



St. Thomas' School

KIDDERPORE

Presents



Wearing Memories
Leaving Footprints?

17th, 18th & 19th November, 2026

RULE BOOK

About the Fest

Festhoma 2026, the fest of St. Thomas' School Kolkata, is a vibrant celebration of creativity, innovation and cultural diversity. With a large number of schools participating, the event transforms the campus into a bustling village, bringing together students from various schools across Kolkata.

This three-day extravaganza, to be held in the month of November, will serve as a melting pot of talents, ideas and skills. The festival offers a diverse array of 38 events, seamlessly blending cultural and technological competitions to cater to a wide range of interests. From music and dance performances to games and making reels, Festhoma 2026 will cater to the varied passions of the participants. These diverse events will provide a platform for students to showcase their talents, exchange ideas and foster a sense of healthy competition.

With the expectation of a footfall of over 2000 attendees everyday, the event will create an atmosphere of camaraderie and excitement, turning the campus into a dynamic arena where intellect and creativity will collide. Each fun-filled day of the fest will witness a cultural fiesta with guest performances by famous artists.

The festival's commitment to fostering talent, promoting diversity and creating a platform for learning and networking will make it a standout annual extravaganza that will be eagerly anticipated by the schools of Kolkata.

General Rules

1. Maximum number of teams for on-stage events is 15, unless mentioned otherwise.
2. The judges decision will be final and binding.
3. All participants will be awarded certificates of participation.
4. Registration within the given time is mandatory. No changes will be entertained once the schedule is released.
5. All audio/video content to be handed over to the Organising Committee on the last representatives' meeting.
6. All participants must carry their school identity cards.
7. Participants must be students of classes 9-12.
8. The decorum of the fest must be maintained at all times.
9. All students must be in proper school uniform except those participating in events that need a change of attire. However kindly note that the change of attire should be done at the time of the event which needs a change of attire.
10. All co-educational institutions please note: For "*Dum Laga Ke Haisha*" (*Tug of War*) and *Tho Martial* (*Karate*) send either a boys team or a girls team.
11. The following events are only for boys:
 - a. *StrengThoma - Weight lifting* (*Parental Consent Form to be downloaded from the website and to be duly filled and submitted on the day of the event.*)
 - b. *22 Yards* (*Cricket*)
 - c. *Turf Mania* (*Football*)
12. The following events are only for girls:
 - a. *StrengThoma - Shotput, Javelin, Discus*
 - b. *Touch 'N' Kho* (*Kho-Kho*)
 - c. *Raiders Rampage* (*Kabaddi*)
13. The event *Thomakshari* (*Antakshari*) is only for Teachers.
14. All registrations will be done online.

For any queries please contact:

