



# SILICO BATTLES v21.1



**23 August 2025**

*To Err is Human, To Glitch is Machine*

# GENERAL GUIDELINES

Only registered participants can take part.

All prelims will be held online, except for the Quiz.

The prompts, dates and detailed information for each event will be announced on our official [Discord](#) server—join it for all updates (link on the website and brochure).

Submission forms for prelims of each event will be available on Discord. Late submission will lead to disqualification.

While we aim to stick to the schedule, minor delays may occur. For any queries, participants can contact the respective Event Head(s) directly via Discord.

If any participant is found using unfair means, their school will be disqualified from that particular event. The decision of the judges will be final and binding.

The **school with the highest aggregate** will be awarded the **OVERALL TROPHY**.

# MESSAGE FROM THE *PRINCIPAL*



Since its inception, Ahlcon Public School has always curated ideas to amplify students' creativity and magnify their overall development. In this ever evolving environment of education and technology, we proudly offer our young technoholics, a technological extravaganza which endeavors to provide fillip and boost to their hidden talents. Through this platform, we strive to equip the learners with the relevant skills and competencies, such as global awareness, critical and innovative thinking.

**Dr. Deepak Raj Singh Bisht**

Principal

Ahlcon Public School, Mayur Vihar – 1



# TIMELINE



# EVENTS



Events	Domain	Ist	IIInd	IIIrd
Chess	Open	100	75	50
Cyquest	Open	100	75	50
Dexterity	IX-XII	200	125	75
Digital Imaging	Open	200	125	75
Fotographia	Open	100	75	50
24 Frames	Open	100	75	50
Programming	IX-XII	200	125	75
Quiz	Open	100	75	50
Respawn Console	IX-XII	200	125	75
Respawn Mobile	IX-XII	200	125	75
Respawn PC	IX-XII	200	125	75
Robowars	IX-XII	100	75	50
Surprise	IX-XII	100	75	50
Verse Off	Open	100	75	50



# CHESS

Domain : Open

Maximum participant(s) per team : 1

Team(s) per institution : 1

Platform : Chess.com

Format : Prelims + Final

This is an online event.

Date and time of the event will be announced soon, via Discord.

Winners have to be present offline on 23<sup>rd</sup> August 2025 to collect their prizes.

**Event Head(s)** : Atharv Kumar





# CYQUEST

Domain : Open

Maximum participant(s) per team : 2

Team(s) per institution : 1

Platform : Website of Cyquest ( to be released )

Format : Online

This would be a **36-hour** long cryptic hunt from 17<sup>th</sup> August to 18<sup>th</sup> August.

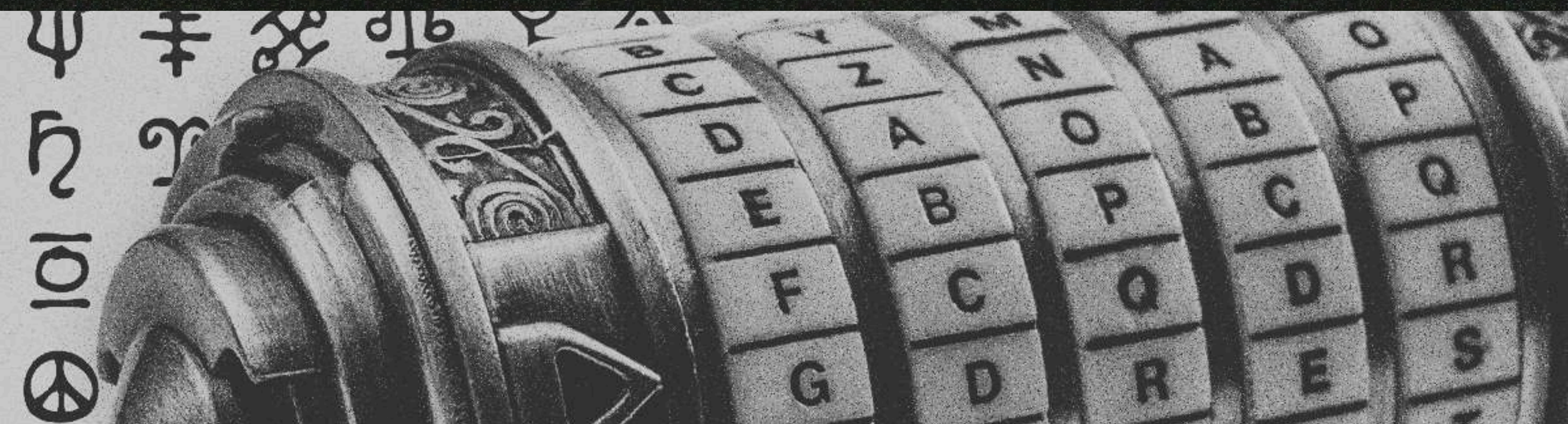
Timing of the event will be announced soon, via Discord.

