell must shine brighter than all others in the Great Hall.

Rules:

- The original story will be assigned on the spot
- Language – English.
- Participants will have 45 minutes to complete their rewritten tale.
- The story must transform into a completely different genre while retaining the essence of the original.
- Stories must fall within the word limit of 500–700 words.
- All entries must be written clearly and legibly. Unreadable handwriting may cost you points.
- Vulgarity, profanity, or derogatory remarks against any caste, creed, religion, gender, or community are strictly forbidden.
- Use of any reference material and plagiarism will lead to direct disqualification.
- Submissions must be completed within the allotted time.



1



2



45 mins



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FINE ARTS

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SORCERY OF SCRAPS

BEST OUT OF WASTE

In the wizarding world, even the most ordinary objects can be transformed with a flick of the wand. In this challenge, witches and wizards must conjure creativity from scraps and discarded materials, breathing new life into what others might throw away. With imagination as your spell book and innovation as your charm, create a masterpiece that proves - magic lies in transformation.

Rules:

- Theme – Open
- Participants must create an item using waste or discarded materials.
- Allowed materials: bottles, cardboard, newspapers, cans, straws, CDs, jute, etc. (no fresh fabric, clay, or wood).
- The creation must be safe, non-hazardous, and eco-friendly.
- All materials must be arranged and used during the event - no pre-prepared items allowed.
- Vulgar, obscene, or unsafe designs will result in disqualification.
- Participants must bring their own materials and tools (scissors, glue, tape, etc.).



1



2



90 mins



1

ORBS OF ENCHANTMENT

BULB PAINTING

From the charm of Lumos to the glow of enchanted lanterns, light has always guided the wizarding world. In this event, witches and wizards must transform ordinary bulbs into dazzling artefacts of creativity. With every stroke, glass orbs become vessels of magic, glowing with colour, imagination, and spellbound artistry that will enchant the Great Hall.

Rules:

- Theme – Will be declared on the spot.
- Participants must paint and decorate bulbs within the time limit.
- Only glass bulbs provided/approved by organisers are to be used.
- Any form of vulgar, obscene, or inappropriate design will lead to disqualification.
- Participants must bring their own art supplies.
- Use of spray paints, harmful chemicals, or flammable materials is strictly prohibited.
- Participants must ensure their work area remains clean and safe; careless handling that causes accidents may lead to disqualification.
- Use of any reference material and plagiarism will lead to direct disqualification



1



1



60 mins



1

THE WIZARDS PALETTE

TOOTHBRUSH PAINTING

Even the simplest of objects can hold magic in the wizarding world. In this event, a humble toothbrush becomes a wand, and every flick of paint becomes a spell. With splatters and sprays, witches and wizards must create enchanting artworks that prove true creativity knows no bounds.

Rules:

- Theme – Open
- Participants must create a painting using toothbrush techniques (spray, splatter, texture).
- Only paper as the base medium will be allowed.
- Participants must bring their own toothbrushes, paints, and other stationery.
- Use of stencils, tracing, or pre-prepared outlines is strictly prohibited.
- The artwork must be original and created during the event.
- Vulgar, obscene, or inappropriate designs will lead to disqualification.
- Workspaces must be kept clean - excessive mess or unsafe handling may result in penalties.



1



2



90 mins



1

THE MYSTIC MANDALA

MANDALA ART

From ancient runes to the enchanted symbols of Hogwarts, circles have always held magical power. In this event, witches and wizards must let their imagination flow through patterns and symmetry, crafting mandalas that radiate balance, beauty, and enchantment. With every stroke, your art shall weave a spell strong enough to dazzle the Great Hall.

