



La Martiniere College, Lucknow



# CONSTANTIA

THE ELEVENTH EDITION

18 - 21 OCTOBER, 2023



## PRINCIPAL'S MESSAGE

Welcome to Constantia 2023.

To those unfamiliar with La Martiniere College, Lucknow, Constantia – the annual cultural festival is named after the palace that is the central monument of the College. All activity is focused on this building, which is etched in the mind of every pupil of this College. We wish to share this legacy with likeminded young people from different schools in the city.

Constantia – the palace, plays host to the different events that make up Constantia 2023 – the cultural festival. In the shadow of the palace, intellectual and academic pursuits are followed. The competitions are innovative and student friendly. They reflect the latest trends that young people are exposed to, especially with the development of modern technology and all forms of media. Fortunately, tradition is also not behind. This includes fine arts, music and dance. Even these traditional pursuits use the benefits of modern technology befitting the aspirations of young people.

Young people have much to learn from each other. Young people can be moulded by rules. Young people are ready to be accountable. Young people take both success and failure in their stride. It is hoped that this three days' event will add to the experience that they have, in how to deal with the blending of their talents in the midst of competition.

I wish the event every success.

(C. McFarland)  
Principal

## ABOUT LEO

La Martiniere Extra-Curricular Organization (LEO) is an umbrella group made up of representatives of the different Co-Curricular Activity (CCA) clubs that function in the College. The members of LEO see themselves in the role of leadership as lions. They have chosen, for their inspiration, the ubiquitous lion emblem that embellishes the monument Constantia, which is also the name of this event. The apex of the monument Constantia bears a unique crown, which contributes to the image of the crowned lion that is the mascot for Constantia.

## CONSTANTIA 2023

Constantia 2023 is a four day-long event consisting of over 26 competitions in various co-curricular activities. Commencing in La Martiniere College in 2012, Constantia 2023 is the eleventh iteration of the event which is an opportunity to bring young people together in a controlled environment to compete against each other and to recognise each other's talents. The competitions are broadly Technical, Literary and Business-oriented.

## CONTACT US

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## GENERAL RULES AND REGULATIONS

Welcome to the Programme. For the smooth conduct of the events, the following instructions are to be followed:

- A minimum of two representatives along with a teacher escort from each school must be present for the registrations to be held on 18 October, 2023.
- Participants are expected to adhere to the schedule given. It is necessary for all teams to be present for the Opening Ceremony at the time mentioned. All participants must reach the venue 10 minutes prior to the commencement of the event.
- Team codes shall be allotted at the time of registration by a draw of lots. These shall determine the order of performance throughout the event.
- A maximum of ONE team can participate from each school in each event except for the event 'RoboWars' where a maximum of 3 teams from a school are allowed to participate.
- For the event 'Inside Edge', only the first 10 teams to register shall be considered.
- For the event 'Gamer's Nirvana', only the first 8 teams to register shall be considered.
- The participants are to comply with the event rules. For any queries, kindly contact the teacher in charge/ student in charge for that particular event.
- The decision of the judges shall be final and binding.

- Use of unfair means in any event shall lead to immediate disqualification of the participant(s).
- Participants are required to be in their school uniform at all times, unless they are participating in an event that requires them to wear a costume. All participants must wear their school identity cards at all times.
- Participants are expected to be respectful towards all teams. Any misbehaviour may lead to disqualification of the entire team.
- All teams must be present for the Closing Ceremony. Certificates shall not be presented to representatives.

**NOTE: For any further queries and details related to the event the participants may refer to our Instagram Handle: @lamartiniere\_leo**



## DAY 2 / OCTOBER 20

TIMINGS	SPENCE HALL	ACTIVITY HALL	SKATING RINK	MEWS INFORMATION CENTE	PRINCIPAL'S VERANDA	STOBART HALL	PRINCIPAL'S LAWN	COLLEGE KITCHENS	NORTH WING LECTURE ROOMS	SENIOR INFORMATION CENTRE	FISH BOWL AUDITORIUM
09:00 a.m. - 10:00 a.m.											
10:00 a.m. - 11:00 a.m.	Gamer's Nirvana Final Round	Exotech	Robo Wars Round 1	Breaking News		Inside Edge	Speed Trail	Nibbles Final Round	Dalal Street	Clue Rush	Montage Mania
11:00 a.m. - 12 noon											
12 noon - 01:00 p.m.	LUNCH										
01:00 p.m. - 02:00 p.m.											
02:00 p.m. - 03:00 p.m.			Robo Wars Round 2	Breaking News	Canvas Painting		Speed Trail		Dalal Street		Montage Mania
03:00 p.m. - 04:00 p.m.											
04:00 p.m. - 05:00 p.m.	Battle of Bands										
05:00 p.m. - 06:00 p.m.											
06:00 p.m. - 07:00 p.m.	After Hours (Social Evening)										

## DAY 3 / OCTOBER 21

DAY 3	SPENCE HALL	COMPUTER LABORATORY 1	SKATING RINK	ACITVITY HALL	STOBART HALL	MIDDLE SCHOOL ART ROOM	CASTLE CORNER
09:00 a.m. - 10:00 a.m.							
10:00 a.m. - 11:00 a.m.	Pitch Perfect		Robo Wars Round 3	Passerpartout	Inside Edge	Face Render	Mural
11:00 a.m. - 12 noon		Pixels					
12 noon - 01:00 p.m.	LUNCH						
01:00 p.m. - 02:00 p.m.							
02:00 p.m. - 03:00 p.m.	Pirouette				Skedaddle		
03:00 p.m. - 04:00 p.m.							
05:00 p.m. - 06:00 p.m.	CLOSING CEREMONY						