Individual participation is allowed but they will not receive any prizes.

Any sign of malpractice will result in an instant ban from the server and the disqualification of the team from the event.

Winners have to be present offline on 23rd August 2025.

**Event Head(s)** : Jai Juyal, Raghav Garg, Rohak Jain





# DEXTERITY

Domain : IX-XII

Maximum participant(s) per team : 2

Team(s) per institution : 1

Languages : Python(Back-End), SQL(Database)

Format : Offline

Participants are required to design and develop a ready-to-use application.

Participants are required to submit a self-explanatory video of the working of the application along with the source code.

Those who qualify will be asked to present their application in front of the judges.

The judgement will be based on **Functionality**, **Code Quality**, **Creativity** & **Presentation**.

Participants need to join our Discord server for further information.

**Event Head(s)** : Ishant Chaturvedi, Rohak Jain





# DIGITAL IMAGING

Domain : Open

Maximum participant(s) per team : 1

Team(s) per institution : 1

Platform : Adobe Photoshop

Format : Prelims + Final

Adobe Photoshop is the only program allowed.

Participants are requested to bring their own devices (laptops).

After the designing, they will be required to pitch their design to the judges, which would be followed by a QnA round.

The judgement will be based on **Creativity & Originality**.

Participants need to join our Discord server for further information.

**Event Head(s)** : Piyush Dudeja, Apoorva Shekhar





# FOTOGRA<sup>H</sup>PHIA

Domain : Open

Maximum participant(s) per team : 1

Team(s) per institution : 1

Format : Prelims + Final

Teams will be shortlisted based on a preliminary round. Topics for the prelims will be released on our Discord server.

Shortlisted teams will receive an on-the-spot photography topic.

DSLR and mirrorless cameras are permitted. Phone photography is not allowed.

Photos must be taken within the school premises.

Minimal editing of photos is allowed. The use of AI is strictly prohibited.

The judgement will be based on Creativity, Image Clarity, Relation with the Topic, Technical aspects and Post processing time.

Participants need to join our Discord server for further information.

**Event Head(s)** : Krishna Adlakha, Vanshika Lal





# 24 FRAMES

Domain : Open

Maximum participant(s) per team : 1

Team(s) per institution : 1

Platform : Adobe After Effects, Adobe Premier, Da Vinci, Filmora

Format : Offline

Duration of the film should be between 6-10 minutes.

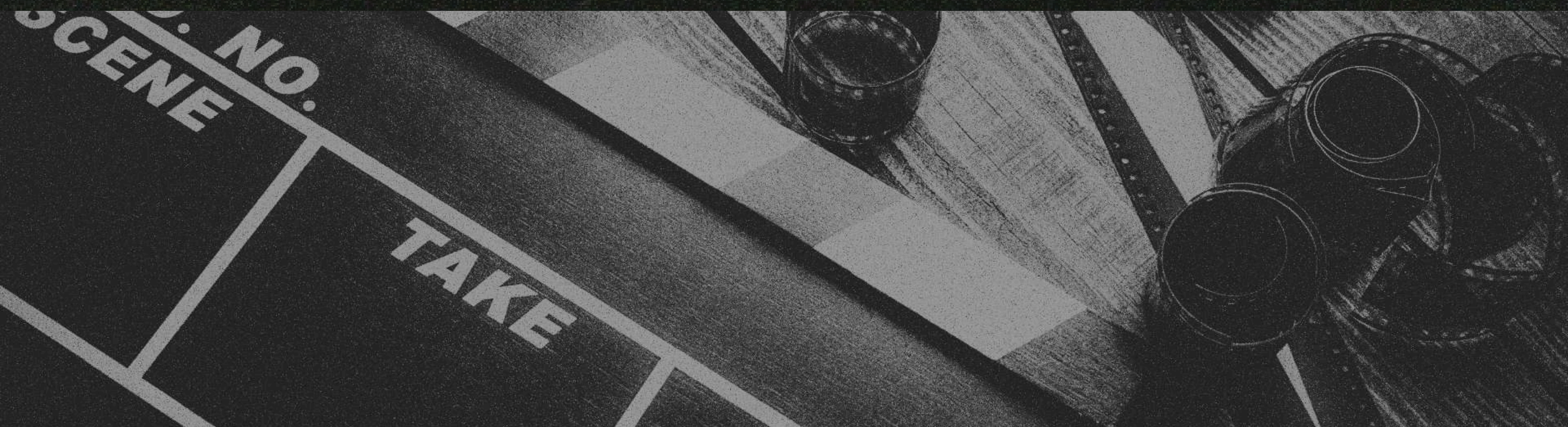
The duration of stock footage and blanks should not exceed 15 seconds and must be credited.