Rules:

- Theme – Open
- Only Calligraphy Pen, Sketch Pens, pencils, Brush pens, Markers, Fountain Pens and Colours shall be allowed.
- Pre-drawn outlines, stencils, tracing, or printed bases are not allowed.
- Participants are required to submit a small write up explaining their Art Work which would aid in evaluation.
- The mandala must maintain symmetry and balance while reflecting creativity.
- Any form of vulgar, obscene, or inappropriate design will lead to disqualification.
- Participants must bring their own art supplies.
- Use of any reference material and plagiarism will lead to direct disqualification.



1



2



75 mins



2

THE MYSTIC BRUSH MARATHON

FA MARATHON

In the world of magic, even a single stroke of the brush can cast a spell. The FA Marathon is a test of artistry, speed, and imagination, where witches and wizards must face enchanted challenges of colour and craft. Each round will push creativity to its limits - transforming blank canvases into works of magic that dazzle the Great Hall. Only those whose art glimmers with originality and flair will triumph in this marathon of spells and strokes.

Rules:

- The event will consist of multiple rounds, each testing different fine art skills.
- All rounds are time-bound. Exceeding the allotted time may result in negative marking or disqualification. Qualification for each round will be based on timings.
- Participants must bring their own art supplies (colours, brushes, stationery, etc)
- Any form of malpractice, plagiarism, or seeking outside help will lead to immediate disqualification.
- Points from each round will be cumulative, and the participant with the highest total score at the end of all rounds will be declared the winner.
- In case of a tie, a rapid-fire challenge will decide the winner.
- The organisers' decision will be final and binding in all matters.



2



2



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2

FORTRESS OF FANTASY

3D CASTLE MAKING

Every great wizard needs a stronghold, and every great story begins with a castle. In this challenge, witches and wizards must conjure their creativity into form, crafting majestic 3D castles worthy of the wizarding world. From turrets to towers, moats to gates, let your imagination rise brick by enchanted brick, until your fortress stands tall in the Great Hall.

Rules:

- Theme – Open
- Teams must create a 3D castle model.
- Allowed materials: Paper, Cardboard, Thermocol.
- Use of clay, wood, or any other restricted material is not permitted.
- The castle must be self-made during the event. Ready-made models or kits are strictly prohibited.
- Teams must bring their own materials and stationery (scissors, glue, tape, etc.).
- Use of fire, hazardous items, or unsafe materials is strictly prohibited.
- Vulgar, obscene, or inappropriate designs will lead to disqualification. Use of any reference material and plagiarism will lead to direct disqualification



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2



120 mins



3

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HALF-BLOOD CANVAS

SPLIT CANVAS

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In the wizarding world, even a canvas holds secrets of magic. In this event, artists must work in perfect harmony, painting on separate halves of a divided canvas that, when united, reveals a single masterpiece. Every brushstroke must weave together imagination and balance, proving that true magic lies not in division but in unity.

Rules:

- Theme – Will be disclosed on Spot.
- Each participant will work on one half of the canvas.
- The two halves must combine to form a cohesive and complete artwork.
- Only paper/canvas and colours (paint, watercolours, acrylics, etc.) are allowed.
- Use of stencils, tracing, or pre-prepared outlines is strictly prohibited.
- Participants must bring their own art supplies.
- The artwork must be original and created during the event.
- Vulgar, obscene, or inappropriate designs will result in disqualification.



2



2



90 mins



3

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THE WIZARD'S WARDROBE

FASHION DESIGNING

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From Dumbledore's robes to the splendour of Yule Ball gowns, fashion has always been pure wizardry. Here, young designers must conjure style from unlikely materials to dazzle the Great Hall. With every fold and flourish, your creation must enchant both judges and crowd alike.

Rules:

- Theme – Open.
- Participants must design clothes for a model using materials such as waste jute bags, broken CDs, straws, paper, or any similar items. No fabric is allowed.
- Newspapers will be provided by organisers. All other materials must be brought by participants.
- No prior preparations are allowed - teams shall be disqualified if found guilty.
- The model is required to do a ramp walk wearing the designed outfit. Footwear is compulsory.
- All outfits and structures must be safe for the model to wear and move in. Any unsafe design, as deemed by the judges, will lead to disqualification.
- Use of reference material or plagiarism will result in direct disqualification.
- Negative marks will be awarded for exceeding the time limit.