# REGISTRATION

9:00 a.m. to 12:00 noon

18 October, 2023





**DAY 1**

**19 October, 2023**



# ECO-JAM

DAY 1

11:00 AM

VENUE: ACTIVITY HALL

DURATION: 3 HOURS

AN IMPROMPTU SPEAKING COMPETITION FOR A MINUTE ON ECONOMIC TERMS

## RULES

- Each school shall be represented by one participant.
- The first round will have 3 groups of participants.
- The top two participants from every group will advance to the final round.
- Interjection can be raised on the following points: -
  - a) Hesitation
  - b) Long pause
  - c) Grammatical error
  - d) Relevance
  - e) Repetition

## ASSESSMENT CRITERIA

- Valid Interjection (+5)
- Invalid Interjection (-5)
- End of Round Bonus (2)

TEACHER IN-CHARGE

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STUDENTS IN-CHARGE

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RAGHAV MEHROTRA

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# PANDORA'S BOX

DAY 1

10:00 AM

VENUE: SPENCE HALL

DURATION: 3 HOURS

A COMPETITION TO SHOWCASE SKILLS IN DRAMATICS

## RULES

- A maximum of SIX participants shall be permitted from each school.
- Participants shall be provided with a container of 'mystery' props. The container shall be given in class 10-A in Spence Hall at 10:00 a.m. Preparation time from 10:00 a.m. to 11:00 a.m. shall be given to the participants. The event shall begin at 11:00 a.m. in Spence Hall.
- Participants shall be expected to conceive a plot/ story to be dramatized using the 'Mystery' props. There shall be no restriction in the interpretation of a theme or the use of the props.
- The participants must only use the props provided in the box.
- The teams may use different areas in the College premises to prepare their act.
- The teams are to perform in their respective school uniform.
- The total time given to the participants shall be FIVE minutes (from empty stage to empty stage).

## ASSESSMENT CRITERIA

- Plot
- Innovation
- The use of props involved
- Acting Skills
- Dialogue Delivery

TEACHERS IN-CHARGE

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STUDENTS IN-CHARGE

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# NIBBLES

DAY 1 - 2

11:00 AM

VENUE: COLLEGE KITCHENS

DURATION: 3 HOURS

A COMPETITION TO DISPLAY COOKING SKILLS.

## RULES

- Each team shall consist of TWO participants who may be from Class 9 to 12.
- All participants are required to bring their own ingredients and utensils, including those used for plating of their dishes.

ROUND 1: TEA TIME SNAKS

DAY 1

11:00 AM

40 MINUTES

- This shall be an elimination round i.e., only the top 10 teams shall qualify for the final round.
- Participants will make 2 snacks of their choice suitable for serving as a tea time snack.
- Participants shall bring their own ingredients for the snacks they make.
- No ready-made mixes will be accepted.

## ASSESSMENT CRITERIA

- Appearance
- Presentation
- Taste
- Attention to Detail
- Hygiene in preparation





**ROUND 2: LUNCH PREPARATION**

**DAY 2**

**9:00 AM**

**2 HOURS**

- Two dishes to be prepared of the participants' choice, suitable for four persons for lunch.
- Both dishes must be vegetarian.
- All the ingredients for the preparation are to be brought by the participants.
- The use of ready-made mixes shall lead to disqualification.
- Gas burners shall be provided.
- Judges may question the participants on the cooking procedure that they are using.
- Two previously undisclosed ingredients shall be provided, which participants shall have to incorporate into their dishes.

## ASSESSMENT CRITERIA

- Flavour
- Suitability of the dish for Lunch
- Plating/Presentation of the dish
- Degree of cooking skills involved
- Viva-Voice

**TEACHERS IN-CHARGE**

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**ADEN MCFARLAND**

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**SARTHAK SETHI**

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# DALAL STREET

DAY 1

11:00 AM

VENUE: NORTH WING LECTURE ROOMS

DURATION: 4 HOURS

DAY 2

9:00 AM

VENUE: NORTH WING LECTURE ROOMS

DURATION: 4 HOURS

## A SIMULATED STOCK EXCHANGE COMPETITION

Dalal Street, is an attempt that transports participants into real world investing while learning trading concepts. Participants will buy and sell stock and securities into the entire process through two days of active involvement.

This event is designed to test one's ability to foresee the future positions and develop strategies to make profits by trading in the stock market. It will also help in developing positive money habits and prepare the participants for a better future.

Participants will work in teams practicing leadership, organization, negotiation and cooperation. As the participants will work to grow their virtual cash balance into a top-performing portfolio (which starts earning interest even before the game begins!), they develop strong interests in the daily events that shape our world and barely realize how much math, business, economics, language arts and social studies they're learning.

Each team will compete against other teams in their age group across the city of Lucknow, so participants see the event as "fun & learn" from the experience.

## RULES

- The competition is open for teams comprising of students of classes 11 and / or 12.
- Each team shall be represented by a maximum of THREE participants.
- Each team shall be provided with a virtual trading portfolio and will be allocated a base of INR 5,00,000 (virtual money) at the start of the trading contest.
- Not more than 10% of portfolio value can be invested in a given security.



