

MAR ATHANASIOUS COLLEGE (AUTONOMOUS)
KOTHAMANGALAM, KERALA

Consistently ranked in NIRF's Top 100 Colleges since 2021 | NAAC A+ Grade Institution

SATTVA 2026

An Athanasian Fest of Ideas, Innovation and Talent

RULE BOOK

Total Prize Money Worth ₹1.75 Lakh

SATTVA 2026 — Competitions at a Glance

No.	Competition	Reg. Fee (per team)	Prize Money (I / II / III)
1	Ideathon – Healthy Communities, Innovative Solutions	Rs. 500 + 18% GST = Rs. 590/-	10,000 / 7,500 / 5,000
2	Mystery Room: The Locked Enigma	Rs. 500 + 18% GST = Rs. 590/-	10,000 / 7,500 / 5,000
3	Dance to the Beat	Rs. 500 + 18% GST = Rs. 590/-	10,000 / 7,500 / 5,000
4	Quiz: Battle of Brains	Rs. 500 + 18% GST = Rs. 590/-	10,000 / 7,500 / 5,000
5	Best Marketing Team Contest	Rs. 500 + 18% GST = Rs. 590/-	10,000 / 7,500 / 5,000
6	3 vs. 3 Football Tournament	Rs. 500 + 18% GST = Rs. 590/-	10,000 / 7,500 / 5,000
7	Face Painting Fiesta	Rs. 200+ 18% GST= Rs. 236/-	7,000 / 4,000 / 3,000
8	Smart Photography Contest	Rs. 200+ 18% GST= Rs. 236/-	5,000 / 3,000 / 2,000
9	Debate: The Argument Arena	Rs. 200+ 18% GST= Rs. 236/-	8,000 / 5,000 / 3,000

Total Prize Money Worth ₹1.75 Lakh

General Guidelines

Eligibility & Registration

- Participation is open to students of 10th, 11th, and 12th grade from any school.
- Teams comprising members from different schools/institutions are not permitted.
- All teams/participants must register in advance with their team name and member details.
- No member substitutions are allowed after registration is complete.
- Registration fees must be paid as specified for each event; participants must complete registration formalities before the specified deadline.
- A valid School ID Card is mandatory for all participants and must be carried on campus and presented upon request.

On the Day of the Event

- Participants (with escorting staff, where applicable) must report to the venue at least 15–30 minutes before the scheduled event time, as specified for each competition.
- Food and refreshments will be provided for all participating students and their accompanying staff members.
- Teams/participants who do not report on time will be considered a "No Show" and may be disqualified after the announced number of calls.
- A participant can only be in one place at a time. If event timings clash, the participant must choose one event.
- Participants are encouraged to take part in any number of events as long as the schedules do not overlap.
- The schedule of events is finalised by the organising committee, which reserves the right to change the schedule, venue, or any aspect of the event in unforeseen circumstances. All such decisions will be final.

Conduct & Discipline

- All participants must maintain a high standard of discipline and decorum throughout the fest.
- Engaging in misbehaviour, displaying indecent gestures, using offensive or vulgar language, making derogatory comments about any institution, or giving inappropriate remarks will result in immediate disqualification.
- Performances or content that defames, derogates, or belittles any caste, individual, community, gender, or religion is strictly prohibited and will result in disqualification.
- During the conduct of an event, escorting staff/students should ensure the required discipline of participating members from their respective institution.

Originality & Ownership

- All submitted work — including ideas, videos, photographs, presentations, or any other materials — must be entirely original. The use of plagiarised content or pre-made/pre-shot materials in violation of event rules will result in immediate disqualification.
- Upon submission, all entries become the property of Mar Athanasius College.

Judging & Miscellaneous

- The decisions of the event judges/officials are final and binding on all participants, with no option for appeal.
- If the number of teams registering for an event is fewer than three, the event will still be held, but only a consolation prize will be awarded.
- Participants are responsible for their own belongings. The organising committee of SATTVA 2026 and the Mar Athanasius College authorities will not be held responsible for any lost, stolen, or damaged items.