3



2



120 mins



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INFORMALZ

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CROWN OF COMMANDERS

WAR OF CLS

In the enchanted halls of Brahmotsav, the bravest Captains and their allies are summoned to the ultimate trial of leadership. Here, wit is tested like a riddle of the Sphinx, strength is measured as in a duel with giants, and willpower shines brighter than any Patronus. The War of CLs is no ordinary contest—it is a crucible of strategy, stamina, and spirit, where only the sharpest minds and the strongest hearts will triumph.

Rules:

- Each team must consist of 1 CL and 1 ACL.
- There shall be multiple rounds.
- There will be an elimination in every round.
- Teams shall be tested on their IQ, strength, and other skills.
- Substitution of a CL will lead to a penalty.
- All teams must adhere to the spirit of fair play and sportsmanship.
- Use of vulgar language, obscenity, or violence will not be tolerated and will lead to direct disqualification.
- The organiser's decision will be final and binding.



2



1



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1

RHYTHM OF RUNES

BEAT BOXING SHOWDOWN

No wands, no instruments - just rhythm, breath, and pure magic. The Beatbox Showdown is a duel of sound where witches and wizards conjure music with nothing but their voices. From thumping basslines to spellbound snares, each participant must dazzle the judges with their rhythm, originality, and stage presence. Step into the arena, summon your inner magic, and let the beats echo through the Great Hall!

Rules:

- Only vocal sounds are allowed - no musical instruments, backing tracks, or external devices.
- Microphones will be provided by the organisers.
- Use of pre-recorded loops, beatboxing apps, or sound effects is strictly prohibited.
- Plagiarism or copying another artist's routine will lead to direct disqualification.
- Vulgar, obscene, or offensive sounds/gestures are strictly prohibited.
- Exceeding the time limit will result in negative marking.
- In case of a tie, a 30-second freestyle round may be conducted as a tiebreaker.



1



2



3 mins



1

THE GOBLET OF FLAVOURS

MOCKTAIL MAKING

From butterbeer to Felix Felicis, the wizarding world has always thrived on magical brews. In this contest, young potion-masters must craft dazzling mocktails that please both the eye and the palate. But beware—a surprise element will be revealed on the spot, and your concoction must incorporate it with style. Stir in your creativity, garnish it with flair, and serve a drink that would make even Professor Slughorn raise his goblet in delight!

Rules:

- This is an individual event.
- Only non-alcoholic ingredients are permitted.
- A surprise ingredient will be revealed on the spot and must be incorporated into the drink.
- Participants must bring their own ingredients, glassware, and garnishing items.
- Pre-prepared syrups are allowed, but the final mocktail must be created during the event.
- The drink must be safe for consumption; the use of unsafe or inedible items will lead to disqualification.
- Participants must maintain clean and hygienic workstations. Unhygienic practices will attract negative marks.
- Vulgarity, obscenity, or inappropriate themes in naming/presentation of the mocktail will not be entertained.



1



2



30 mins



1

VOICES OF THE ALLEY

STREET PLAY

When magic meets the streets, stories come alive with power and passion. Street Play is a stage without curtains, where performers enchant with energy, humour, and hard-hitting messages. In this contest, witches and wizards must transform everyday issues into powerful tales that captivate, provoke thought, and stir the soul. With voices echoing like spells and actions sharper than curses, this is theatre that transcends boundaries - raw, real, and unforgettable.

Rules:

- Theme – Open.
- Language of the performance should be English or Hindi.
- Only 1 acoustic or percussion instrument is allowed; electronic instruments are strictly prohibited.
- Use of props and costumes is allowed. Participants must bring their own props, which must be specified to the event coordinator beforehand.
- Vulgarity, profanity, or resemblance to any political party/religion is strictly prohibited and will lead to disqualification.
- Lighting of matchsticks, candles, or cigarettes or any derogatory acts are not permitted on stage.
- The competition will be conducted in a “street-like” open space with no microphones, speakers, or music systems. Teams may sing, chant, or perform live to create the necessary sound.
- Negative marks will be awarded for exceeding the time limit.