Mr. Carlyle Highland

+91 90514 64160

Ms. Salini Ankita Biswas

+91 88209 30711



festhoma_2026



festhoma



festhoma.in

Event Schedule

EVENT SCHEDULE						
DAY 1						
REGISTRATION 8:00 AM - 9:00 AM						
INAUGURATION 9:00 AM - 9:30 AM Stage 2 (Boys School Field)						
ON - STAGE			OFF - STAGE		GAMES	
STAGE 1 (HALL BOYS)	STAGE 2 (MAIN)	STAGE 3 (HALL GIRLS)	GIRLS SCHOOL	BOYS SCHOOL	GIRLS SCHOOL	BOYS SCHOOL
COMEDY CIRCUS Stand Up Comedy 10:00 AM - 11:30 AM	SUR KSHETRA Eastern Music 10:00 AM - 1:00 PM	TUD OF WORDS Debate 9:00 AM to 10:00 AM (Prep) 10:00 AM to 1:00 PM (Event)	FATHER - DAABI Street Play 10:00 AM - 1:00 PM	SHUTTER STARS Photography 10:00 AM -12 : 00PM COMPUTER LAB	TURF MANIA (BOYS) Football W Field 10:00 AM Onwards	
BHJ - DHUN Eastern Dance 2:30 PM - 4:30 PM	PREP 'N' HEP Fashion Design (Presentation) 2:30 PM - 3:30 PM	QUESTHOMA Quiz 1:30 PM - 5:00 PM	PREP'N' HEP(Prep) Fashion Design John Block 10:00 AM - 2:00 PM	VERSES-VERSUS On Spot Poetry Writing John Block Library 1:00 PM - 2:00 PM	CHATURANGA Chess 2:00 PM Onwards	STRIKERS Carrom Hostel Hall Ground Floor 10:00 AM Onwards
	GUEST PERFORMANCE Day 1 6:30 PM ONWARDS			THOMAREELS Reel Making AV ROOM 10:00 AM Onwards	RAIDERS RAMPAGE Kabaddi Infront of Junior Block 10:00 AM Onwards	
DAY 2						
REGISTRATION 8:00 AM - 9:00 AM						
ON - STAGE			OFF - STAGE		GAMES	
STAGE 1 (HALL BOYS)	STAGE 2 (MAIN)	STAGE 3 (HALL GIRLS)	GIRLS SCHOOL	BOYS SCHOOL	GIRLS SCHOOL	BOYS SCHOOL
	RAP - A - BEAT Rapping with Beat Boxing 11:00 AM - 1:00 PM	MIME AND CHIME Dumb Charades 9:00 AM - 11:00 AM	GUPTDHON GATHERERS Treasure Hunt 9:30 AM - 11:30 AM		TOUR DE THOMA Cycling 8:00 AM ONWARDS	
	SOUND CHECK 10:00 AM - 11:00 AM	FUND - UZ Shark Tank 1:30 PM - 3:30 PM	FOOD FEUD Cooking HOME SCIENCE LAB 10:00 AM - 1:00 PM	SUDO - THOM Sudoku JOHN BLOCK 2:00 PM - 4:00 PM	TOUCH 'N' KHO Kho - Kho 9:00 AM ONWARDS	22 YARDS Cricket 9:00 AM ONWARDS
DO - RE - ME Instrumental Music 10:00 AM - 12:00 NOON	RAMPATHON FASHION SHOW 3:00 PM - 5:00 PM	IMAGININK Cartooning Poster Making 9:00 AM - 11:00 AM	JUNK GENIUS Best Out of Waste 10:00 AM - 12:00 PM	STRENGTHOMA (GIRLS) Girls Field 10:00 AM Onwards		STRENGTHOMA (BOYS) 10:00 AM Onwards
RAZMATAZZ Western Dance 2:00 PM to 4:00 PM	GUEST PERFORMANCE Day 2 6:30 ONWARDS		MASQUERADE Mask Making 10:00 PM - 3:00 PM	HACKATHOM Coding 9:00 AM Onwards	KAI - PO - CHE Kite Flying 2:00 PM Onwards	
DAY 3						
REGISTRATION 8:00 AM - 9:00 AM						
ON - STAGE			OFF - STAGE		GAMES	
STAGE 1 (HALL BOYS)	STAGE 2 (MAIN)	STAGE 3 (HALL GIRLS)	GIRLS SCHOOL	BOYS SCHOOL	GIRLS SCHOOL	BOYS SCHOOL
	RHYTHMIC RHAPSODY Western Music 9:00 AM - 11:30 AM			THOMARENA Gaming AV Room 9:00 AM Onwards	MARATHOM Marathon 7:30 AM Onwards	
	THOMAKSHABI (Anakshori) 11:30 AM - 2:30 PM			THOMARTIAL Karate Hostel Hall 9:00 AM Onwards	DUM LAGA KE HAISHA Tug of War Girls School Field 12:00 NOON Onwards	
	SOUND CHECK					
PRIZE DISTRIBUTION 7:00 PM - 8:30 PM	GUEST PERFORMANCE Day 3 6:30 PM Onwards					

The timings given above are tentative and are subject to change.

Dates : 17th, 18th & 19th November, 2026

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ON-STAGE EVENTS



DO RE ME

INSTRUMENTAL MUSIC



1. Number of participants per team: Maximum 2
2. Duration: 4+1 minutes
3. The choice of song/piece of music is not restricted to any theme.
4. No musical instruments will be provided by the host school.
5. Auto Accompaniment (ACMP) will not be allowed on the keyboard.
6. No pre-recorded music/backing track will be allowed for other instrument players.



1. Number of participants per team: 2(one for the motion and one against the motion.)
2. Duration: 3+1 minutes (Speaking + Rebuttal)
3. First 10 applicants.
4. Participants for Tug of Words must report at 8:45 a.m. latest on the day of the event.
5. **Participants must wear their respective school uniforms.**

Debate Format

1. The topic for the debate will be given one hour before the commencement of the debate. This one hour is to be spent in preparation.
2. The use of internet/any external material during preparation time is not permitted.
3. It is left to each school team to decide who will speak for and who will speak against the proposition.
4. Participants should desist from using un-parliamentary language during the debate competition.
5. After every speaker finishes his/her debate, one minute will be allotted for rebuttal. This rebuttal will be in the form of short and precise questions asked by the members of the competing teams on the content of the speaker's presentation.

RAMPATHON

FASHION SHOW

Theme: (The Theme will be revealed at The First Rep's Meet)

1. Number of participants per team: 11 (10 models and 1 convener)
2. Duration: The time limit for each team would be 4+2 minutes. (including set up and execution).
3. Participating teams must adhere to the theme and time limit.
4. Negative marks will be awarded in case of exceeding the time limit.
5. Costumes should be appropriate for the theme and setting.
6. Revealing clothing and any form of obscenity will lead to debarring the team from the contest.
7. Participants should carry their own props that complement the theme and do not damage the venue.
8. Props should be removed from the stage immediately after the show to maintain cleanliness.
9. No dance or act to be performed other than ramp walk.
10. Media files should be brought on a pen drive labelling school's name and handed over at the final representatives' meeting.
11. The teams must make themselves available at least three hours before the commencement of the show.
12. Adherence to registration deadlines and requirements is crucial.