I. Ideathon – Healthy Communities, Innovative Solutions

Registration Fee	Prize Money	Team Composition
Rs. 500/- per team + 18% GST Total- Rs. 590/-	I – Rs. 10,000/- II – Rs. 7,500/- III – Rs. 5,000/-	2–4 members

“Healthy Communities, Innovative Solutions”.

A team-based ideathon for healthy communities.

Round 1: Ideation & Submission (Preliminary)

Task: Choose one of the challenging tracks listed below and submit an idea including:

- Problem Statement
- Proposed Solution
- Sketch/Diagram (optional)
- Health, Social & Environmental Impact

Time: 30 minutes

Judging Criteria – Round 1

- Relevance to theme
- Originality
- Practicality
- Clarity of explanation
- Presentation skills

Round 2: Pitch & Prototype (Final)

Selected teams from Round 1 will present their idea to a panel of judges in a 5-minute pitch, followed by 2 minutes of Q&A. Presentations may include a PowerPoint, a mini-model, or a skit highlighting the health, social and environmental impact along with the implementation strategy.

Challenge Tracks (choose one)

- Healthy Campus
- Healthy Food & Nutrition
- Clean Water & Sanitation
- Green & Healthy Communities
- Active & Safe Communities
- Healthy Environment, Healthy People
- Digital Health & Smart Solutions
- Inclusive & Resilient Communities

Additional Notes

- Mobile/laptop use is allowed strictly for presentation purposes; external assistance during the event is not permitted, and all ideas must be original and created within the team.
- If the number of teams registering is less than 3, the event will still be held, but only a consolation prize will be awarded.

II. Mystery Room: The Locked Enigma

Registration Fee	Prize Money	Team Composition
Rs. 500/- per team + 18% GST Total- Rs. 590/-	I – Rs. 10,000/- II – Rs. 7,500/- III – Rs. 5,000/-	2–4 members

Step into a room full of mystery, puzzles, and hidden clues! Work in teams to uncover secrets, decode messages, and beat the clock. Test your logic, teamwork, and problem-solving skills in this thrilling challenge.

Duration: 15 minutes per team

Game Guidelines

- Time Limit: Each team has a maximum of 15 minutes to complete the challenge.
- Clue Solving: Progress through stages by solving riddles, science-based puzzles, and logic games.
- Do Not: use force, damage any props, or skip clues.
- Winning: Judging will be based on the time taken to complete the challenge as well as overall performance.

Team Instructions

- Register in teams of 2–4 members.
- Listen to the briefing carefully before entering the room.
- Follow the instructions of the Game Master inside at all times.

Additional Notes

- If the number of teams registering is less than 3, the event will still be held, but only a consolation prize will be awarded.

III. Dance to the Beat

Registration Fee	Prize Money	Team Composition
Rs. 500/- per team + 18% GST Total- Rs. 590/-	I – Rs. 10,000/- II – Rs. 7,500/- III – Rs. 5,000/-	4–5 members

Group registration with member details is mandatory in advance, and no member substitutions will be allowed once registration is complete.

Format

- The competition theme is “On-the-Spot Performance,” where each group is given a random tune by the organisers.
- The song provided will be approximately 5 minutes long and unique to each team.
- Teams will have 30 minutes to choreograph and rehearse their routine after receiving the tune.
- All practice sessions must be held in the designated practice area only.
- Each group will be allotted a maximum of 5 minutes on stage for their final performance.

Judging Criteria

- Creativity
- Synchronisation
- Stage presence
- Interpretation of the tune

Additional Notes

- Use of props is allowed but must be managed within the time limit and without external assistance.
- Any rule violations or misconduct may lead to disqualification, and the judges' decisions will be final and binding.
- If the number of teams registering is less than 3, the event will still be held, but only a consolation prize will be awarded.