Shortlisted movies will qualify for the screening and participants will pitch their project to the panel of judges in the duration of 2-3 minutes.

The judgement will be based on **Originality**, **Cinematograph**, **Story**, **Sound Design** and **VFX**.

Participants need to join our Discord server for further information.

**Event Head(s)** : Aryan Mishra, Lakshya Kargeti





# PROGRAMMING

Domain : IX-XII

Maximum participant(s) per team : 2

Team(s) per institution : 1

Platform : Python IDLE

Format : Prelims + Finals

Prelims will be taken in the form of a simulation based brain teaser question. HINT: Study mathematical game theory.

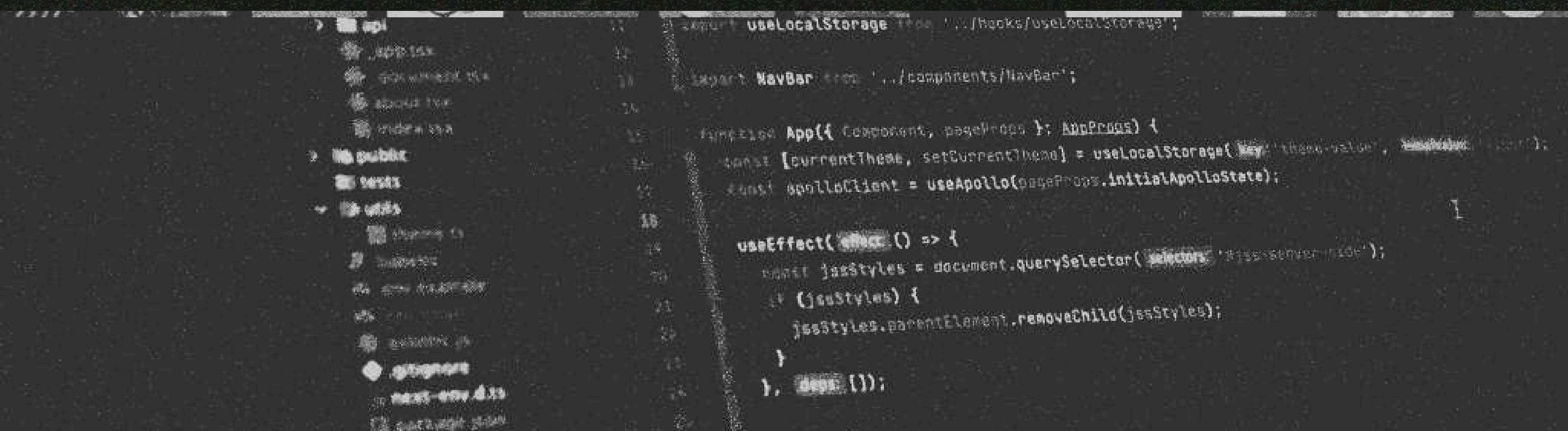
All the solutions will be run against each other 1000 times as a tournament. The tournament itself will be conducted 5 times to eliminate any chance of luck.

Shortlisted teams will be selected for the finals where they will solve questions related to Mathematics and DSA.

The judgement will be based on **Functionality, Code Quality, Creativity & Presentation.**

Participants need to join our Discord server for further information.

**Event Head(s) :** Jai Juyal, Sadia Akhtar





# QUIZ

Domain : Open

Maximum participant(s) per team : 2

Team(s) per institution: 1

Format : Offline

This is an offline event.

A short pen and paper quiz will be taken beforehand to find the four finalists.

The finalists will then compete in a turn based quiz.