## Defining an entry point



Exhibit 3: US economic growth expectations as of May 5, 2021



- There are no transaction costs to make stock transactions (no commissions).
- Unlimited Trades are permitted for both the days in Equities, Options & Futures.
- Short Selling and Scalping will be allowed but no top-up shall be allowed.
- The portfolio must maintain less than 50% weight in cash for the Day 2 of the competition.
- Audits shall be performed at the end of both the days to ensure compliance with the rules and check for stock splits or other data inconsistencies. Any team whose portfolio weight in cash is more than 50% will be disqualified.
- As an investor, each team is expected to devise investment / trading strategies to maximise their profits and have the biggest portfolio.
- Participants must bring their own laptops or tablets.
- Internet facility shall be provided.
- The use of mobile phones or smart watches is strictly prohibited during the trading hours.
- A minimum of one member of each team must be present at all times during the trading hours.

## ASSESSMENT CRITERIA

- All rankings are unofficial until confirmed at the end of the event.
- At the conclusion of the event, the net worth of all teams will be calculated by summing up the price of their stocks and the liquid cash at their disposal.
- Winners will be declared based on their net worth (cash in hand + value of stocks held).
- The team with the highest net worth will be declared winners.
- In case two teams have the highest net worth, then the winner shall be the team which has made the lesser number of trades.

TEACHERS IN-CHARGE

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STUDENTS IN-CHARGE

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# SHUTTER UP



DAY 1

11:00 AM

VENUE: MEWS INFORMATION CENTRE

DURATION: 2 HOURS

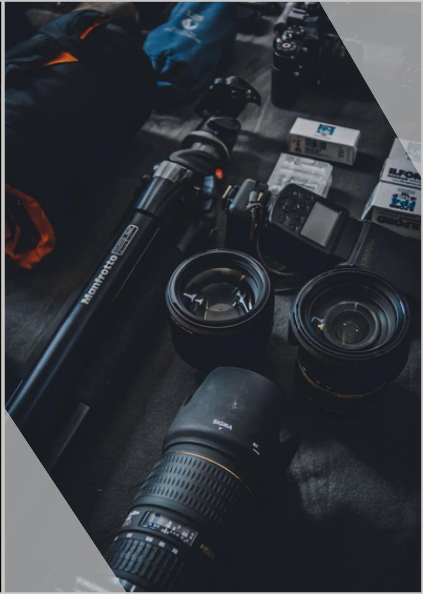
A COMPETITION TO DISPLAY PHOTOGRAPHY SKILLS

## RULES

- Each team shall be represented by ONE participant.
- The participant shall bring the equipment including camera, tripod, lens, pen-drive, card-reader, battery etc.
- The participant shall get 1 hour 30 minutes from 11:30 a.m. to 1:00 p.m. to capture pictures.
- SORTING TIME shall be from 1:00 p.m. to 1:30 p.m.
- Participants are expected to submit their final entry on the theme given by 1:30 p.m. in the Mews Information Centre. Once submitted, no request for change of entry shall be entertained.
- Each image shall be thoroughly scrutinized for plagiarism and morphing using any enhancement software packages. Failing to abide by this rule shall lead to rejection of the entry.
- The decision of the panel of judges shall be final and binding.

## ASSESSMENT CRITERIA

- Relevance to the topic
- Quality of Presentation





## NOTE

11:00 a.m. - 11:30 a.m.

Participants shall report to the Information Centre in the Mews. Storage media shall be scanned and participants shall be briefed about the event.

11:30a.m - 1:00 p.m.

Participants shall be capturing the images during this time.

1:00 p.m. - 1:30 p.m.

Participants are expected to report back to the Information Centre in the Mews. They shall sort out their images for the final submission of their entry. Once submitted no request for the change of entry shall be entertained.

**All participants are requested to keep their devices virus free. Any issue related to loss of data owing to this reason shall not be entertained.**

### TEACHERS IN-CHARGE

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### STUDENTS IN-CHARGE

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# < WEB GENESIS >



DAY 1

3:00 PM

VENUE: COMPUTER LABORATORY 1

DURATION: 2 HOURS

A WEB DESIGNING EVENT

## RULES

- Each team shall be represented by TWO participants.
- The participants shall be required to design a website on the topic that shall be provided on the day of registration, i.e., 18 October, 2023.
- The website should run offline.
- Access shall be permitted to Wikipedia and Britannica Encyclopedia only to collect the data for the website before the event.
- The participants shall not be permitted to carry any material (Soft or Hard copy) related to the event.
- No mobile phones or any kind of secondary storage media shall be allowed at the venue.

## SOFTWARES PROVIDED

- Adobe Dreamweaver CS6
- Adobe Flash CS6
- Adobe Fireworks CS6
- Adobe Illustrator CS6
- Adobe Muse CC 2015
- jQuery (Javascript Library)

## ASSESSMENT CRITERIA

- Content
- Usability and accessibility
- Aesthetics
- Presentation
- Design

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STUDENTS IN-CHARGE

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# GAMER'S NIRVANA

A COMPETITION TO PORTRAY GAMING SKILLS

THIS EVENT SHALL BE ON A FIRST COME FIRST SERVE BASIS. THE FIRST EIGHT TEAMS TO REGISTER FOR THIS EVENT SHALL BE CONSIDERED.

## PRELIMINARY ROUND

VENUE: COMPUTER LABORATORY-1

12 NOON

TIME ALLOTTED: 2 HOURS

DAY 1

- Each team shall be represented by ONE participant.
- A Playstation 4 multiplayer game shall be played in one pool.
- The top 4 participants shall qualify for the semi-final round.