10



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8 mins



2

HUNT FOR THE HORCRUX

TREASURE HUNT

Sharpen your wits and ready your wands - the Treasure Hunt is no ordinary race. Riddle-laced scrolls and enchanted checkpoints await, testing your courage, cunning, and teamwork. Only the sharpest minds and bravest hearts will uncover the hidden prize.

Rules:

- All teams will begin the hunt from the designated starting point at the same time.
- Teams must solve clues and complete challenges in order; skipping or altering the sequence will lead to disqualification.
- Teams must not interfere with or obstruct other participants. Cheating, sabotage, or external help is strictly prohibited.
- Use of mobile phones, GPS devices, or communication tools for an unfair advantage is not allowed unless specified by organisers.
- The first team to find the treasure and return to the starting point within the time limit will be declared the winner.
- Teams must respect the surroundings and avoid causing damage to property or nature.
- Any form of vulgarity, obscenity, or misconduct will lead to direct disqualification.
- All teams must uphold the spirit of fair play and sportsmanship.
- The organisers' decision will be final and binding.



4



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2

CHECKMATE OF SPELLS

HUMAN CHESS

Step onto the enchanted board where living pieces await your command. Inspired by Hogwarts' legendary Wizard's Chess, every move is a duel of wits where one wrong step could seal your fate.

Rules:

- The remaining positions on the board will be filled with designated pieces
- The Leader will decide and announce the moves, which will then be carried out on the life-sized chessboard.
- Standard chess rules will apply (piece movement, captures, check, and checkmate).
- When a piece is "captured," it must be immediately removed from the board.
- Teams will be given a time control (10 minutes per side) to complete their moves. Exceeding time will attract penalties.
- Only the team members are allowed to discuss strategy - external input or coaching is not permitted.
- Misconduct, vulgarity, or intentional disruption of the game will result in disqualification.
- The team that successfully checkmates the opponent's king will be declared the winner.



3



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3

BRAHMOTSAV QUIDDITCH CUP

Quaffles, hoops, and a battle for glory - Quidditch comes alive at Brahmotsav, reimagined for the Muggle world! Here, broomsticks give way to sneakers, and the court becomes your sky. With four wizards on each side, teams must outwit, outplay, and outscore their rivals to claim the enchanted hoops. Fast-paced, spellbinding, and fierce—this is where strategy meets stamina, and only the sharpest seekers of victory will soar above the rest!

Rules:

- Each goal scored = 10 points.
- Matches will be played in halves of 5 minutes each (10 minutes total per match).
- In case of a tie, 2 minutes extra time will be added; if still tied, sudden death (first goal wins) will decide the winner.
- Contact fouls, unsportsmanlike conduct, or intentional rough play will result in immediate disqualification of the player/team.
- Penalty: If a foul is committed, the opposing team is awarded one free unguarded shot (similar to a penalty throw).
- The tournament will be conducted in knockout format.
- The referees' decision will be final and binding.



4



1



10 mins



3

CHARMCASTERS

MR. & MISS BRAHMOTSAV

Brains, beauty, and a touch of wizardry—Mr. & Miss Brahmotsav is a pageant of pure magic. From spellbinding walks to enchanted showcases of talent and wit, every moment is a chance to cast your charm. Only those who blend confidence, charisma, and brilliance shall wear the crown.

