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TAGORE INTERNATONAL SCHOOL
EAST OF KAILASH

DEVYTE
3.0

ELEVATE . CONQUER . INSPIRE

EVX

TAGORE INTERNATONAL SCHOOL
EAST OF KAILASH

Dear Principal,

Warm greetings from Tagore International School, East of Kailash.
The DEVX Society of our school is delighted to invite your students to DeVyte 3.0, the third edition of our inter-school technology fest. As the school celebrates 62 years, DeVyte continues our commitment to innovation in education, bringing together creativity, skill and digital awareness in a spirit of healthy competition.

This year's theme, Elevate · Conquer · Inspire, invites students to push their limits, take on new challenges and inspire those around them. The fest will be held online and offers a range of technical and creative events: Code Clash, Exectra, CheckMate, Decode the Frequency, Ready Player One, along with Noirwave, a music production event celebrating Indian classical and folk traditions.

Eligibility, schedules and event rules are set out in the pages that follow. We would be honoured to welcome your students and are confident that their talent and enthusiasm will make DeVyte 3.0 a memorable experience for all.

We look forward to your enthusiastic participation in the event.
Warm regards,
The DEVX Society Tagore International School, East of Kailash

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GENERAL GUIDELINES

- The entire event will be conducted online.
- Schools must confirm participation through the registration links provided in this brochure. Last date for registrations is **Monday 19 October 2026.**
- Each school may send one team per event.
- All participants must join the DeVyte Discord server, where prompts, updates and results will be shared.
- The mobile number of each participant, given at registration, must be active on WhatsApp.
- All entries will be evaluated by a panel of judges, whose decision will be final and binding.
- Plagiarism of any kind will lead to immediate disqualification. Late submissions will not be accepted.
- E-certificates will be sent to all participating schools at their registered email address.
- It is compulsory for schools to participate in all events to be be eligible for the overall trophy.

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- Participants are requested to read the rules of each event carefully and to check the Discord server, the official website and the official Instagram page regularly for updates.
- For any queries, please contact the event heads or coordinators listed at the end of this brochure, or reach out on Discord.

IMPORTANT LINKS

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- Discord Server
- Whatsapp Community
- Instagram Page
- Website
- Registration Form

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SCHEDULE

Friday 09 October

Registration Commences

Monday 19 October

Registration Closes

Friday 23 October

Prelim Submissions

Sunday 25 October

Prelim Results

Wednesday 28 October

All Events

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TAGORE INTERNATONAL SCHOOL
EAST OF KAILASH

EVENTS

EVENTS	ELIGIBILITY	DATE	PARTICIPANTS
Noir wave	IX-XII	28	2
Exectra	IX-XII	25 & 28	2
Ready Player One	IX-XII	25 & 28	5 + 1
CheckMate	IX-XII	28	2
Code Clash	IX-XII	28	2
Decode the frequency	IX-XII	26 - 28	2-3

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NOIRWAVE

Indian classical and folk music once echoed through every courtyard and festival. Today, its voice is often lost in the noise of the modern world. Noirwave invites teams to bring this timeless art back to life, weaving its ragas and rhythms into fresh compositions that celebrate our cultural heritage.

Eligibility:

Classes: IX–XII
Teams: 1 team per school
Team Size: 2 participants

Event Guidelines:

This is a music production competition where participants will create tracks based on the theme of Indian Classical Fusion.

- Create a fully instrumental track. No vocals or vocal samples. AI is prohibited except for stem separation.
- Use only permitted DAWs and their stock plugins. No third-party plugins.
- Use the provided sample pack and submit your project file with the final track in MP3, WAV, or FLAC format.

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NOIRWAVE

Preliminary Round:

- A unique prompt will be released on Discord on Tuesday 20th october 2026, and each team will be assigned a genre to fuse with Indian classical or folk music.
- Teams will have 72 hours to submit their entry.
- The track must be from 1 minute 30 seconds to 2 minutes long. Entries outside this limit will be disqualified.
- The top eight teams will advance to the live finals.

Finals:

Date: Wednesday, 28 October 2026. Timings will be announced on Discord.

- A new prompt and genre will be released on Discord.
- Teams will fuse the assigned genre with Indian classical or folk music.
- Teams will have two hours to compose, edit and submit their track.
- Requests for extensions will not be entertained.



