

LEVITATE 2025

22nd, 23rd August



About

Levitate 2025

Welcome to Sophia's First-Ever Cultural & Academic Fest—a groundbreaking celebration of talent, innovation, and creativity! As one of Bangalore's premier institutions, our school has always been a hub of excellence, nurturing young minds to think beyond boundaries and embrace both knowledge and artistry.

This unique fest is more than just an event—it's an opportunity for students to shine, grow, and discover their potential. As a participant, this experience is your stage to showcase talent, build confidence, and collaborate meaningfully. From captivating cultural performances to stimulating academic challenges, every moment is designed to ignite your creativity, sharpen your skills, and leave you with unforgettable memories and lifelong learning.

Join us as we make history, bridging creativity and intellect like never before in Bangalore!

- +91 98220 84617 +91 72593 16505 +91 98455 47062 +91 80883 08273
- levitate@sophiahighschool.org
- @levitate.shs



Rules and Regulations

To ensure a safe, fair, and enjoyable experience for all participants, the following rules must be strictly followed:

All attendees must adhere to the formal dress code, wearing either Western or Indian formals. Uniforms, ripped jeans, shorts, short skirts, and sleeveless clothing are strictly prohibited.

Every participant must carry valid proof of registration along with their school ID card, which is mandatory at all times. A government-issued photo ID such as an Aadhaar card may be carried additionally. Members of school delegations are required to present their institution ID cards on both days of the fest without exception. The wristband provided during registration must also be visibly worn throughout the event.

Outside food and beverages are not permitted on campus, and any such items found will be confiscated. Participants are encouraged to utilize the food stalls available on-site. While empty water bottles are allowed, water dispensers will be conveniently located across the venue.

The possession or use of any banned substances including tobacco, alcohol, vapes, or drugs will result in immediate disciplinary action. Dangerous items such as sharp objects, weapons, inflammable materials, pepper spray, and certain electronics like laser pointers are strictly prohibited. The organizing committee reserves the right to confiscate prohibited items, which will not be returned under any circumstances.

All participants must maintain proper decorum throughout the event. Public displays of affection and any form of disruptive behaviour will not be tolerated. Those eliminated from competitions on Day 1 will not be permitted entry on Day 2.

The use of artificial intelligence to complete competition tasks is strictly forbidden and will lead to disqualification or point deductions. Participants are solely responsible for their personal belongings, as the organizers cannot be held liable for any lost or stolen items.

Any concerns or issues should be formally reported to event organizers through the official channels of communication. Late arrivals must provide valid justification, with tardiness resulting in penalties.

All decisions made by the judges and organizers are final and binding; Scoresheets are not open to scrutiny. Violations of these rules may result in point deductions, disqualification, or expulsion from the event.

By participating in LEVITATE 2025, all attendees agree to comply with these regulations to ensure a successful and memorable experience for everyone involved. Let's work together to make this event truly extraordinary!

Registration Details

Individual	Rate (₹)
Solo (1 nos)	400
Duo (2 nos)	600
Trio (3 nos)	1000
Group (>6 nos)	1500

Institutional	Rate (₹)
Early Bird	12000
Regular	15000

Visit:

www.sophiahighschool.org/levitate25

Individual Registration Form Individual participants



Institutional Registration Form
School delegations



Institutional Delegation:

An institution is considered a single delegation only when it sends participants or teams for each event scheduled at the fest. Full participation is encouraged in order to be eligible for the rolling trophy. Institutions may send multiple delegations. Additional teams or individuals must be registered separately.

- A clear list of all members within each institutional delegation is required at the time of registration, irrespective of the number of delegations.
- Participation is open to only students of Grade 9-12
- Participants who are taking part in the academic events are only allowed to take part in group cultural events (Music & Dance).

Registration Timeline:

- Early bird pricing is applicable until 12th August, 2025
- Registrations close on 18th August, 2025.

No refunds will be processed under any circumstances.

Important Note on Participation Slots:

For certain events, registrations may close early once the maximum number of teams or individuals permitted is reached. This applies to both pre-event and on-spot registrations. We recommend registering as early as possible to secure participation.

On-Spot Registrations:

On-spot registrations begin at 07:30 a.m. on 22nd August, 2025; subject to slot availability.



Taal Tarang

Category: Solo Classical Dance

Grace in Motion, Stories in Rhythm

Step into a world of tradition, rhythm, and expression! Taal Tarang invites participants to showcase the elegance and storytelling power of Indian classical dance. Celebrate India's rich heritage through intricate footwork, expressive gestures, and original flair—where every movement tells a timeless tale.

Number of participants allowed: Maximum 2 entries per delegation **Time Limit:** Each performer will get up to 2 min 30 sec

- Participants can perform any recognized Indian classical dance form (e.g. Bharatanatyam, Kathak, Odissi, Kuchipudi, etc.)
- Originality is a must plagiarism leads to disqualification.
 Choreography by the student's regular teacher or guru is preferred.
- Participants must arrange for their own costumes and props, ensuring they are appropriate to the classical art form and the school environment.
- Use of flammable or hazardous items on stage is strictly prohibited.
- Dance movements must be age-appropriate and culturally respectful, with no element of vulgarity.
- The music track must be free of profanity, inappropriate language, or vulgar content. It must be submitted by 12th August 2025 via email to dance.levitate@sophiahighschool.org. A backup copy on a pen drive should also be carried on the day of the event (MP3 Format).