IV. Quiz: Battle of Brains

Registration Fee	Prize Money	Team Composition
Rs. 500/- per team + 18% GST Total- Rs. 590/-	I – Rs. 10,000/- II – Rs. 7,500/- III – Rs. 5,000/-	2 members (same institution)

A team event open to registered students. Schools/institutions may register a limited number of teams (if more than two teams from the same institution qualify for the finals, the top 2 scoring teams will proceed).

- Each team shall consist of two students from the same institution. Changing the team during the event is not permitted.
- The competition will include interactive rounds testing knowledge from diverse areas such as science, arts, current affairs, literature, media, and sports.
- There will be a preliminary session and a final session. The top 6 teams from the preliminary session will be selected for the final session.
- Teams must be present at least 30 minutes before the starting time.
- The rules and format of each round will be explained by the Quizmaster before the commencement of each session.
- Scoring will be cumulative across all final rounds, and the highest-scoring team will be declared the winner.
- Use of mobile phones and reference material during the competition is strictly prohibited.
- Teams must maintain discipline and sportsmanship throughout the event; any misconduct may result in disqualification.
- The decision of the Quizmaster will be final.

Additional Notes

- If the number of teams registering is less than 3, the event will still be held, but only a consolation prize will be awarded.

V. Best Marketing Team Contest

Registration Fee	Prize Money	Team Composition
Rs. 500/- per team + 18% GST Total- Rs. 590/-	I – Rs. 10,000/- II – Rs. 7,500/- III – Rs. 5,000/-	Maximum 4 members (same institution)

Each team must consist of a maximum of 4 students from the same institution, and registration must be completed in advance. The competition includes four rounds: Marketing Quiz, Ideation, Product Pitch, and Case Study.

Round 1 – Marketing Quiz

Teams participate in a quiz on key marketing concepts such as branding, consumer behaviour, and digital marketing.

Round 2 – Ideation

Teams are given a product (real or imaginary) and must create a brand name, logo, slogan, and concept within 20 minutes.

Round 3 – Product Pitch

Teams are given a product and must create and present an effective marketing strategy for it.

Round 4 – Case Study

Teams analyse and solve a real or hypothetical marketing case with strategic recommendations.

Judging Criteria

- Creativity
- Marketing strategy
- Teamwork
- Innovation
- Presentation skills

Additional Notes

- All materials used must be created by the team; plagiarism or copying will lead to disqualification.
- Teams must follow the time limits strictly and behave respectfully during all rounds.
- There will be eliminations after specific rounds based on performance. The team with the highest cumulative score across all rounds will be declared the winner.
- The judges' decision will be final and binding.
- If the number of teams registering is less than 3, the event will still be held, but only a consolation prize will be awarded.

VI. 3 vs. 3 Football Tournament

Registration Fee	Prize Money	Team Composition
Rs. 500/- per team + 18% GST Total- Rs. 590/-	I – Rs. 10,000/- II – Rs. 7,500/- III – Rs. 5,000/-	3–5 players (rolling substitution)

Ball

- Size 5

Field

- 20 x 10 m²

Number of Players

- Maximum 5 in a team
- Minimum 3

Duration

- Till Semi-final: 8-2-8 (minutes)
- Semi-final: 10-3-10 (minutes)
- Final: 12-4-12 (minutes)

Substitution

- Rolling substitution

Playing Rules

- Play the ball only below hip level.
- Fouls and misconduct will be treated the same as FIFA rules.
- Throw-in will restart as an indirect free kick.
- Penalties will be taken from the centre point.

Tie-breaker

- The tie-breaker will be the best of three.
- If the tie-breaker ends in a draw, the winner will be decided by toss.

Additional Notes

- Attire: Appropriate sports attire; no cleats/studs.
- Reporting: 30 minutes before the match; delays lead to forfeiture.
- Referees' decisions are final.
- If the number of teams registering is less than 3, the event will still be held, but only a consolation prize will be awarded.