Rules:

- Participants will face multiple rounds based on personality, talent, and IQ.
- There shall be an elimination in every round.
- Round One: Ramp walk + self-introduction (1 minute), followed by personality questions asked by judges.
- Round Two: Talent showcase (1.5 minutes) + a surprise twist to test personality and skills.
- Participants are expected to dress according to their personality or aesthetic.
- Use of props and costumes is allowed, but participants must bring their own. All props must be specified to the event coordinator beforehand.
- Vulgarity, profanity, or obscene acts are strictly prohibited and will result in disqualification.
- Negative marks will be awarded for exceeding the time limit.
- Bonus points will be awarded for including the theme and CC allotted.
- Judges' decision will be final and binding.



1 Boy & 1 Girl



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GAMING & SPORTS

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QUAFFLE CRICKET LEAGUE

BOX CRICKET

When Quidditch brooms are set aside and wizards take to the bat, the enchanted pitch comes alive with a whole new magic—Box Cricket! Fast, fierce, and fiery, this is cricket reimagined for the wizarding world. With every spellbinding delivery, enchanted stroke, and dramatic wicket, the game surges with energy that could rival a Quidditch final in the Great Hall. Gather your squad, wield your bats like wands, and step into the box - because here, every run is a charm and every ball a battle!

Rules:

- Team size: 5 players + 1 substitute.
- Format: League + Knockouts.
- Rules of play will be disclosed on the spot.
- Wearing sports shoes is mandatory; any other footwear or playing barefoot is prohibited.
- College jerseys are not allowed.
- Fiber bats are strictly prohibited.
- Use of vulgar language, obscenity, or violence will result in immediate disqualification.
- The organiser's decision is final and binding.
- Entry Fee: Rs.500 per team.



5 + 1
Substitute



1



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1

QUIDDITCH ON FOOT

RINK FOOTBALL

When Quidditch takes a day off, wizards bring their magic to the ground with Rink Football! Here, every dribble is a charm, every pass a transfiguration, and every goal a dazzling spell that can sway the match. Five witches and wizards per side must conjure speed, teamwork, and a dash of trickery to outplay their rivals. Will Gryffindor's courage outshine Slytherin's cunning? Can Ravenclaw's wit topple Hufflepuff's unyielding spirit? On this enchanted pitch, only the team with the brightest magic in their boots will lift the coveted cup!

Rules:

- Team size: 5 players + 1 substitute.
- Format: Knockouts.
- Rules of play will be disclosed on the spot.
- Wearing sports shoes (flats) is mandatory; any other footwear or playing barefoot is prohibited.
- College jerseys are not allowed.
- Fiber bats are strictly prohibited.
- Use of vulgar language, obscenity, or violence will result in immediate disqualification.
- The organiser's decision is final and binding.
- Entry Fee: Rs.500 per team.



5 + 1
Substitute



1



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1

WIZARD'S LEAGUE CUP

FIFA

On enchanted pitches where every pass feels like a charm and every goal like a dazzling spell, FIFA at Brahmotsav brings wizarding flair to the beautiful game! Here, players duel with controllers instead of wands, summoning dazzling footwork, spellbinding strikes, and magical saves. Only the sharpest minds and quickest fingers will rise through the tournament to lift the coveted cup of glory!

Rules:

- Type of Event – Knockouts.
- Platform: Console/PC (as provided by organisers).
- Players must use the default teams available; custom teams or edits are not allowed.
- Match duration: will be announced on Spot.
- In case of a draw, extra time and, if required, penalties will decide the winner.
- Use of third-party mods, hacks, or unfair means will lead to immediate disqualification.
- Unsportsmanlike behaviour, vulgarity, or offensive remarks are strictly prohibited.
- The organiser's decision shall be final and binding.
- Entry Fee: Rs.150 per participant.



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2



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1

“ PING PONG PATRONUS ”

TABLE TENNIS

In the enchanted halls of Brahmotsav, even a humble ping-pong ball dances with sorcery! Table Tennis here is no casual rally - it's a duel of lightning reflexes, precision spells, and enchanted spins. Each serve crackles like a charm, each rally whirls like a storm, and only the swiftest wizards of the paddle shall conjure victory. Step up to the table, wield your wand- oops, racket - and claim your glory!