Hustle

Category: Solo Western Dance

Own the Beat. Rule the Floor.

Get ready to bring the beat alive! Hustle celebrates energy, style, and self-expression through Western dance—be it hiphop, jazz, contemporary, or freestyle. Take the stage with rhythm, attitude, and originality. Let your moves do the talking!

Number of participants allowed: Maximum 2 entries per delegation **Time Limit:** Each performer will aet up to 2 min 30 sec

- Participants may select any Western dance style (e.g. Contemporary, Hip-Hop, Jazz, Urban, Lyrical, etc.).
- Originality is a must plagiarism leads to disqualification.
 Choreography by the student's regular teacher or guru is preferred.
- Participants must arrange for their own costumes and props, ensuring they are appropriate to the art form and the school environment.
- Use of flammable or hazardous items on stage is strictly prohibited.
- Dance movements must be age-appropriate and culturally respectful, with no element of vulgarity.
- The music track must be free of profanity, inappropriate language, or vulgar content. It must be submitted by 12th August 2025 via email to dance.levitate@sophiahighschool.org. A backup copy on a pen drive should also be carried on the day of the event (MP3 Format).

Sync Surge

Category: Group Dance - Indian/Western

One Rhythm. One Team. One Stage.

When rhythm meets teamwork, magic happens! Sync Surge invites school dance crews to showcase highenergy choreography, theme-based storytelling, and flawless synchronization. Celebrate unity, creativity, and the electrifying power of group expression!

Number of participants allowed: Only one crew per delegation consisting of minimum 8 and a maximum of 15 members. The team may include students from different grades or from the same grade. **Time Limit:** 4 Minutes and an additional 1 minute will be provided for stage entry and exit.

- Any of the above-mentioned genres can be performed.
- Originality is a must plagiarism leads to disqualification.
 Choreography by the student's regular teacher or guru is preferred.
- Costumes and props are the responsibility of the participating team. They must be appropriate and performance-friendly.
- Use of flammable or hazardous items on stage is strictly prohibited.
- Dance movements must be age-appropriate and culturally respectful, with no element of vulgarity.
- The music track must be free of profanity, inappropriate language, or vulgar content. It must be submitted by 12th August 2025 via email to dance.levitate@sophiahighschool.org. A backup copy on a pen drive should also be carried on the day of the event (MP3 Format).
- **Security In-charge** +91 97410 84527

Vocal Vibe

Category: Western Solo Singing

Step into the spotlight and let your voice shine! Vocal Vibe brings Western musical styles to life — pop, jazz, soul, and more. With nothing but a mic and their voice, performers will take us on a journey of passion, range, and rhythm.

Let your voice be your vibe.

- Two participants per school.
- One accompanying instrument is allowed (only student accompanist allowed). The performance will be assessed based on the participant only.
- Time limit: 2 + 1 minutes (Including an introduction).
- Karaoke is allowed without recorded voices or backing vocals.
- Participants using a backing track must carry their audio file on a pen drive and submit it prior to the event to the organizing team
- No profanity or inappropriate words/themes to be used in songs performed.
- The judges' decisions are final.

Raaga One

Category: Vernacular Solo Singing

A heartfelt celebration of India's musical languages. Raaga One invites solo performers to sing in their native tongue — capturing the soul of folk, classical, or regional melodies.

One voice. One language. One powerful raaga.

- Two participants per school.
- One accompanying instrument is allowed (only student accompanist allowed). The performance will be assessed based on the participant only.
- Time limit: 2 + 1 minutes (Including an introduction).
- Karaoke is allowed without recorded voices or backing vocals.
- Participants using a backing track must carry their audio file on a pen drive and submit it prior to the event to the organizing team
- No profanity or inappropriate words/themes to be used in songs performed.
- The judges' decisions are final.

Solo Sonata

Category 1: Instrumental Solo - Western Category 2: Instrumental Solo - Indian

An event for the musically gifted who let their instruments speak. Solo Sonata honors Western and Indian instrumentalists showcasing talent, fluency, and emotion — from piano and strings to percussion and beyond.

One performer. Pure expression.

- Maximum Two participants per school, per category.
- Pre-recorded piano accompaniment or backing tracks may be used.
- Instruments provided Drum kit and Keyboard.
- The time limit: 3 +1 minute.
- No profanity or inappropriate words/themes to be used in songs performed.
- Participants using a backing track must carry their audio file on a pen drive and submit it prior to the event to the organizing team
- The judges' decisions are final.

The Vocal Collective

Category: Western Group Singing

Teamwork in tune. The Vocal Collective features groups performing Western arrangements with harmony, energy, and style. A cappella, pop choirs, and vocal ensembles — all voices rise together on one stage.

Sing as one. Shine as a collective.