Participants need to join our Discord server for further information.

**Event Head(s)** : Hardik Goyal, Mehul Dhama



# RESPAWN CONSOLE



Domain : IX-XII

Maximum participant(s) per team : 1

Team(s) per institution: 1

Format : Offline

Any type of sabotage / cheating / toxicity will result in disqualification.

Top 8 teams from each category will advance to the final stage.

Console participants can bring their own Headsets, controller etc.

Games will be revealed 1-2 days before the event.

Participants need to join our Discord server for further information.

**Event Head(s)** : Hriday Puri, Akshit Srivastava





# RESPAWN MOBILE

Domain : IX-XII

Maximum participant(s) per team : 2

Team(s) per institution: 1

Format : Offline

The date of the prelim will be revealed soon.

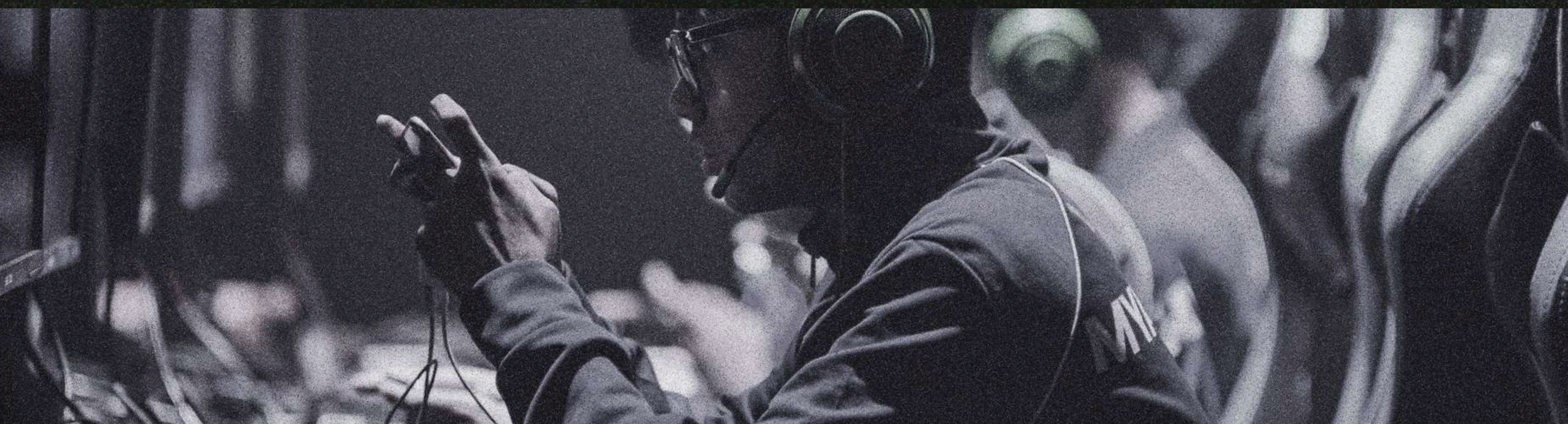
Any type of sabotage / cheating / toxicity will result in disqualification.  
Top 8 teams from each category will advance to the final stage.

Mobile participants can bring their own Headsets etc.

Games will be revealed 1-2 days before the event.

Participants need to join our Discord server for further information.

**Event Head(s)** : Mukul Yadav, Aayush Chaurasia





# RESPAWN PC

Domain : IX-XII

Maximum participant(s) per team : 2

Team(s) per institution : 1

Format : Prelims + Finals

The date of the prelim will be revealed soon.

Any type of sabotage / cheating / toxicity will result in disqualification.

Top 8 teams from each category will advance to the final stage.

PC participants can bring their own Headsets, keyboards, mouse.

Games will be revealed 1-2 days before the event

Participants need to join our Discord server for further information.

**Event Head(s)** : Moksh Goyal, Anugya Jain





# ROBOWARS

Domain : IX-XII

Maximum participant(s) per team : 2

Team(s) per institution : 1

Format : Offline

Ready-made kits are NOT ALLOWED.

Robots may be wired or wirelessly controlled from outside the arena.

240 V AC power points will be provided by the school.

A maximum of 24 Volts DC is permitted for powering the Robot.