RHY-DHUN

EASTERN DANCE



THEME : National Integration.

1. Number of participants per team: Maximum 8 and Minimum 4
2. Duration: 5+1 minutes
3. One team per school may participate.
4. The performance should be on Indian dance forms and a brief introduction about the performance should be given.
5. Costume, makeup and props (if any) should be relevant to the performance.
6. Media files should be brought on a pen drive and handed over at the representatives' meeting. Also carry a backup pen drive on the day of the event. Mobile phones will not be permitted.
7. Western music should not be used. Inappropriate dance movements and lyrics will result in disqualification.
8. The song will be approved by the organizing committee.

RAZMATAZZ



WESTERN DANCE

THEME : Best Foot Forward.

1. Number of participants per team: Minimum 6 and maximum 8
2. Duration: 8 minutes (empty to empty stage)
3. The use of props and production material is allowed. (Use of fire, water, foam spray or any other object that would make the stage dirty is not allowed).
4. Submit the music of your performance on a pen drive during the second representatives' meeting. Also carry a back up pen drive on that day of the event. Mobile phones will not be permitted.
5. Costumes and make-up should be relevant to the performance.
6. Inappropriate dance movement and lyrics will result in disqualification.



SUR KSHETRA

EASTERN MUSIC

1. Number of participants per team: Minimum 4 and maximum 6. (including soloist, group singers)
2. Duration: 10 minutes for each school. (8+2)
3. Two performances are allowed (one solo & one group). Both Bengali & Hindi (Film & Non Film) songs are allowed. Medley is allowed.
4. Only Karaoke tracks are allowed.
5. Karaoke tracks must be submitted to the school in pen drives at the representatives' meeting. The tracks will be reviewed.
6. The overall performance (including selection of songs) should be decent and appropriate to the age group of the participants.
7. During the solo performance, only 1 singer is allowed to sing, no other singer from the group is allowed to support with backing vocals/harmonies.

RHYTHMIC RHAPSODY

WESTERN MUSIC

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1. Number of participants per team: Minimum 4 and maximum 6.
 2. Duration: (8+2) minutes each school.
 3. There will be 2 categories in which the participating schools will be judged separately. (solo and group)
 4. Participants must perform using Karaoke tracks only. The tracks in MP3 format must be submitted in advance.
 5. Participating schools must carry a backup of the tracks.
 6. The choice of songs is not restricted to any theme.

COMEDY CIRCUS

STAND UP COMEDY

1. Participants: 1 per School
2. Duration : 2 minutes per participant.
3. Language : English
4. A list of 10 topics is shared in advance. Choose anyone and prepare a 2-minutes act.
5. Use original jokes where possible. Common jokes are allowed if presented creatively.
6. Avoid political, religious, or offensive humour. Content must be respectful and age-appropriate.
7. Props and Costumes are not allowed. Only a microphone will be provided on stage.
8. Exceeding the time limit will result in mark deduction.
9. Judging Criteria
 - a. Humour and Creativity
 - b. Clarity and Timing
 - c. Confidence and Stage Presence
 - d. Relevance to the chosen topic
 - e. Audience Engagement

TOPICS

1. My Phone Knows More About Me Than My Best Friend
2. The Art of Looking Busy
3. Indian Parents and Their Olympic-Level Comparisons
4. Group Projects: One Works, Five Watch
5. The Family Group Chat: Where Logic Goes to Die
6. Things We Pretend to Understand in Class
7. When Parents Discover Your Screen Time
8. Exams: A Three-Hour Journey from Confidence to Regret
9. The Unofficial Olympics of School Life
10. When "Just Five More Minutes" Becomes Two Hours





QUESTHOMA

QUIZ

1. Each school will be allowed to field a team of 3 participants.
2. Only registered participants will be eligible to participate.
3. Once registered, participant substitution will not be allowed.
4. The prelims will be in pen and paper mode.
5. On-the-spot registrations will be allowed on 17th November 2026 at 8 a.m.
6. Top 6 teams will advance to the finals.
7. The quiz will comprise of questions from general knowledge, current affairs, sports, technology, pop culture etc.
8. Any special categories will be mentioned at the representatives' meeting.
9. Quizmaster's decision will be final and binding.