## SEMI-FINAL ROUND

VENUE: MIDDLE SCHOOL LIBRARY

3:00 PM

TIME ALLOTTED: 2 HOURS

DAY 1

- A gaming console shall be used in this round.
- Top 2 participants shall qualify for the final round.

## FINAL ROUND

VENUE: SPENCE HALL

10:00 AM

TIME ALLOTTED: 2 HOURS

DAY 2

- The final round shall be played in Spence Hall.
- A gaming console shall be used.
- A one v/s one game mode shall be played

TEACHER IN-CHARGE

MR S. COOKE

GAME

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STUDENTS IN-CHARGE

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# GIGGLES

DAY 1

3:00 PM

VENUE: CLASS 10-D

DURATION: 3 HOURS

A COMPETITION TO SHOWCASE COMIC CREATION SKILLS

## RULES

- Each team shall be made up of TWO participants.
- One participant shall draft a story on the characters provided, while the other shall draw the comic strip.
- The characters and theme for the story shall be provided on the spot.
- Four A3 size sheets shall be provided to each team. All other stationery items are to be brought by the participants. Use of water colours shall not be allowed. However, the use of poster colours and colour pencils is permitted.
- Both the participants shall be judged as a team.
- Participants will be given 2 hours to complete their comic strip.

## ASSESSMENT CRITERIA

- Story
- Character
- Art work
- Humour
- Neatness
- General Impression

TEACHER IN-CHARGE

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STUDENTS IN-CHARGE

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# नुककड नाटक

DAY 1

11:00 AM

VENUE: EAST TERRACE

DURATION: 5 HOURS

## सामान्य नियम

- अपनी नाटिका को प्रस्तुत करने के लिए प्रत्येक दल को 15 मिनट का समय दिया जाएगा। समय की गणना घुप के नाम की घोषणा के साथ शुरू हो जाएगी।
- प्रत्येक दल को अपनी नाटिका की प्रस्तुति नाटिका अथवा गीत के माध्यम से प्रस्तुत करना अनिवार्य होगा।
- प्रत्येक दल में अधिकतम 7 प्रतियोगी भाग ले सकते हैं।
- दल के प्रत्येक प्रतिभागी की वेराभूषा एक प्रकार एवं सामान्य रंग की होनी अनिवार्य है।
- कसौ भी दल को किसी भी प्रकार की साहयोग सामग्री ( इलेक्ट्रॉनिक ) के उपयोग की अनुमित नहीं होगी।
- यदि प्रतिभागी किसी भी प्रकार के गीत लाना चाहते हैं तो वे इसे पी.डी. में ला सकते हैं।
- उपयोग की जाने वाली सामग्री स्वनिर्मित होनी चाहिए।

## मूल्यांकन के मानदंड

- प्रस्तावना
- प्रस्तुति
- अभिनय
- सन्देश

शिक्षक प्रभारी

श्री नागेश शुक्ला

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छात्र प्रभारी

इमाद खान

रुदनील घोष

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# WAR OF DJS

DAY 1

4:00 PM

VENUE: SPENCE HALL

DURATION: 3 HOURS

A COMPETITION TO TEST DJING SKILLS

## RULES

- Each school shall be represented by ONE participant.
- The participant is required to bring his/her own Pen Drive and Headphones.
- Each participant shall be given 15 minutes to showcase their talents on the deck, this includes setting up of the DJ Set, Pen Drives and Headphones.
- The participants shall be provided with a pair of Pioneer CDJ 2000NX + DJM900.
- The participants are to bring the backdrops, music, etc on a Pen Drive in the required format.

## ASSESSMENT CRITERIA

- Mixing Skills
- Use of the equipment
- Track-selection and order
- DJing Technique
- Use of FX Section
- Showmanship

TEACHER IN-CHARGE

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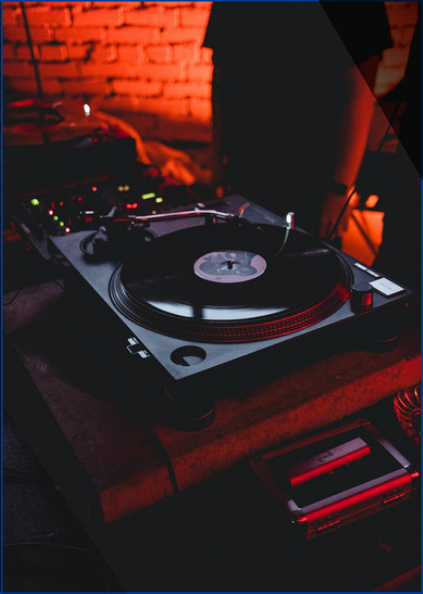
STUDENTS IN-CHARGE

MADHURAM AGARWAL

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# JAVA JIBE

DAY 1

12:00 NOON

VENUE: COMPUTER LABORATORY 2

DURATION: 90 MINUTES

A COMPETITION TO DISPLAY SKILLS IN THE FIELD OF COMPUTER PROGRAMMING

## RULES

- Each team shall be represented by TWO participants.
- Two compulsory tasks shall be attempted. The tasks shall be designed to test the problem-solving ability of the participants. The programming languages shall be Java/C++.
- Each team shall be provided an IBM compatible Pentium computer, running Microsoft windows. Computers shall include associated development environments.
- The software provided shall be Blue J/ C++.
- Participants shall not be permitted to bring any hardware or refer to any printed reference material.
- All correct solutions are expected to handle test data correctly.
- Judges may conduct a viva-voce on the task performed.
- No internet connection shall be provided.