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EXECTRA

Exectra celebrates the quiet craft of those who look beneath the surface. In a world where every system runs on unseen layers, the truth often hides in an encrypted cipher, a forgotten trace or a single overlooked detail. Teams will explore cryptography, digital forensics and OSINT in pursuit of the elusive flag, in a contest that rewards curiosity, patience and ingenuity.

Eligibility:

Classes: IX–XII
Teams: 1 team per school
Team Size: 2 participants

Event Guidelines:

This is an online Capture The Flag (CTF) competition where teams solve challenges across cryptography, forensics, OSINT, and more.

- Challenges cover cryptography, forensics, OSINT and more, with exactly 2 members per team.
- Flags use Devyte{...}, and points decrease as more teams solve challenges.
- Teams rank by total points, with earlier final scores winning ties. AI and internet are allowed.
- No infrastructure attacks or sharing flags, solutions or hints. Top 3 teams win prizes, with details on Discord.

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EXECTRA

Preliminary Round:

- Date: Sunday 25th October 2026
- Time: 4:00 PM to 12:00 AM
- Challenges will be released on the platform; details will be shared on the Discord server.
- Teams are ranked by total points, with ties broken by the earlier final score.

Finals:

- Date: Wednesday, 28th October 2026
- Timings will be announced later on the Discord server.

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READY PLAYER ONE

Ready to prove your squad's dominance? Valorant Showdown is an intense 5v5 esports tournament where eight teams battle in a knockout-style format. Split into two groups of four, each team must outplay their opponents in best-of-one clashes. Only the sharpest shooters and most coordinated squads from Groups A and B will advance to the finals, where the ultimate champion will be crowned. Every round is do or die strategy, aim, and team synergy will decide who rises and who falls.



Eligibility:

Classes: IX–XII

Teams: 1 team per school

Team Size: 5 participants + 1 substitute

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READY PLAYER ONE

Event Guidelines:

Follow Valorant competitive rules, use your own accounts, no cheats or third-party tools, be on time, and respect moderators, opponents, and event rules.

Preliminary Round (Swift Play) :

- The game mode for prelims would be a 5v5 swift play .
- It will be a best of 1, a single knockout.
- Map Pool would be of all the maps.
- Map Veto and Choosing of the sides will be done live.

Semi-Finals:

- The game mode will be a standard 5v5 competitive match.
- It will be a best of one, a single knockout.
- Map Pool would be of all the maps.
- Map veto and choosing of the sides will be done live.

Finals:

- The game mode will be a standard 5v5 competitive match.
- It will be best of 3, the team with most wins would win. In case of a draw the cumulative round differences would be counted and the team which is winning with most rounds will be declared winners.
- Participants will be given a 15 minute break between each match.
- Map veto and choosing of the sides will be done live .

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CHECKMATE

Chess is more than just a game of pieces and moves. It encourages strategic thinking, logical reasoning, decision-making, patience and the ability to anticipate outcomes.

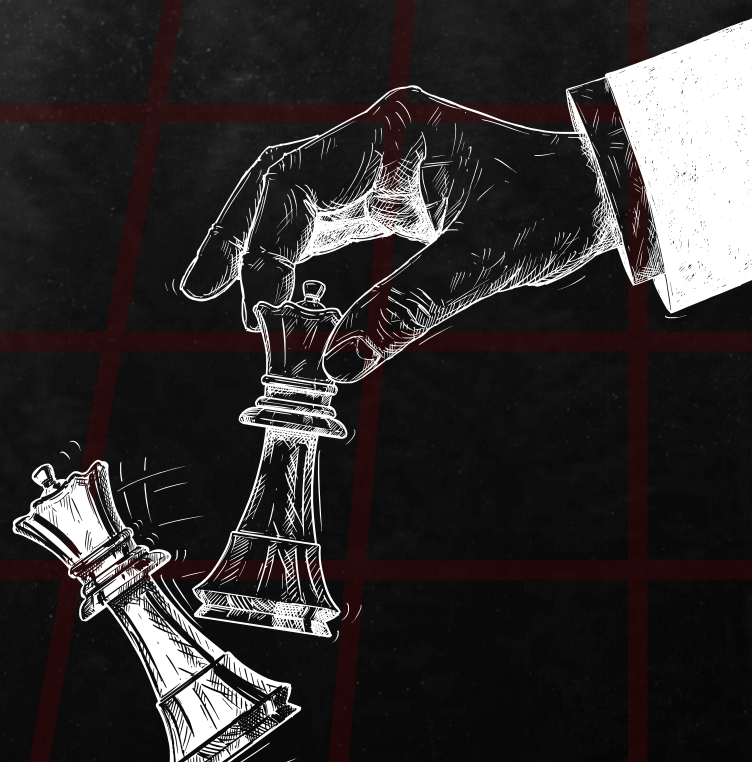
CheckMate brings students together in a competitive yet engaging environment where they can put these skills to the test, challenge their peers and experience the thrill of competitive chess. The tournament aims to promote sportsmanship, strategic thinking and healthy competition while giving chess enthusiasts across the school a platform to showcase their skills.