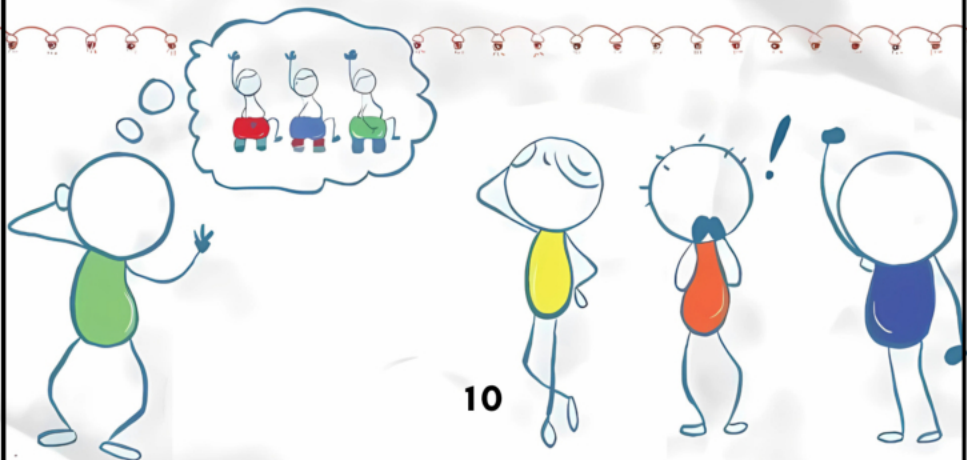


MIME - CHIME

DUMB CHARADES

THEME : Hollywood or Bollywood(Songs or Movies)

1. Number of participants per team: 2
2. Duration: 2 hours
3. Each team will be given 1 minute to guess.
4. Participants will not be allowed to guess/enact the first letter of the song/movie.
5. One person will act and the other will guess.
6. No lip movement or speaking is allowed.
7. Correct and complete name must be guessed. An incomplete name will not be considered.
8. In case of a tie in the final round, a tie breaker will be done.



FUND-UZ

SHARK TANK



1. Number of participants per team: Minimum 1 and maximum 3.
2. Duration: 8-10 minutes.
3. All participants must be formally dressed in professional business attire and contribute, participate and speak clearly during the presentation.
4. Participants are to create a unique business plan featuring a product or service including the marketing strategy to be adopted to capture the market.
5. The business may be commercial or non-commercial and must fulfil both personal and societal objectives.
6. Visual aids, models, music, videos, jingles etc. can be used to pitch ideas in a creative manner.
7. Soft copies of the presentation must be submitted on a pen drive on the day of the last representatives' meeting. Carry a hard copy on the day of the event.
8. There should not be any plagiarism.

Rap-At-Beat

RAP WITH BEATBOXING

Theme: (The Theme will be revealed at The Second Rep's Meet)

1. Each school may send one team of 2 students consisting of 1 rapper and 1 beatboxer.
2. The total performance time will be 3 minutes.
3. The performance structure will be:
 - a. 1st minute: rapper and beatboxer perform together.
 - b. 2nd minute: solo beatbox performance.
 - c. 3rd minute: both participants perform together to conclude.
4. Participants may perform in Hindi, Bengali, English, or a combination of the mentioned languages.
5. Only live beatboxing is allowed; no pre-recorded music or audio will be permitted.
6. The main dress code must be strictly school uniform, though accessories like rapper caps, sunglasses, or light jackets may be worn if they remain decent and school-appropriate.
7. The performance must be clean, original, respectful, and school-appropriate; profanity, slang, and references to politics, caste, creed, religion, or sex are strictly not allowed.
8. The order of performance will be decided by a lottery/chit system on the main day.
9. The decision of the organizers and judges will be final and binding.

Thomakshari

ANTAKSHARI FOR TEACHERS

GENERAL RULES

1. Team Size: Each team has 2 players.
2. Song Source: Only film songs (e.g., Bollywood) are allowed. No ghazals, classical compositions, or non-filmy tracks unless specified.
3. No Repetition: A sung song cannot be repeated by any team.
4. Time Limits: Teams get 20 seconds to start singing after a cue or previous turn.
5. Prohibition: The use of any electronic gadget and the internet is prohibited. No mobile phones are allowed in the arena.
6. Judges' Ruling: The decision of the judges is final and binding.

COMMON COMPETITION ROUND

Round 1 & 2: The Classic Chain (Gaata Rahe Mera Dil)

Round 3: The Word Prompt (Shabd Jaal / Shobdo Jobdo)

Round 4: Dumb Charades / Acting (Main Hoon Kaun)

Round 5: Visual/Actor Clues (Phata Poster Nikla Hero)

Round 6: Rapid Fire / Tune Identification (Pehchano To Jaane)

*In case of a tie, the host may organise a Buzzer Round (Dimaag ki Ghanti) to determine the winner.



OFF-STAGE EVENTS



PATHER DAABI

STREET PLAY



1. Number of participants per team: 10
2. Duration: 10+5 minutes
3. Content must not be against any religion, caste, gender, language etc.
4. Direct political content will not be allowed.
5. Microphone will not be provided.
6. Props and makeup must be done by the participants themselves.
7. Music or musical instruments, if required must be carried by the participants.
8. Language should be either Bengali or Hindi or may be mixed. English is not allowed.
9. The theme of the play should convey a social message.
10. Teams can sing/dance by themselves to create the necessary music or sound.
11. Absence of dialogue or Silent Acting is not allowed.