VII. Face Painting Fiesta

Registration Fee	Prize Money	Team Composition
Rs. 200/- per team + 18% GST Total- Rs. 236/-	I – Rs.7,000/- II – Rs.4,000/- III – Rs.3,000/-	1 painter + 1 model

The competition is open to teams, each consisting of one painter and one model. The model's face must be clean and unpainted at the start of the competition.

- Each team will be given 90 minutes to complete their face painting, with no extra time.
- The theme will be provided on the spot at the beginning of the competition.
- Participants must bring all necessary materials — paints, brushes, water bowls, colour removers, and cleaning supplies.
- Only skin-safe, non-toxic paints are permitted; organisers are not responsible for allergic reactions.
- Glitters, gemstones, and other special effects are permitted within the designated area to enhance the artwork.
- Participants must maintain discipline and keep their workspace neat and clean.

Judging Criteria

- Originality
- Creativity
- Neatness
- Precision
- Relevance to the theme

Additional Notes

- The judges' decision will be final and binding, and all participants must adhere strictly to the competition rules.
- If the number of teams registering is less than 3, the event will still be held, but only a consolation prize will be awarded.

VIII. Smart Photography Contest

Registration Fee	Prize Money	Team Composition
Rs. 200/- per team + 18% GST Total- Rs. 236/-	I – Rs. 5,000/- II – Rs. 3,000/- III – Rs. 2,000/-	Individual event

The competition is open to individual students only.

- Participants must use mobile phone cameras for capturing photographs — DSLRs or other devices are not allowed.
- The photography theme will be announced on the spot to promote spontaneity and creativity.
- Participants will be given a fixed time to click, edit, and submit their photographs within the venue.
- Only basic editing (brightness, contrast, cropping, etc.) is permitted; no filters or heavy manipulation is allowed.
- Use of AI-generated content or advanced editing tools will lead to disqualification.
- Submitted images must be original and taken during the competition timeframe. Pre-shot, downloaded, or plagiarised images will result in immediate disqualification.
- Each participant must submit one final image before the deadline.

Additional Notes

- The decision of the judges will be final and cannot be contested.
- If the number of participants registering is less than 3, the event will still be held, but only a consolation prize will be awarded.

IX. Debate: The Argument Arena

Registration Fee	Prize Money	Team Composition
Rs. 200/- per team + 18% GST Total- Rs. 236/-	I – Rs. 8,000/- II – Rs. 5,000/- III – Rs. 3,000/-	2 members (same institution)

- Each team must consist of two participants, both from the same institution.
- The event will consist of three rounds. Only the teams that qualify in each round will advance to the next.
- The structure and rules of each round will be explained before the event begins.
- Debate topics will be given 15 minutes before the competition and assigned through a lot draw. If a team is uncomfortable with the first lot, they may draw a second lot, which will then be final — teams must stick to either the second lot or revert to the first.
- One participant in each team should speak for the topic and the other should speak against it.
- Once drawn, the topic and stance are final and cannot be changed under any circumstances.
- The medium of the debate competition is Malayalam.
- Use of offensive, disrespectful, or inappropriate language is strictly prohibited; any violation of conduct rules will lead to immediate disqualification.
- Participants must maintain decorum and respect toward fellow competitors and judges at all times.

Judging Criteria

- Content quality
- Clarity and articulation
- Strength of arguments
- Rebuttal effectiveness
- Overall presentation

Additional Notes

- Unless specified otherwise, electronic devices or external reference materials are not allowed during the debate.
- Teams must be present at the venue at least 15 minutes before their scheduled time; any team not present when called may be disqualified.
- The organisers reserve the right to modify event procedures if necessary; any such changes will be clearly communicated.
- The judges' decisions will be final and binding.
- If the number of teams registering is less than 3, the event will still be held, but only a consolation prize will be awarded.

We wish all participants the very best!

Let's make SATTVA 2026 a memorable celebration of talent and sportsmanship.