



BEACONHOUSE SCHOOL SYSTEM

POTOHAR CAMPUS BOYS BRANCH (BPC-B)



MSEM
2022

Audentes Fortuna Iuvat

MYSTIC SCIENCES EXPERIMENTAL

Contact us @ 03128671544

For Any Query Email us @
event.msem2022@gmail.com

Registration @ <https://forms.gle/R4geJ2irGSx95JbC8>

BPC MSEM SCHEDULE OF ACTIVITIES

DAY 1

Mathemania
Rapid Fire
Ocular Perception
Heads Up
Scienceporiom
Quiztopher Matrix
Allen's Conundrum
Film and Photo Freaks
Scenigma
The Lensationalus Artistry
Artistic Silhouettes
Thespi Theatre
Dionysus Artistry
Dumb Charades
Go- Hustle rapping Reflex
Open Mic
Dinner

Day 2

Mathemania: Athenian Portico
Thespi Theatre : Tread the Boards
Scienceporium:
Quiztopher Matrix Round II
Bio Mechanics
Film and Photo Freaks: Beat The Drum
Islamabad The Dapper
Musical Night

BEACONHOUSE SCHOOL SYSTEM POTOHAR CAMPUS BOYS (BPC-B)

‘When challenge and skills are in balance, the activity is its own reward.’

Dear Sir/ Madam,

It is with immense pride that Beaconhouse Potohar Campus invites you to its exciting first edition of MSEM – Mystic Sciences ExperiMental. MSEM not only entices and stimulates the mind but also leads to the innovation and creation of newer ideas from brilliant individuals.

BPC-B MSEM challenges the imagination, observational skills and concepts, taking the participants on a journey towards excellence. Along with academic intelligence, MSEM holistically tests individuality, spirit and capability, focusing young minds to bring about revolutionizing ideas. This scheme emphasizes collaborative ideas incorporated with individual sparks.

We, therefore, cordially invite your institution to put forth their best to experience the fanatical and frenzied event of the year.

We look forward to hosting you.

Executive
Head MSEM

MATHEMANIA

Round 1: (Rapid Fire)

Mental Math questions are designed to check student's estimation, calculation and commitment of Mathematics facts to their memory.

Time 60 minutes approximately.

Round II: Ocular Perception

This round will test the student's ability to apply Mathematical concepts to facilitate higher level thinking and manipulation. Clips / video/pictures will be displayed for one member (3 minutes)

Time 60 minutes approximately.

Round III: Heads-Up BuzzerRound (Negative Marking)

30 questions will be asked formal the teams and first buzzed light will be catered to answer.
Time 120 minutes approximately.

Round IV: Athenian Portico

*Items will be hidden in 10 different places
Guidelines.

- All rounds are compulsory.
- It is required for each delegation to register 2 people for Math and Science category.
- Delegates are required to bring their geometry boxes and calculators.
- Delegates will solve the riddle and find the hidden object.

SCIENCEPORIUM

Quiztopher Matrix Round I

Each team will be given specific amount of time to answer maximum questions, each correct answer will be awarded points. There will be no negative marking and all teams will qualify for the second round while securing their marks for specific area. The questions will be covering O level syllabus of Pure Sciences. (Combination of Chemistry ,Physics, Biology)

Quiztopher Matrix Round II (BUZZER ROUND)

In this round all teams will be competing. First buzzer will be catered. The teams with the highest total will be qualifying for the last round.

Round III: Bio Mechanics

In this round delegate's scientific knowledge and problem-solving skills would be put to a test. Delegates will construct a working model related to Science. With the help of the model ,they will be presenting their ideas to the jury and the best on the basis of their criteria would achieve victory.

Scienceporium

Allen's conundrum

The most exciting and awaited category of this event is Allen's conundrum. A perplexing mystery that will leave you puzzled. Delegates' forensic knowledge, detective, and interrogation skills would be put to a test in this category consisting of 3 major rounds.

Mathemania, Scienceporium and Thepsis Theatre members to join for conundrum Round.(4 members of the team).

Round 1:

A case file would be provided at the beginning of the event to the respected delegations. Delegates are required to go through it to solve the mystery. After which the crime scene would be opened and each delegation would be given 5-10 minutes to examine the crime scene. This is not an elimination round.

Round 2:

If you are good at interrogating and intimidating people then this round is made for you as delegations would be interrogating the prime suspects and finding the major clues behind the mystery. By the end of the day 1, the delegations would be provided with a form to fill in who they think was the perpetrator.

Scienceporium

Round 3:

Delegates compiling and persuasive skills would be put to a test in this round. Their analysis would be presented to the panel as to why they chose the certain suspect and the proofs and evidence leading to the conclusion would be provided through a presentation. The delegation that provides the closest or accurate evidence would be victorious.

Conundrum Round Criteria.

Reading Time : 10 min

Crime Scene Observation: 10 min

Suspects Investigation: 8 min

Forensic Lab: 5 min

Presentation preparation: 25_30 mins.

Rules:

1. Provided resources will be utilized only.
2. Facts given in the description of the murder scene need to be religiously followed. No amendment is allowed.
3. Keep the facts in your mind while investigating suspects.
4. Present the presentation on provided resource.

Thespi's Theatre

Round I:Dionysus Artistry

Delegates will get miscellaneous situations to be enacted. Students will pick the situations from the Jar. They will get time to prepare their situations and perform subsequently.

Time for Prep:5-7min ,Performance 2-3min

Round II: Dumb Charades

Random agglomeration of words to be placed in a Jar. Team of two members(one will pick a slip, perform without lip sync and second member to guess)

Round III: Go Hustle-Rappers Reflex

Delegates have to rap on their designed content based on the topic /theme given to them before - hand. Time approximately 2hours.