GUPTODHON GATHERERS

TREASURE HUNT

1. Number of participants per team: 4
2. Duration: 1 hour 45 minutes + 15 minutes
3. Participation on a first come first serve basis.
4. No use of phones/ electronic devices.
5. All clues to be written down in order and handed over at the finishing point.
If this is not followed the team will be disqualified.
6. A team cannot be broken up during the course of the event.
7. Skipping of clues will lead to the disqualification of the team.
8. 10 clues will be given per team.
9. The team to reach the final point first following all guidelines will be declared the winner.

S U D O T H O M

SUDOKU

1. Number of participants per school: one student.
2. Time:- 30 minutes
3. The competition will be in the offline mode.
4. No electronic gadgets will be allowed in the competition arena.(mobiles, smart-watches)
5. Each puzzle has a unique solution. The participants must achieve this solution by logic and not guess work.
6. The puzzle provided will be a 9 x 9 grid of squares which has 3 x 3 squares(nonet) within it such that each row, each column and each nonet must have all numbers from 1 to 9 without repetition within the row, column or nonet.
7. The puzzles will be provided by the organizers and must be completed correctly within the stipulated time frame.
8. In case of a tie, second puzzle to be provided.
9. All participants must carry blue dot/ ink pen.
10. Participants must bring along a transparent clip board

SHUTTER STARS

PHOTOGRAPHY

Theme: (The Theme will be revealed at The Second Rep's Meet)

1. Number of participants per team: One participant from each school.
2. Duration: 1 hour (Clicking and Submission)
3. Participants must bring their own cameras(Mobile Phone not allowed), laptop and relevant accessories.
4. Students can submit up to 2 images.
5. Images must be in digital format (JPEG OR PNG).
6. One Line caption/title needed to define the image & theme.
7. Basic Editing and Advanced Editing is not allowed. Any post production or camera editing will result in disqualification.
8. Images must be submitted through designated online platform or email address.
9. Participants can use any inanimate object(s) as their subject.
10. Ensure the subject matter aligns with the theme or purpose of the photograph.
11. The picture should be clicked within the campus during the course of the event.

PREP 'N' HEP

FASHION DESIGNING

THEME : (The Theme will be revealed at The First Rep's Meet)

1. Number of participants: 4+2 (inclusive of 2 models)
2. Prep Duration: 4 hours
3. On Stage Duration: 5 minutes per team +1 min
(Short introduction speech)
4. Two designs per school.
5. ONLY authentic designs will be allowed. (To be judged on the day of the event)
6. Any material will be allowed.
7. No readymade accessories.
8. The sketch must be done on the day itself along with the stitching and the rest of the preparation.
9. Total of 4 hours for the preparation will be given. 45 minutes for the sketch and the remaining for it's preparation.
10. Vulgarity, inappropriate design, offensive portrayal of religion/culture/caste etc. is prohibited.
11. A team will be disqualified if plagiarism is detected.
12. Green room, tables and plug points ONLY will be provided.
13. All equipment to be brought by the participants.



JUNK GENIUS

BEST OUT OF WASTE

1. Number of participants: 2
2. Duration: 2 hours
3. The topic will be given at the time of registration.
4. Students are expected to make a presentation of their models and address each technical aspect of its utility.
5. Participants should carry their own materials and will be solely responsible for the same.
6. The participants will be judged on the following criteria:
 - a. Utility of the model
 - b. Presentation
 - c. Quality of the research.
7. Material policy - Any waste products as per your choice.



MASQUERADE

MASK MAKING



THEME : Tribal Beauty

(Masks inspired by tribes of the world & their unique look.)

1. Number of participants per team: 2
2. Duration: 2 hours
3. Members of each team will be required to bring their own materials for the competition. Materials will not be provided by the hosts.
4. Each team will work on ONE mask, relevant to the theme.
5. The mask must be distinctive, creative and handmade.
6. The mask should cover one's full face.
7. No phones or reference will be allowed on the spot.
8. Do not use abusive, antagonizing or inappropriate language on your design.
9. The masks must be stable enough to be worn.

iMAGiNiNK

CARTOONING

THEME : Ragging Ends with me.

1. Number of participants per team: 2 participants.
2. Duration: 2 hours
3. The paper for the art work will be provided. Participants need to bring their own colours and stationery.
4. The poster must be colourful, clear and easy to understand at a glance.
5. No phones or references will be allowed. Pre-made art will not be allowed. Any kind of political, religious or insensitive remarks will lead to disqualification.
6. Details of participant (name, class, school) must be mentioned clearly on the back of the poster.