## ASSESSMENT CRITERIA

- Execution
- Complexity
- Viva-Voice
- Time- Taken

TEACHER IN-CHARGE

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STUDENTS IN-CHARGE

ADITYA VEER SINGH

ALI AHMAD SIDDIQUI

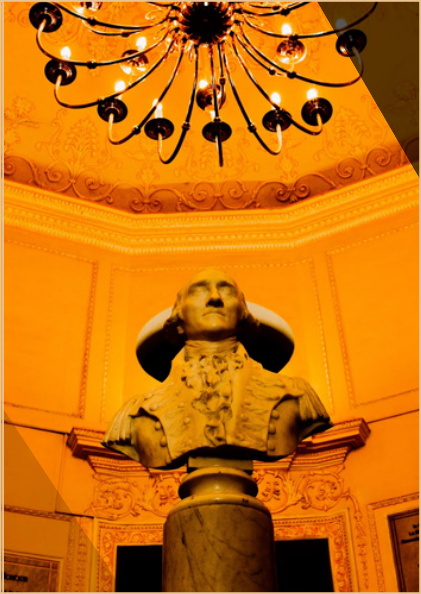
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**DAY 2**

**20 October, 2023**





# EXO-TECH

DAY 2

9:00 AM

VENUE: ACTIVITY HALL

DURATION: 3 HOURS

A SCIENCE MODEL MAKING COMPETITION

## RULES

- Each team shall comprise of TWO members from classes 9 and/ or above.
- Participants are required to make a working/ static model based on the theme given.
- The theme shall be provided to the participants on 7 October, 2023 on the La Martiniere Extra-Curricular Organization (LEO) Instagram page.
- Participants shall not use any kind of harmful substances in the models.
- Ready-made models shall not be permitted to be a part of the competition.
- Participants are expected to construct the models at the venue itself.
- Participants are expected to carry all the required materials/ tools along with them to the venue. They shall be provided with electric sockets for the use of soldering irons, battery eliminators/ adapters, etc.
- A time period of two hours shall be given to the participants to prepare their models.
- Participants shall be given a maximum time period of 5 minutes to demonstrate their models to the panel of judges.
- Only one model per team shall be allowed.

## ASSESSMENT CRITERIA

- Originality of idea
- Creativity
- Presentation of model

TEACHER IN-CHARGE

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# ROBO WARS

DAY 2 - 3

9:00 AM

VENUE: SKATING RINK

DURATION: 6 HOURS

A CONTEST OF ROBOTS CLASHING

## RULES

- Each team shall comprise of TWO members.
- Participants are expected to make a RoboWar Machine for this competition.
- The dimensions of the robot should not exceed 50 cm x 50 cm.
- The auxiliary features cannot contain any chemical-based weapons or any other harmful substances, which can cause permanent damage to the arena.
- The robot should be completely wirelessly controlled. However, it may be powered by an AC or DC power source through a wireless medium.
- The referee may disqualify any team in case of a breach of any of the rules.
- A maximum of three teams may participate from each school.
- The robot which does not move for 3 minutes or leaves the arena during the match shall be disqualified.

### TEACHERS IN-CHARGE

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### STUDENTS IN-CHARGE

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# CANVAS PAINTING

DAY 2

1:00 PM

VENUE: PRINCIPAL'S VERANDA

DURATION: 3 HOURS

A COMPETITION TO DISPLAY ARTISTIC SKILLS ON A CANVAS  
DEPICTING THE THEME GIVEN

## RULES

- Each school shall be represented by ONE participant.
- The topic for the event shall be announced on the spot.
- All participants are requested to bring their own art material, including the canvas of the given size.
- The canvas on which the participants have to paint shall be of size 24" x 30" inches.
- Participants are required to bring a white base canvas.

## ASSESSMENT CRITERIA

- Interpretation of Topic
- Visual Impact
- Creativity
- Neatness

TEACHER IN-CHARGE

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STUDENTS IN-CHARGE

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# BREAKING NEWS

DAY 2 9:00 AM VENUE: MEWS INFORMATION CENTRE DURATION: 6 HOURS

A NEWS-BYTE MAKING COMPETITION TO SHOWCASE JOURNALISTIC AND VIDEOGRAPHY SKILLS

## RULES

- Each team shall be represented by THREE participants.
- Props shall be arranged by the participants themselves.
- The newsbyte should be in accordance with the code of ethics laid down by NBA, New Delhi.
- Each team shall bring its own hardware related to the event The participants are responsible for the safety of their possessions.
- The storage media should not contain any pre-recorded item except for the opening and closing animations.
- The length of the movie clip should not exceed 3 minutes, including title and credits and should be submitted in any one of the following formats- .mov, .mpeg, .mp4, .wmv and .mkv
- The participants are permitted to use their own software for processing the movie. The software name however needs to be mentioned.
- All presentations shall be scrutinised for plagiarism and background music. The presentations should not infringe any copyright.
- Internet connectivity shall be provided via Wi-Fi only. The ID and password are to be personally obtained from those in charge of the programme. The decision of the judges shall be final.
- The results shall be announced during the closing ceremony. The winning entries shall be screened before the audience and later uploaded to the official YouTube channel of La Martiniere College, Lucknow.