Rules:

- Type of Event: Knockouts.
- Scoring System: Matches will be played in best of 3 games, each game up to 11 points.
- Let service (ball touching the net but landing correctly) will be replayed.
- Striking the ball before it bounces on your side, or failing to land it on the opponent's side, will be considered a foul.
- The ball touching anything other than the racket hand is considered a foul.
- The referee's/organiser's decision shall be final and binding.
- Use of college jerseys, abusive language, or offensive remarks will lead to direct disqualification.
- Entry Fee: Rs. 150 per participant.



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2

BOARD OF SPELLS

CARROM

In the quiet corners of the wizarding world, even a simple board can become an arena of magic! Carrom at Brahmotsav is no ordinary game - it's a duel of focus, precision, and charm. Every flick is a spell, every strike a potion of strategy, and every pocket a step closer to victory. Only the steadiest hands and sharpest minds will master the enchanted board and claim the crown.

Rules:

- Type of Event – Knockouts.
- Black and White rule will be applicable.
- Thumbing and scissoring are not allowed.
- The player must ensure only their playing arm rests on the board while striking, not any other part of the body.
- Moving the striker or shaking the board while striking is considered a foul.
- The referee's/organiser's decision shall be final and binding.
- Use of college jerseys, abusive language, or offensive remarks will lead to direct disqualification.
- Entry Fee: Rs.150 per participant.



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2



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2

DROP ZONE: HOGWARTS

BGMI

Enter a realm where every shadow hides a spell, every chest holds enchanted gear, and every step could be your last. In this magical battle royale, witches and wizards are cast into a cursed arena where survival is the only law. The circle tightens like a binding spell, forcing rivals closer until only the strongest remain. With strategy as your shield and quick reflexes as your wand, fight through the chaos and claim your place as the last wizard standing!

Rules:

- Match type: Knockout format.
- The game will be played in Battle Royale mode.
- Team size: 4 players per squad.
- Each player must bring their own mobile phone, headphones, and internet connectivity.
- Maps will be decided on the spot.
- No third-party applications, triggers, or external devices are allowed. Only finger sleeves are permitted.
- Use of emulators, iPads, hacks, or exploits is strictly prohibited and will result in immediate disqualification.
- Use of vulgar language, obscenity, or toxic behaviour will not be tolerated and can lead to disqualification.
- The organiser's decision will be final and binding.
- Entry Fee: Rs.500 per team.



4



2



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3

SPELLS & SMASHES

PICKLE BALL

From duelling charms to enchanted volleys, magic has always been about speed and precision. In this contest, wizards trade wands for paddles and rally enchanted orbs across the net with flair. Every serve is a spell, every smash a curse-breaker, and every rally a duel of reflexes. Only the sharpest players will hold their ground and claim victory on the enchanted court!

Rules:

- Match type: Knockout format.
- Standard Pickleball rules will apply.
- College jerseys are not allowed.
- Each player must bring their own paddle and necessary equipment.
- Wearing sports shoes is mandatory; barefoot play is not allowed.
- Use of vulgar language, obscenity, or misconduct will lead to disqualification.
- The organiser's/umpire's decision will be final and binding.
- Entry Fee: Rs.150 per participant.



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3

WIZARD'S WARPULL

TUG OF WAR

When spells won't do, it's strength, grit, and unity that win the day! Tug of War at Brahmotsav is no ordinary contest—it's a battle where enchanted ropes test not just muscle, but the magic of teamwork. With every pull echoing like a charm and every struggle like a duel, only the side that binds its will together shall conquer. Step onto the rope, summon your might, and prepare for a showdown of wizardly strength!

Rules:

- Team size: 7 participants (5 boys + 2 girls).
- Type of Event: Knockouts.
- Rules will be disclosed on the spot.
- Team weight limit: 500 kg.
- Wearing sports shoes is mandatory; any other footwear or barefoot play is prohibited.
- College jerseys are not allowed.
- Use of vulgar language, obscenity, or violence will lead to immediate disqualification.
- The organiser's decision is final and binding.
- Entry Fee: Rs.500 per team.