VERSES VERSUS

ON SPOT POETRY WRITING



1. Number of participants per team: 1
2. Duration: 1 hour (15 minutes for preparation + 45 minutes for writing)
3. Each participant will be given a topic on-the-spot, with 15 minutes for preparation and 45 minutes for writing.
4. Participants will be given a "prompt" 15 minutes into their allotted 45 minutes for writing.
5. Poems written in both metric verses or blank verses will be accepted.
6. No plagiarism or use of unparliamentary language will be allowed.
7. Participants will be judged on the basis of the complexity, overall length, rhythm and diction used in the poem.
8. Length range of a poem: minimum 20, maximum 40 lines.
9. No electronic gadgets to be used.

FOOD FEUD

COOKING

THEME: Taste of the World.

(Each participating team will prepare a meal representing a country from around the world.)

1. COUNTRY SELECTION

- Each team will *pick a chit* at the *final representatives meeting*
- The country written on the chit will be the country of origin/theme for the meal.
- No exchange of chits will be permitted.**
- The meal must clearly reflect the *cuisine, ingredients, flavours and culinary traditions of the allotted country.*

2. MEAL TO BE PREPARED

- Participants must prepare **one complete meal** inspired by the allotted country.
- The **meal** may **consist** of a **main dish**, accompanied by **suitable side dishes a welcome drink** and a **dessert**
- The dishes should be prepared and presented within the allotted time, i.e. **3 hours**
- Participants should be able to explain the **origin** and **significance** of the **dishes** to the judges.

3. INGREDIENTS

- Participants should bring all required *ingredients* and *equipment*
- Ingredients should be fresh, hygienically handled and properly stored.
- Pre-cooked or ready-to-eat components will not be permitted**

4. PRESENTATION

- The final meal should be *attractively presented*.
- Presentation* should *reflect* the **culture and character** of the selected country.
- Appropriate garnishing* and *table presentation* may be used.
- Excessive use of non-edible decorative materials* should be **avoided**.

5. TIME LIMIT

- Teams must complete cooking and presentation **within 3 hours**.

6. HYGIENE AND SAFETY

- Participants must *maintain* high standards of *personal and kitchen hygiene*.
- Hair* should be *properly tied back* and appropriate protective clothing should be worn.
- Work surfaces and utensils must be kept clean throughout the competition.
- Safe handling of knives, heat and electrical appliances is mandatory.

THOMAREELS

REEL MAKING

Theme: (The Theme will be revealed at The Second Rep's Meet)

1. Number of participants per team: Maximum 5
2. Participants must shoot the reel during the first half of the event day.
3. Final reel must be submitted on the same day.
4. Reel duration must be 1 minute or less.
5. Format: Portrait (.mp4 only), captions and hashtags are compulsory.
6. Any video editing app or software is allowed.
7. Content must be original and school-appropriate.
8. Use of vulgar, violent, dangerous, or inappropriate elements will lead to immediate disqualification.
9. Any language, English, Hindi or Bengali can be used.
10. Subtitles are optional.
11. Use of copyrighted or previously used footage (even if your own) is strictly prohibited.
12. Only royalty free or platform approved music may be used.
13. If you use any external media (like video clips, sound, or templates):
 - a. Notify the event head in advance.
 - b. Submit those materials separately.
 - c. Credit the original source clearly in the email or caption.
14. Mentioning the name of the school that the participants are representing, is a **MUST** in the **INTRODUCTORY SHOT**.



HACKATHON

HACKATHON



Event Overview: - Team Size: 2 contestants per school.

Duration: 5 hours

Rules & Regulations:

1. Contestants will be given a pre-built website in HTML, CSS, and JavaScript containing design flaws, bugs and inefficient code. Their challenge is to locate and fix them. **Note: The theme of the web app will be revealed during the event.**
2. For each bug: - Points will be awarded for both **identifying and fixing** the bug. Points will be awarded for **Code Optimization and Code Documentation**. **Note: Contestants must fix the existing code and must not rewrite it.**
3. After **90 minutes**, a missing feature of the web app will be revealed. Contestants must implement the feature by writing the required code themselves. **Note: Points for this coding, for Code Optimization & for Code Documentation will be given.**
4. **No electronic devices** or outside assistance is allowed. Each team will be provided with one computer. Coding Platform: VS Code.
5. A project folder containing the HTML, CSS, JavaScript, images, logos, "README.txt" (variable descriptions, function descriptions, and algorithm), and "index.html" files will be provided.
6. In case of a tie, teams will be given a 35-minute mini challenge. The first team to correctly implement the additional feature will be declared as the winner.