## SCHEDULE

- 9:00 am - 9: 30 am: Storage Media shall be scanned
- 9:30 am - 11 am: Shooting on field by participants
- 11:00 am - 11:30 am: Submission at Mews Information Centre to Mr DK Srivastava
- 11:30 am - 1:30 pm: Participants shall collect their data and process it

## SUBMISSION OF FINAL ENTRY AT 1:30 PM

- All participants are requested to keep their devices virus free. Any issue related to loss of data owing to this reason shall not be entertained.

## ASSESSMENT CRITERIA

- Quality of Filming
- Relevance to the topic
- Reportage

### TEACHERS IN-CHARGE

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# BATTLE *of* BANDS

DAY2

3:00 PM

VENUE: SPENCE HALL

DURATION: 3 HOURS

A COMPETITION TO DISPLAY TALENT IN TERMS OF MUSIC

## RULES

- Each school shall be represented by a maximum of SEVEN participants.
- The language shall be English.
- The use of Auto-rhythm and pre-recorded music shall not be permitted.
- Each team shall be permitted a slot of 7 minutes on stage from empty stage to empty stage.
- A drum kit shall be provided by the host school.
- Non-adherence to the time limit shall be penalized.
- Metal/Heavy Metal music shall not be permitted, even during sound check.
- La Martiniere College, Lucknow takes no responsibility for safety of equipment brought by the participants.

## ASSESSMENT CRITERIA

- Harmony
- Skill in Instruments
- Showmanship
- General impression
- Vocal skills

TEACHER IN-CHARGE

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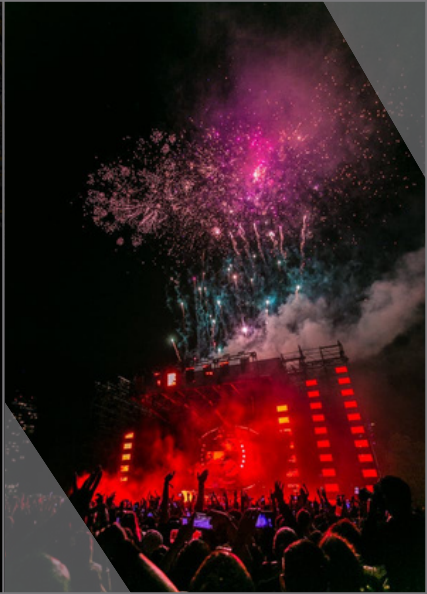
STUDENTS IN-CHARGE

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# INSIDE EDGE

DAY 2 - 3

9:00 AM

VENUE: STOBART HALL

DURATION: 3 HOURS

A CRICKET TEAM AUCTION INVOLVING RIGHT BETS AND TIMELY DECISIONS

## RULES

### BUDGET: 50 CRORE

- Each school shall be represented by TWO participants.
- A minimum of 15 players should be bought in the auction.
- A list of professional cricket players shall be drawn up and each of these players shall be allotted a specific number of points out of 100.
- The players will be given points on the basis of the latest ICC T20 rankings.
- The points given to each player shall be disclosed after the auction.
- The 11 best players should be submitted out of the players in the squad bought by the participant.
- The participants will not be allowed the use of the internet during the event.
- The team with the maximum number of points shall be declared the winner.

**The first 10 teams to register shall be considered for the event.**

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# CLUE RUSH

DAY 2

9:00 AM

VENUE: SENIOR INFORMATION CENTRE

DURATION: 3 HOURS

A TREASURE HUNT DESIGNED TO SHOWCASE THE ABILITY TO INTERPRET AND SOLVE CLUES

## RULES

- Each school shall be represented by THREE participants.
- Use of electronic devices such as mobile phones and smart watches shall not be permitted.
- There shall be a draw of lots to decide which set of clues the team shall be presented.
- The opening clues shall be given to the teams which shall lead them to the location of the next clues in succession.

## ASSESSMENT CRITERIA

- Number of clues that a team is able to locate.
- Time taken in finding the clues.

TEACHER IN-CHARGE

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STUDENTS IN-CHARGE

LEO CORE COMMITTEE





# SPEED TRAIL

DAY 2

9:00 AM

VENUE: PRINCIPAL'S LAWN

DURATION: 5 HOURS

A REMOTE-CONTROLLED CAR RACE

## RULES

- Each team shall comprise of TWO members.
- Participants are expected to make Wireless Remote-Controlled Cars for this competition. The dimensions of the car should not exceed 20cm x 25cm, and should have at least 2 working wheels.
- Ready-made, i.e., cars available in the market, shall not be allowed. However, participants can use the individual parts like Integrated Circuits, batteries, wheels, etc. present in those cars.
- Participants are allowed to make any modifications to the cars. Only the use of harmful auxiliary parts, which can cause damage to other cars, shall be restricted. Cars are permitted to push other cars during the race.
- The cars shall be powered by batteries only.
- The participants shall be given a time period of 20 minutes in the beginning of the event to prepare their cars. Participants are permitted to bring pre-constructed cars.
- The race shall be divided into 5 rounds, each with different kinds of obstacles. Each round shall comprise of 2 laps of the circuit.
- The first round shall be an open race, without any obstacles.

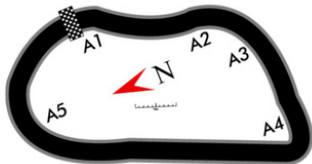


## RULES

- The remaining rounds shall have surprise obstacles.
- It is mandatory for the participating teams to take part in all five rounds.
- Participants shall be given a time period of 10 minutes between rounds to make modifications, repair damage, recharge batteries, etc. For this, participants are expected to bring all the required tools along with them. Only 1 electrical socket shall be provided to each team.
- Any car, whose batteries are exhausted during the race, shall be allowed to change the batteries, but the time taken for this shall be included in the final tally.
- Any car which goes out of the race circuit during the race shall have to restart the race from the point where it left the circuit.
- In each round, the car has to complete two laps of the circuit.
- The right to disqualify any car on breaching the aforementioned rules shall be held solely by the race referee.