Round IV: Tread the boards

Delegates will get the props .They would have to stage their performance after preparation. Props selection will be based on random Jar pick. Time: Approximately 2hours

Guidelines:

1. Each delegation must register 2 delegates for Thespi's Theatre.
- 2.Delegates must abide by the preparatory and content limitation :
- 3.Round I, III and IV.(No offensive or abusive language).
4. Round II violation of lip sync rule may result in disqualification.
- 5.Participants may choose any relevant topic to the theme: BE THE CHANGE.
6. Any offensive, abusive, sensual or socially verboten topics to be avoided.
- 7.Participants will be judged against the following:
Originality and creativity: 20%.
Stage performance and Fluency:40%
Audience Impact:20%
Content and Lyrics:20%

Film and PhotoFreaks

Round I Scenigma:

The participants need to synthesize a story using no more than 6 photos. They will use these photos and create a story with catchy captions to be given. Each team would be able to use DSLR and while using IT LAB to make a story through any provided softwares.

Time 60 minutes approximately.

Round 2: The Lensational

The delegates will capture(8-10) pictures from different angles of the prism in the school premises. The prism will be provided to them on the spot. Each team would be able to use DSLR and IT LAB as resource to present it later. Time 60 minutes approximately.

Round 3: Islamabad the Dapper

The participants need to make a Ppt or any other medium to make presentation which must include a video presenting Islamabad's culture, food, and architecture along with a 50-80 words write up and not to forget the best shots of the participants capturing the cinematic shots. Resource: IT LAB.

Guidelines: Participants can choose pictures from the internet source however; plagiarism will not be entertained. Source of information to be mentioned in the presentation Combine it in the form of collage or as an individual picture however, it has to be presented in the form of a video.

Time 60 minutes approximately.

Film and PhotoFreaks

Round 4 Artistique Silhouettes

The participants will be asked to capture different angles of the object (keeping in mind the shadow created by the particular object). They will have to capture the photo from any spot. (6-8 pictures).

Round 5 Beat The Drum:

The participants will be asked to make a video advertisement based on any specific area within school premises.

Time 60 minutes approximately.

Guidelines:

- Photographs must not have been previously published.
- Each delegation is compulsory to have two participants.
- Plagiarism will be strictly monitored.
- Each team will be given a DSLR camera.
- Any damage to the devices will be the responsibility of the team members and will be charged fine.

Code of Conduct

Below contains the compulsory disciplinary code of students must comply with these guidelines. Delegates must bear in mind that if one member of a team fails to act by these terms, their entire team is in jeopardy.

All participating students must comply with these guidelines. Delegates must bear in mind that if one member of a team fails to act by these terms, their entire team is in jeopardy.

- The delegates are expected to be in formal clothing
- Dress code For Male:
Formal suiting on both the days.
- For Females: Formal, decent clothing for both days.
- Participants are expected to maintain the decorum of the event not only through behavior but through appearance as well.
- All O level and A Levels students are eligible to participate.
- All essential resources will be provided by the respective activity heads and their team members during the event.
- Teams are expected to be punctual and on time for all rounds of the event scheduled for them.
- Failure to comply with this rule may affect their chances to win an award.
- Any kind of vulgar or forged language will not be tolerated. Delegates are expected to use proper and respectful language.
- Smoking is strictly prohibited. Any smoking material will be confiscated and may result in disqualification of the team (this includes electronic cigarettes etc.)
- The teams of each school should be accompanied a chaperone/ faculty member.
- Vandalism, littering, and theft are strictly forbidden. SOPs and safety measures should be stringently followed.
- Informal behavior with the judges and the management will not be entertained in any case. The decision of judges will be final.

Registrations

The delegates are required to register through a google form to participate in MSEM 2022. The link is attached below and is provided on the official page of MSEM. It is also obligatory to email your waiver of liability and submit it with the registration form. Moreover, it is compulsory to submit your passport size pictures along with your money to the school (or the head delegate can email the scanned pictures of each participant). Link for Registration:
<https://forms.gle/R4geJ2irGSx95JbC8>

A delegation should consist of 6 members/
delegates:

1 member for Sciences

(Chemistry , Physics & Biology)

1 member for Mathematics

2 members of the team for Photography 2

members of the team for Performing Arts Note:

All payments can be paid in cash or Online (Details of payments are given in the Registration Form as well) Note:

For online submission Account Title :

Bilal Sheryar Qureshi

Account # 0202228293938 IBAN:

PK29UNIL0109000228293938 For Cash payments
(On Registration Desk)

Mr . Asif Hussain Contact #: 0301- 5147221 Mr.

Nauman (0312-8671544) Last date of Registration:

31st October, 2022 Fee Structure Delegate Fee:
PKR 2500

Delegation Fee: PKR 3000 (Earlybird) Delegate
Fee is PKR 2000

Valid till October 19 th , 2022

Waiver of Liability

The delegates participating in BPC-B MSEM are required to sign the form below:

I _____
from school _____
have agreed to abide by the rules and regulations of the competition under any circumstances. The violation of rules can result in disqualification and expulsion of the entire team from the activity. I am not allowed to cause any degree of harm to other delegates or damage to the school property. I firmly acknowledge that Beaconhouse Potohar Campus would not be responsible for any physical injury caused by negligence, loss of finances, or gadgets during the event. I have agreed to follow the vaccination policy of Covid 19 directed by the government of Punjab. I assure that I would be fully accountable for my behaviour and would take into consideration the safety of other contestants.

Signature _____

CNIC: _____

For further queries or any concern, kindly contact us through the following Email address:

event.msem2022@gmail.com

For Online Payment Acknowledgement email us at

aliya.butt@bh.edu.pk

wajihashakil.34890@bh.edu.pk

naumantabassum.83729@bh.edu.pk