Eligibility:

Classes: IX–XII

Teams: 1 team per school

Team Size: 2 participants



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CHECKMATE

Round 1 — Qualifiers

- Round Duration: 30 minutes
- Time control: 5+0 (5 minutes per player, no increment)
- Format: Knockout
- All registered participants compete.
- Winners advance to Round 2.
- In case of a draw, a 3+2 tiebreak will be played.
- If the tiebreak is also drawn, a 1+0 sudden-death game will decide the winner.

Round 2 — Championship Round

- Round Duration: 45 minutes
- Time control: 10+2 (10 minutes + 2-second increment per move)
- Format: Knockout
- Qualified players will compete for a place in the Finale.
- In case of a draw, a 3+2 tiebreak will be played.
- If still tied, a 1+0 sudden-death game will be played.

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CHECKMATE

Finale:

- Finalists play a Best-of-3 match.
- Time control: 10+2
- The first player to reach 2 wins becomes the Champion.
- If the match is tied 1–1 after two games, a third game will be played.
- If the deciding game is drawn, a 5+3 tiebreak will be played.

Number of Rounds:

The number of rounds may be increased depending on the number of participants.

The final tournament structure and number of rounds will be announced once the total number of participants is confirmed.

Fair Play Rules:

- To ensure a fair and competitive tournament: No chess engines or AI assistance.
- No opening databases or outside assistance during games.
- No assistance from other players or spectators.
- Mobile phones and smartwatches must not be used during games.
- Players must remain at their designated place during their games.
- Only the Lichess game window should be used during a match.

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CODE CLASH

Code Clash is a high-energy 2v2 programming competition where speed, accuracy, and teamwork determine who comes out on top. Teams will face off in knockout-style duels, starting with fast-paced prelims where only the quickest eight duos advance. The finals bring head-to-head eliminations until one team emerges as the ultimate champion. Whether you're perfectly in sync or just two friends ready for the challenge, this is your chance to prove your coding dominance.
Think fast, code faster, and outsmart your opponents before the clock runs out.

Eligibility:

Classes: IX–XII

Teams: 1 team per school

Team Size: 2 participants

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CODE CLASH

Event Guidelines:

Code on the contest platform only, use internet for references, both must contribute, no outside help, and respect rules and time.

Preliminary Round :

- Date: Wednesday, 28 October 2026
- Format: All registered teams will attempt four coding problem of moderate difficulty.
- Goal: The first 08 teams to submit correct solutions qualify for the Final Round.
- Rules: Time is of the essence—submit fast, submit right.

Finals:

- Date: Wednesday, 28 October 2026
- Format: Single-elimination bracket with the Top 08 teams.
- Problems: Each Team will receive 3 advanced-level problems.

Winner Determination:

The team that solves first wins and advances.

Tie-breaker: If two teams finish at the same time, the team with the more efficient solution (fewer lines of code) will be declared the winner.

Grand Finale: The final 2v2 duel crowns the Code Clash Champion Team

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DECODE THE FREQUENCY

Think you've got what it takes to crack secret codes and solve mind-bending puzzles? Then join Stego Hunt The Secret Code Challenge and become a digital detective! Work in teams to hunt for hidden messages tucked inside images, audio files, and documents. You'll need sharp eyes, clever thinking, and a bit of tech magic to decode clues and unlock the next level. It's fast-paced, fun, and full of surprises perfect for anyone who loves a challenge, teamwork, and a little bit of mystery. So gear up, dive in, and see if you can be the team that solves it all before the timer runs out!

Eligibility:

Classes: IX–XII
Teams: 1 team per school
Team Size: 2-3 Participants

Guidlines:

Teams of 2–3 participants compete online through Discord. Stable internet and tools (QR scanners, decoders, file viewers) are required. Hidden-message files will be shared at each round in the starting of thge round.

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