## DETAILS OF THE CIRCUIT

The diagram of the track has been provided below.



- A1 to A5 is a natural downward slope.
- A5 to A4 is a flat path.
- A4 to A3 is a natural raised slope.
- A3 to A2 is a raised curved path.
- A2 to A1 is a flat path.

 Start and Finish Line

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# MONTAGE MANIA

DAY 2

9:00 AM

VENUE: FISH BOWL AUDITORIUM

DURATION: 4 HOURS

A COMPETITION TO CREATE CINEMATIC MONTAGES

## RULES

- Each school shall be represented by THREE participants.
- The participants shall be required to cover the entire Day 2 of Constantia in the form of a short video or reel in the form of montages.
- The aspect ratio of the video must be 9:16 (vertical format).
- The participants are expected to submit their videos by 5:00 pm on Day 2 of Constantia 2023.
- The video must not exceed 60 seconds.
- The song used in the video must not include any inappropriate language, phrases etc.
- The participants are to mention the software and the song/music they used for their presentation.

## ASSESSMENT CRITERIA

- Quality of Editing
- Creativity
- Overall Impression

TEACHER IN-CHARGE

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STUDENTS IN-CHARGE

VIRAT PANDEY

VAIBHAV VOHRA

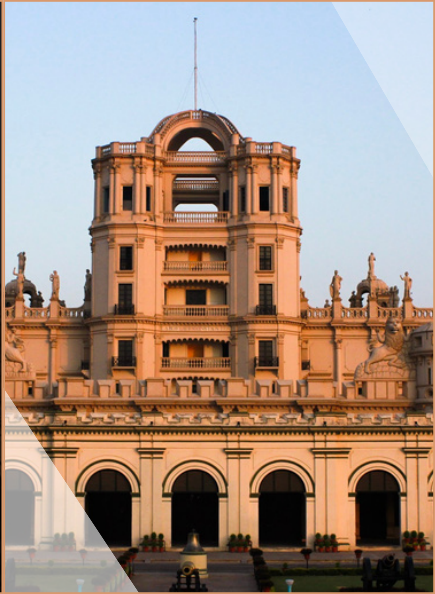
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**DAY 3**

**21 October, 2023**





# PITCH PERFECT

DAY 3

9:00 AM

VENUE: SPENCE HALL

DURATION: 3 HOURS

AN A CAPPELLA COMPETITION TO SHOWCASE VOCAL SKILLS.

## RULES

- No pre-recorded/digital music shall be permitted.
- Each team shall be represented by a minimum of THREE and a maximum of SIX participants.
- The participating teams shall perform for a maximum of five minutes.
- All participants shall perform in their respective college uniforms.
- Being an A cappella competition, musical instruments will not be permitted.

## ASSESSMENT CRITERIA

- Creativity
- Synchronization
- Rhythm & Harmony
- Vocal Production

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# SKEDADDLE

DAY 3

1:00 PM

VENUE: STOBART HALL

DURATION: 2 HOURS

A CORPORATE CRISIS MANAGEMENT EVENT

## RULES

- Each team shall be represented by a maximum of TWO participants.
- The participants shall be appointed as Executives of a real-world company, which shall be allotted by the host school.
- The participants shall be given a hypothetical crisis-situation pertaining to their company at 10:00 p.m. on 20th October, 2023.
- The hypothetical crisis-situation shall be sent to the teacher escort.
- Each team shall make a PowerPoint presentation to formulate a plan of action to deal with the crisis.
- The teams shall pitch their presentation to the judges, which shall be followed by a viva-voce session on their presentation, with the panel of judges.

## ASSESSMENT CRITERIA

- Crisis Management
- Clarity of thought
- Spontaneity
- Effectiveness of solutions

### TEACHERS IN-CHARGE

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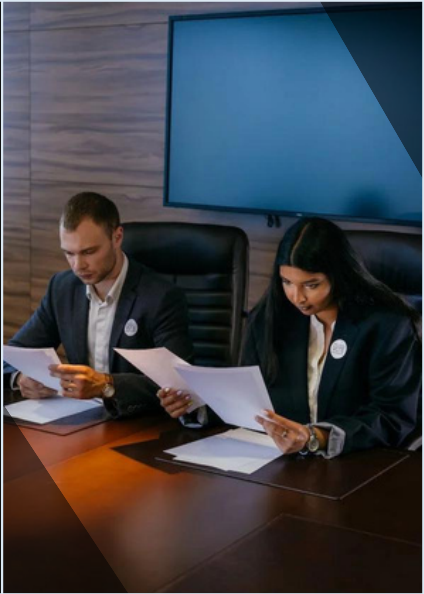
### STUDENTS IN-CHARGE

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# FACE RENDER

DAY 3

9:00 AM

VENUE: ART ROOM

DURATION: 3 HOURS

A COMPETITION TO DISPLAY ARTISTIC SKILLS BY PAINTING A FACE DEPICTING THE THEME GIVEN

## RULES

- Each school shall be represented by TWO participants.
- One member of the team shall act as the model while the other member shall be the painter.
- All participants must bring their own art material.
- Use of electronic devices and the internet is prohibited.