GAMES



CHATURANGA

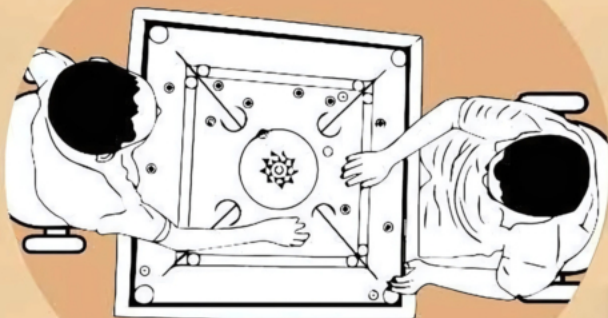
CHESS



1. Number of participants: Maximum 2 members per team.
2. Duration of game: 20 minutes including 5 minutes of pairing and break time.
3. Dress Code: School Uniform with ID card
4. All games will be played according to the official rules of chess as defined by FIDE.
5. The tournament will be conducted under the Swiss System Pairing. It will be a rapid tournament of seven rounds. Time allotted is 10 minutes per participant.
6. Touch-Move Rule: If a player touches a piece, they must move it if it has a legal move.
7. Illegal Moves: If an illegal move is made, the arbiter will be notified. The first illegal move will result in a warning, and the second will result in a loss.
8. Fair Play: Cheating, use of electronic devices or outside assistance is strictly prohibited.
9. Behaviour: Players must maintain a respectful and quiet environment. Disruptive behaviour will result in a warning or disqualification.
10. Disqualification: If any candidate does not attend a round, without prior notice, he/she shall be disqualified from the next round onwards.
11. Number of rounds will be decided by the arbiter.
12. The arbiters decision is final.

STRIKERS

CARROM



1. Number of participants per team: 2 from each school.
2. Duration: 20 minutes each game.
3. The game will be conducted as per the rules and regulations of the AICF (All India Carrom Federation). However, rules may be changed according to the local needs and situations.
4. Each team will consist of two players. All games will be played on a knock out basis.
5. There will be a toss to determine who will go first for the board break.
6. The game will consist of 25 points. The value of each carrom coin is 1 point except for the queen. The board winner collects 1 point for each of the opponent's tokens left at the finish.
7. Best of 3 boards.
8. The chief referee or judge has the right to change the game plan as and when required. His decision will be considered as final and binding.

KAI PO CHE

KITE FLYING

1. Number of participants per team: 2 students per school
2. In this event the team with the last kite in the air is the winner.
3. The kite, spin wheels and thread will be provided by the organizers. (20m plain thread + 20m manja + 2 kites per school)
4. The participant must bring their own spin wheel(Non-Threaded).
5. The participant will get disqualified if unable to fly the kite in the air.

TOUR DE THOMA

CYCLING

1. Number of participants per team: 1 (Boy/Girl)
2. Distance to be covered: 10 rounds for boys and 5 rounds for girls.
3. Only gearless bicycles allowed.
4. Riders must wear approved helmets. No helmet cameras are allowed.
5. Riders must wear racing uniforms to represent their school.
6. Pushing and pulling among the riders is strictly prohibited.
7. Overtaking should be from the right
8. One teacher representative must be present along with the participant.
(NO PARENT).
9. Race for boys & girls will be conducted separately.



STRENGTHOMA

POWERLIFTING FOR BOYS

1. Number of participants per school : 1 for each Category.
2. Categories(Boys' Weight Classes) : (40kg-50kg),(50kg-65kg),(65+ kg).
3. Age should be under 18
4. Events include - Squat, Bench Press, Deadlift
5. Each lifter gets 1 attempt for each lift.
6. Best successful attempt in each lift is added to calculate the total score.
7. Total Best = Best Squat + Best Bench + Best Deadlift.
8. Wear school-appropriate sportswear or a lifting singlet.
9. Shoes with firm soles(no bare feet) to be used.
10. Weightlifting belt, wrist wraps and knee sleeves are allowed.
11. Highest total in category wins.
12. If tied, lighter lifter wins.
13. Disqualification Rules:
 - a. Not following commands.
 - b. Dropping the bar.
 - c. Incomplete lift (knees not locked, etc.)
 - d. Stepping off the platform.
 - e. Using banned equipment.
14. Safety
 - a. Spotters must be present during squats and bench press.
 - b. Warm-up and cool-down required.
 - c. Parental Consent Required. (The Parental Consent Form to be downloaded from the website and to be duly filled and submitted on the day of the event.)