7

(5 boys + 2 girls)



1



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PERFORMING ARTS

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DANCE OF THE PHOENIX

SOLO DANCE

Every step holds magic, every spin casts a spell. In this enchanted solo, a single dancer must weave rhythm and grace into a performance that mesmerises like a perfectly cast charm. With the stage as their canvas and movement as their wand, they must conjure stories that dazzle the eye and stir the soul, leaving the Great Hall entranced.

Rules:

- Theme – Open.
- Only Bollywood and Tollywood movie songs are allowed.
- All dance forms are permitted, including classical.
- Live music is not allowed.
- Use of props and costumes is permitted. Participants must bring their own props, which must be specified to the event coordinator beforehand.
- Lighting of matchsticks, candles, cigarettes, or derogatory acts is strictly not allowed on stage.
- Vulgarity or use of profanity is strictly prohibited and will lead to disqualification.
- The theme for the finals will be revealed after eliminations.



1



2



2 - 4 mins



1

THE PATRONUS VOICE

SOLO SINGING

When one voice rises in the silence of the hall, it carries the power of a spell. In this enchanted contest, young wizards and witches step forward to weave their magic through song—each note a charm, each melody a potion. With courage as their wand and music as their spell, they must captivate hearts and leave the Great Hall echoing with enchantment.

Rules:

- Theme – Open.
- Only Bollywood movie songs are allowed.
- Mashups are permitted.
- Use of karaoke or live music is allowed. Participants must bring instruments if required.
- Choice of song is open, but songs with slang, vulgarity, or derogatory language are strictly prohibited.
- Vulgarity or use of profanity is strictly prohibited and will lead to disqualification.
- The theme for the finals will be revealed after the eliminations.



1



2



2 - 4 mins



1

CONFRINGO & COUNTER-SPELL

DUO ACTING

Step into the enchanted theatre where two souls weave a single spellbound tale. Every word is a potion, every glance a spark of sorcery, and only wit, creativity, and partnership shall decide their fate. The stage is set—the magic awaits.

Rules:

- Theme – Open.
- Language used can be Hindi, English, or bilingual.
- Each team of two will be assigned two different emotions on the spot. One participant must base their act around Emotion 1, while the other must embody Emotion 2.
- The act must seamlessly incorporate both emotions into a single performance.
- Vulgarity or the use of profanity is strictly prohibited and will lead to disqualification.
- Use of flammable substances such as candles, matches, cigarettes, or any alcoholic product during performance on stage is not allowed and will result in disqualification.
- Use of props, costumes, and instruments is allowed (must be safe and manageable).
- Blackouts are not allowed.



2



2



3 - 5 mins



2

ECHOES IN PAIRS

DUET SINGING

When two voices intertwine, they weave a spell stronger than any single charm. In this enchanted contest, wizarding duos must balance harmony and magic, blending their tones into one seamless incantation of melody. With every note cast like a spell and every harmony glowing like Lumos, these duets will fill the Great Hall with music that lingers long after the final note has been sung.

Rules:

- Theme – Open.
- Only Bollywood movie songs are allowed.
- Mashups and medleys are permitted.
- Use of karaoke or live music is allowed. Participants must bring their own instruments if required.
- Song choice is open, but songs with slang, vulgarity, or derogatory language are strictly prohibited.
- Vulgarity or the use of profanity will result in immediate disqualification.
- The theme for the finals will be revealed after the eliminations.



2



2



3 - 5 mins



2

DUMBLEDORE'S DUET

DUET DANCE

When two wizards step onto the floor, the magic multiplies. In this spellbinding contest, partners must move as one enchanted force - each step echoing harmony, each turn conjuring wonder. With rhythm as their incantation and grace as their wand, they must weave a story that dazzles the Great Hall, proving that true magic shines brightest when shared.