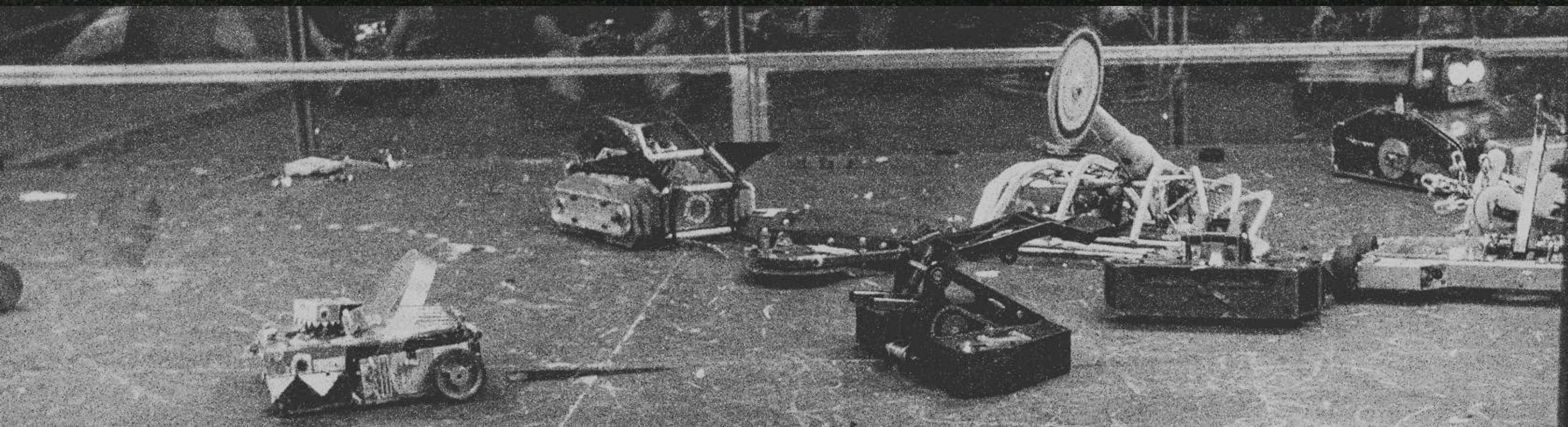
The weight of the equipment should not be more than 20 kgs and dimensions should not exceed 40cm x 40cm (5% tolerance)

The event is on a first come first serve basis. Only first 20 teams will be participating.

Use of mechanical weapons will be allowed. Use of chemical weapons (like fire-extinguishers, flame-throwers etc.) is strictly prohibited.

Robots may be repaired by the team during the breaks between each round. However, neither swapping of robots nor repairing them during ongoing round will be allowed.

**Event Head(s) :** Joy Kapoor





# SURPRISE

Domain : IX-XII

Maximum participant(s) per team : 2

Team(s) per institution : 1

Format : Prelims + Finals

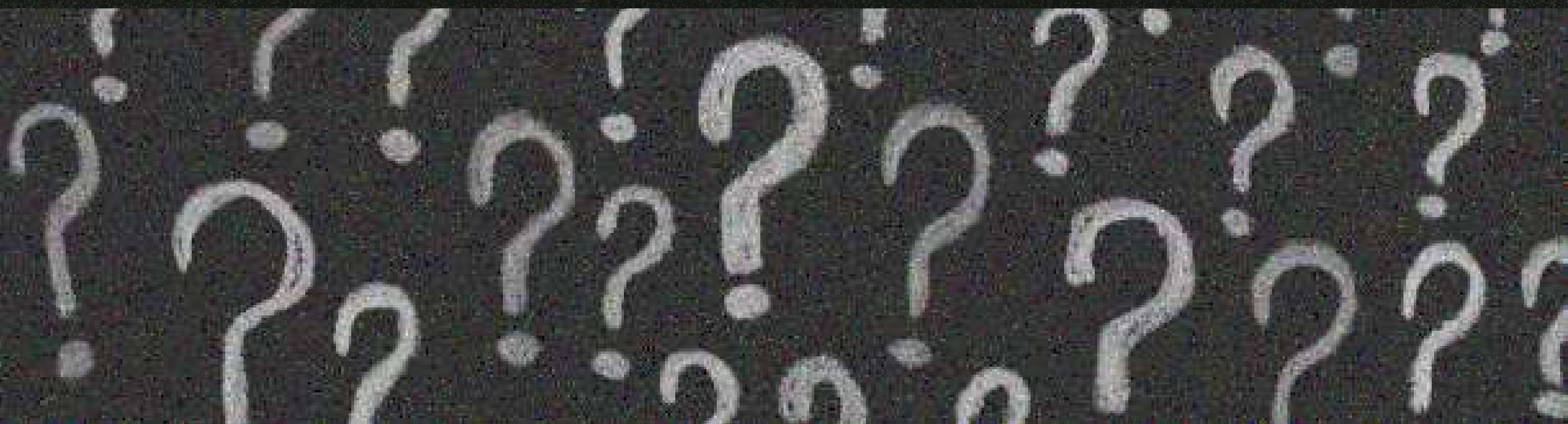
Date for the prelims will be announced on Discord.