## ASSESSMENT CRITERIA

- Interpretation of the Topic
- Visual Impact
- Skill in the Use of Medium
- Neatness
- Overall Impression

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# MURAL

DAY 3

9:00 AM

VENUE: CASTLE CORNER

DURATION: 3 HOURS

A COMPETITION TO DISPLAY ARTISTIC SKILLS ON A WALL ON A GIVEN THEME

## RULES

- Each school shall be represented by FOUR participants.
- All contestants must bring their own art materials.
- Use of electronic devices and the internet is prohibited.
- Size of the wall to be painted is: 5 ft. x 4 ft.

## ASSESSMENT CRITERIA

- Interpretation of Topic
- Visual impact
- Creativity
- Neatness
- General Impression

TEACHER IN-CHARGE

MRS N. RAZA

TOPIC

LIFE IS BETTER WITH MUSIC

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# PIROUETTE

DAY 3

1:00 PM

VENUE: SPENCE HALL

DURATION: 3 HOURS

A COMPETITION TO DISPLAY DANCING SKILLS

## RULES

- Each team shall be represented by a maximum of SIX participants.
- Each performance shall be for a maximum of 10 minutes from empty stage to empty stage.
- The sound system in Spence Hall shall be used. Arrangement of properties and backdrop, if any, is to be made by the team itself.
- Marks shall be deducted if the teams are unable to stick to the specified time limit and theme.
- A Pen Drive with selected music is to be submitted on 18 October, 2023 to the staff advisor in Spence Hall.
- Inappropriate attire, moves and lyrics may lead to disqualification.

## ASSESSMENT CRITERIA

- Depiction of the theme
- Coordination
- Costume
- Rhythm and Grace
- Choreography
- Overall Impression

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THEME FREESTYLE

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# PIXELS

DAY 3

10:00 AM

VENUE: COMPUTER LABORATORY 1

DURATION: 2 HOURS

A COMPETITION TO SHOW YOUR GRAPHIC DESIGNING SKILLS

## RULES

- Each school shall be represented by ONE participant.
- Participants shall have to design an infographic or an advertisement intended for a given media.
- Topic will be given 120 minutes prior to the submission time, participants are advised to start submitting 15 minutes in advance to avoid technical difficulties.
- Each participant shall submit one entry ONLY.
- Participants may use stock images and graphics in their entries.
- Usage of original graphics and images will be awarded and plagiarism will lead to disqualification.
- Usage of copyrighted media is prohibited.
- The design must be static. No animated GIF and other media are allowed. Submissions can be in png and jpeg format only. Usage of AI image generators like Dall-E and Midjourney will lead to disqualification.
- Softwares permitted are Adobe Photoshop, Adobe Illustrator, GIMP and Figma.
- Participants may bring their laptops.

## ASSESSMENT CRITERIA

- Interpretation of Topic
- Visual Impact
- Creativity

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# PASSEPARTOUT

DAY 3

9:00 AM

VENUE: ACTIVITY HALL

DURATION: 3 HOURS

A COMPETITION TO FORMULATE A TOURIST CAMPAIGN

## RULES

- Each team shall be represented by a maximum of FOUR participants.
- The participants shall be required to simulate a hypothetical tourist agency and develop a tourist campaign in a city, designated by the host school, which shall be common to all teams.
- The name of the city shall be declared on the registration day i.e., 18 October, 2023.
- The teams are expected to include the following in their tourist campaign:
  - i) Design a virtual brochure for the designated city
  - ii) Plan an itinerary for the tour(Day/Hours/Time)
  - iii) Define a marketing strategy for the campaign and present it to the judges.
- Plagiarism shall lead to immediate disqualification and anti-plagiarism software shall be applied.
- Participants are expected to bring their own laptops and internet connection.

## ASSESSMENT CRITERIA

- Design
- Content
- Marketing strategy

TEACHER IN-CHARGE

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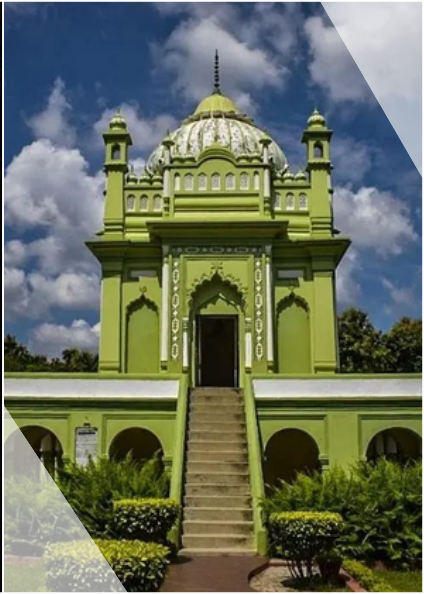
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OBSESSION

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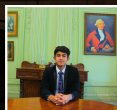
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La Martiniere College, Lucknow



# CONSTANTIA

THE ELEVENTH EDITION

Organized by La Martiniere Extra-Curricular Organization

Coordinator, Co-Curricular Activities: Mr Mayank Tiwari

LEO Team: Devansh Rastogi, Krishna Jaiswal, Aarsh Pandey, Rumman Ashfaq Habib, Yashveer Singh, Manan Gulati, Keshav Mittal, Harnek Chawla, Yash Sengar, Syed Ali Abbas, Chaitanya Agarwal, Shiv Chaturvedi

Photographs by: La Martiniere College Media Team

Designed by: Gaurang Agarwal and Keshav Mittal