Rules:

- Theme – Open.
- Only Bollywood and Tollywood movie songs are allowed.
- All dance forms are permitted, including classical.
- Live music is not allowed.
- Use of props and costumes is permitted. Participants must bring their own props, which must be specified to the event coordinator beforehand.
- Vulgarity or the use of profanity will lead to disqualification.
- Lighting of matchsticks, candles, cigarettes, or derogatory acts is strictly not allowed on stage.
- The theme for the finals will be revealed after eliminations.



2



2



3 - 5 mins



2

HOGSMEADE HUSTLE

STREET DANCE

Step into the arena where rhythm becomes a spell and every move ignites the floor like a charm unleashed! Street Dance is not just performance—it's rebellion, fire, and raw magic, conjured through beats and gravity-defying steps. In this enchanted battle of style, crews must blend power with creativity, attitude with precision, and let their magic-in-motion light up the Great Hall. Will your team's energy dazzle like a Lumos spell, or will you be outshone by a rival's powerful Incendio? The stage is yours—cast your dance spell!

Rules:

- Theme – Open.
- Participants must perform street dance styles only.
- Vulgar gestures, throwing objects, or physical contact with opponents will lead to disqualification.
- Round 1 is a Showcase Round; Round 2 will be a Battle Round.
- Participants must bring their own music for Round 1. Music for Round 2 will be provided by the organisers.
- Live music is not allowed.
- Bonus points will be awarded for including the theme and CC allotted in the act.
- Use of props and costumes is allowed. Participants must bring their own props, which must be specified to the event coordinator beforehand.



8



1



5 - 7 mins



3

CLOAKS & CHARMS

FASHION SHOW

From Dumbledore's robes of mystery to the sparkle of Yule Ball gowns, fashion in the wizarding world has always been a spellbinding art. In this enchanted showcase, young designers and models weave creativity with magic, striding down the runway in ensembles that dazzle with flair and innovation. Every look is a story, every step a spell - together creating a runway spectacle that would leave even the Great Hall in awe.

Rules:

- Theme – Open.
- Use of props and costumes is allowed. Participants must bring their own props and specify them to the event coordinator beforehand.
- Contestants must arrange their own hair and makeup artists, if required.
- Participants must strictly follow costume guidelines; violations will lead to negative marking.
- Vulgarity or the use of profanity is strictly prohibited and will lead to disqualification.
- Negative marks will be given for exceeding the time limit.
- Bonus points will be awarded for incorporating the Hogwarts/ assigned theme and CC allotted in the act.



10



1



6 - 8 mins



3

WIZARDING WALTZ

BOLLYWOOD GROUP DANCE

From the swish of robes to the sparkle of Bollywood beats, magic comes alive when dance takes the stage! In this spellbinding contest, groups of performers weave rhythm and story together, casting enchantments with every step, spin, and gesture. With dazzling moves, vibrant costumes, and electrifying energy, it's a performance that transforms the stage into a wizarding celebration of music and movement.

Rules:

- Theme – Open.
- Only Bollywood and Tollywood movie songs are allowed.
- Use of dialogues is permitted.
- Live music is not allowed.
- Use of props and costumes is allowed. Participants must bring their own props and inform the event coordinator beforehand.
- Bonus points will be awarded for including the theme and CC allotted in the act.
- Vulgarity or use of profanity is strictly prohibited and will lead to disqualification.
- Lighting of matchsticks, candles, cigarettes, or derogatory acts are strictly not allowed on stage.



8



1



5 - 7 mins



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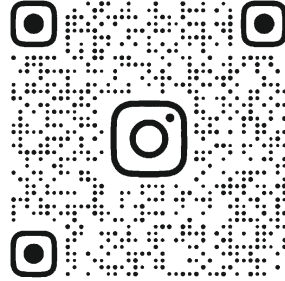
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