STRENGTHOMA

SHOTPUT FOR GIRLS

1. *The same participant can take part in any two of the following events: Shotput, Javelin, or Discus.*
2. Each school may enter **one (1) participant** per event.
3. Once the athlete's name is called, they will have **60 seconds** to commence their throwing attempt.
4. Each athlete will be allowed **three (3) attempts** only.
5. The athlete's **best valid throw** from the three attempts will determine the final ranking.
6. In the event of a tie for **1st, 2nd, or 3rd place**, the athlete with the better **second-best throw** will be ranked higher. If the tie still persists, the **third-best throw** will be considered.
7. After completing the throw, the athlete **must exit the throwing circle from the rear half of the circle.**
8. The decision of the officials and judges will be **final and binding.**



STRENGTHOMA

JAVELIN FOR GIRLS

SAME RULES AS SHOTPUT FOR GIRLS





DISCUS FOR GIRLS

SAME RULES AS SHOTPUT FOR GIRLS



TOUCH 'N' KHO

KHO KHO

1. Number of participants per team: 12 (9+3)
2. Duration: Each game will be of 15 minutes (5+5+5).
3. One team per school.
4. Knock out format will be followed.
5. Rolling substitutes will be allowed.
6. Participants must wear shorts with respective school jerseys.
7. No spikes will be allowed.



RAIDERS RAMPAGE

KABADDI

1. Number of participants per team : 12 (7+5)
2. Two halves of 10 minutes each with a break of 3 minutes in between.
3. One team per school.
4. Knock out format will be followed.
5. Each school must wear shorts with respective school jerseys.
6. No spikes will be allowed.
7. Officials' decision will be final.





HARDS

CRICKET

1. Number of participants per team: Maximum of 9 players (7+2). In case of any emergency the two extra players will be the substitutes.
2. Duration: Each side will have to finish the innings within 25 minutes with 10 minutes recess time in between.
3. All teams should bring their own jerseys/shirts and kit.
4. The team list has to be signed by the Principal/Teacher-in-Charge of the school.
5. The event will be on a knock out basis depending on the number of participating teams.
6. It will be a five over game i.e each team will play five overs and five bowlers will bowl one over each.
7. No special field restriction is allowed. Matches will follow T-20 general rules as coded by BCCI.
8. Umpire's decision is final. No "Impact Player" Rule will be followed.
9. The match ball (canvas) will be provided by the host school.

TURF MANIA

FOOTBALL

- 
1. Number of participants per team: 10 (7+3)
 2. Duration: Each game will be of 25 minutes, divided into two halves. (10+5+10)
 3. Dress code: School football jersey with shorts, shin guards and football cleats. (compulsory)
 4. The tournament will be played on a knockout basis.
 5. No metals studs are allowed.
 6. One team per school.
 7. No extra time will be given.
 8. If a match ends in a draw, a direct penalty shootout (3) will take place. All free kicks awarded will be direct and there are NO OFFSIDES.
 9. The referee's decisions on the pitch are final and binding.
 10. Rolling substitutions.

THOMARENA

GAMING

1. Each participating school must register only one participant.
2. Two participants will play simultaneously on one Play Station, using two separate joysticks/controllers.
3. When two schools compete against each other, all four participants will play simultaneously on two Play Stations:
 - a. Play Station No 1 :- Player 1 – School A vs Player 1 – School B
 - b. Play Station No 2 :- Player 1 – School C vs Player 1 – School D
4. Both matches will be conducted simultaneously.
5. Each individual match will contribute to the overall result of the school.
6. MATCH SETTINGS
 - a. Mode - 1 vs 1
 - b. Half Duration - 6 Minutes
 - c. Extra Time - As decided by the organisers
 - d. Game Settings - All Play Stations will use identical game settings.
7. CONTROLLER RULES
 - a. Each player will use one separate joystick/controller.
 - b. Players may not exchange controllers during a match without permission from the referee.
 - c. Only controllers approved or provided by the organizers may be used.
 - d. Players must check their controller before the match begins.
 - e. Knockout format will be followed.
 - f. Any controller malfunction must be reported to the referee immediately.



THOMARTIAL

KARATE-KATA

1. Number of participants per school : 1
2. Once the athlete's name is called, they will have 60 seconds to come to arena.
3. Event name- kata (any WKF kata)
4. WKF rules will be followed.
5. Participants will wear their proper karate uniform.
6. Referee's decision will be final.



MARATHOM

MARATHON

1. Number of participants taking part will be two from each school.
2. Distance to be covered - 8 rounds for boys and 6 rounds for girls.
3. No Pushing: Physical contact, tripping, or deliberately blocking other runners is forbidden.
4. Runners may only take water from official school aid stations setup along the campus loop.
5. Slower runners should stay to the left, overtake safely on the right side.
6. Participants must stop and report to the nearest route marshal if they feel dizzy or injured.
7. **Footwear:** Proper athletic running shoes are mandatory; open-toed sandals or running barefoot is prohibited.
8. **No Electronics:** Headphones and smartphones are banned during the race to ensure that runners hear the marshal's instructions.
9. Campus route map will be provided one day before the event for the runners to check.
10. **Awards and Recognition:** Official podium placements (First, Second, and Third) will be awarded exclusively to participants competing in the running category.





CONTACT US FOR ANY QUERIES

Mr. Carlyle Highland

+91 90514 64160

Ms. Salini Ankita Biswas

+91 88209 30711



festhoma_2026



festhoma.in



festhoma



festhomasts@gmail.com