It will be a 3 hour event.

Participants need to join our Discord server for further information.

???

**Event Head(s)** : Prisha Gupta, Raghav Garg





# VERSEOFF

Domain : Open

Maximum participant(s) per team : 3

Team(s) per institution : 1

Format : Prelims + Finals

This event consists of 2 rounds which are as follows -:

**Round 1** : Submit a rap on any social topic (less focus on technicalities) or a flex rap (judged strictly on flow, lyrics, and technique). You may edit classic raps or create your own. No vulgarity allowed. Send your rap and it's lyrics in MP3 and PDF format respectively for prelims.

**Round 2** : Selected participants will perform their Round 1 rap live. Bring music on a virus-free pen drive. You may use copyrighted music (mention the song), instruments or a performer (e.g. beatboxer/guitarist). Time limit breach leads to mark deduction. Only submitted rap will be allowed. Max 3 participants are allowed.

The time limit for the rap is 1:30 - 3:00 min. Participants need to join our Discord server for further information.

**Event Head(s)** : Tejus Aneja, Arnav Verma



# CONTACT US

**Registration Form** : [silicobattles.in/register](https://silicobattles.in/register)

Email: [silicobattles@gmail.com](mailto:silicobattles@gmail.com)

Website Link : <https://silicobattles.in>

Address : Ahlcon Public School, Mayur Vihar Phase-1, New Delhi-91

## Teachers - In Charge

Mr. Jagdish Prasad ( Convener, PGT C.Sc ) : +91 9810630543

Ms. Pinki Kapoor (TGT C.Sc) : +91 9818385533

Ms. Anupama Sharma (TGT C.Sc) : +91 9899153769

Ms. Pooja Khosla (TGT C.Sc) : +91 9810766593

Ms. Shilpa Mishra (PRT C.Sc) : +91 9213874342

Ms. Smita Bansal (TGT Science) : +91 9873502899

## Students - In Charge :

Arnav Malhotra ( President ) : +91 9667046676

Tanush Singh ( Vice - President ) : +91 9315376528


## Socials :

 Discord - [silicobattles.in/server](https://silicobattles.in/server)

 Instagram - [instagram.com/silicobattles](https://instagram.com/silicobattles)

 Youtube - [youtube.com/@SilicoBattles](https://youtube.com/@SilicoBattles)

 Whatsapp - [bit.ly/silicobattles\\_ws](https://bit.ly/silicobattles_ws)

 Facebook - [facebook.com/thesilicobattles](https://facebook.com/thesilicobattles)



**SILICO  
BATTLES V21.1**

# SCHEDULE

8:00

## REGISTRATION

*at Gate No. 3*

9:00

## INAUGURATION CEREMONY

10:00

**Dexterity**

*in Maths Lab*

**Digital  
Imaging**

*in ATL Lab*

**Fotographia**

*in Library*

**24 Frames**

*in Room A-15*

**Programming**

*in LAB 03*

**Respawn  
Mobile**

*in Room B-29*

11:00

**Respawn  
PC**

*in LAB 02*

**Respawn  
Console**

*in ATL Lab*

**Robowars**

*in Open Audi*

**Quiz**

*in Auditorium*

**Suprise**

*in Room B-30*

**Verse Off**

*in Auditorium*

12:00

## CLOSING CEREMONY



# SEE YOU SOON

“To Err is Human, To Glitch is Machine”

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Step into the time machine of innovation —**Silico Battles** is back for its 21st edition, and it's more electric than ever. What started as a humble gathering of tech enthusiasts has become a full-blown fest of future-makers—where hackers, builders, gamers, and dreamers collide. The countdown has begun! Are you ready?



brought to you by **the Souvenir Club**