- One team per school consisting of minimum 6 to maximum 12 members in a team.
- Apart from the 12 voices, one accompanying instrument is allowed (only student accompanists allowed).
- Time limit: 3 + 1 minutes (Including an introduction).
- Participants will be judged only on the basis of their performance.
- Karaoke is allowed without backup vocals.
- No profanity or inappropriate words/themes to be used in songs performed.
- Participants using a backing track must carry their audio file on a pen drive and submit it prior to the event to the organizing team
- The judges' decisions are final.

Vocal Varnam

Category: Vernacular Group Singing

A vibrant display of culture and collaboration. Vocal Varnam is where groups bring to life the beauty of Indian languages through song — whether folk, devotional, or regional cinematic.

A garland of voices in native melody.

- One team per school consisting of minimum 6 to maximum 12 members in a team.
- Apart from the 12 voices, one accompanying instrument is allowed (only student accompanists allowed).
- Time limit: 3 + 1 minutes (Including an introduction).
- Participants will be judged only on the basis of their performance.
- Karaoke is allowed without backup vocals.
- No profanity or inappropriate words/themes to be used in songs performed.
- Participants using a backing track must carry their audio file on a pen drive and submit it prior to the event to the organizing team
- The judges' decisions are final.

Plot Twist

Category: Group Theatre Performance

Prepare for an exhilarating journey where imagination knows no bounds! "PLOT TWIST" challenges aspiring storytellers and performers to embrace the unexpected. This event kicks off with teams drawing a mystery character and mystery setting, then racing against the clock to weave a compelling, original script on Day One. Only the most ingenious narratives earn a coveted spot on the stage on Day Two, where acting prowess, stage presence and creative flair will transform words into unforgettable live theatre.

It's a true test of collaborative spirit, sharp wit and dramatic innovation, culminating in a celebration of every unique narrative voice.

Dive into the Unexpected!

- Each team must have a minimum of 5 participants and a maximum of 10 participants.
- Participants from classes 9-12 are allowed to take part.
- The use of mobile phones and external assistance for any purpose and Al-generated content are strictly prohibited.
- Any form of plagiarism in the script will lead to immediate disqualification. Scripts must be original and created by the team on the day of the event.
- Scripts or performances containing inappropriate, offensive, or discriminatory content will lead to immediate disqualification.
- **Example 2 Faculty In-charge** +91 84317 34003

Haiku-na Matata

Category: Poetry Writing - Solo

Got 17 syllables? then Join us for a uniquely joyful and totally enjoyable event! Leave your worries at the door and discover the simple pleasure of crafting beautiful, three-line poems inspired by the world around us. Forget perfection, embrace expression! This isn't about being a master poet; it's about having fun with words and finding your own rhythm, just like Timon, Pumbaa, and Simba tauaht us.

- All haikus submitted must be original creations by the participant.
- Poems must not be copied, adapted from existing works, or generated using AI tools.
- All haikus must be written in English for ease of understanding and evaluation.
- Participants are encouraged to follow the traditional 5-7-5 syllable structure; however, slight deviations are allowed in the interest of creative expression.
- The judges' decisions are final.

Quiriosity

Category: Quiz - Group

Are you a master of miscellaneous facts? Does the thrill of a tough question ignite your mind? Do you believe every query holds a captivating story? Then prepare to dive headfirst into the ultimate battle of wits: the Quiriosity Quiz Competition!

This isn't just any quiz; it's a celebration of the insatiably curious, the trivia titans, and the knowledge navigators. From the depths of history to the frontiers of future technology, from pop culture phenomena to scientific breakthroughs, and everything in between.

- Number of participants: 2 members per team
- Participants from classes 9-12 are allowed to take part
- The use of mobile phones, external assistance and Algenerated content are strictly prohibited.
- The Quizmaster's Decision is final
- Further instructions will be provided at the venue.

Who You Hue

Category: Painting - Solo

Do you see the world through lines, colors, and forms? Does a blank canvas spark ideas rather than hesitation?

This isn't just about art — it's about capturing moments, translating scenes into strokes, and letting your creativity flow freely. From quick sketching under the open sky to mastering still life painting, show what happens when talent meets time and imagination meets observation.

- Participants from classes 9-12 are allowed to take part
- Participants are strictly prohibited from using mobile phones, tablets, laptops, or any other electronic devices.
- Sketches and paintings must be created live and originally by the participant. Use of pre-prepared sketches, tracing tools, or copied compositions will lead to disqualification.
- Only the materials specified by the organizers (pencils, pens, paints, etc.) may be used.
 Unauthorized mediums or materials are not permitted.

Terra & Forma

Category: Sculpting - Solo

Do your ideas take shape in your hands before your mind finishes the thought? Does the feel of clay and the rhythm of sculpting tools fuel your creative spark?

In this competition, flat surfaces rise with relief, and lumps of clay transform into expressive forms. Whether it's delicate details in 2D or bold structures in 3D, this is where patience, precision, and pure creative instinct come alive — one sculpt at a time.

- Participants from classes 9-12 are allowed to take part
- Participants are permitted to bring their own sculpting tools.
 Basic sculpting materials like clay and boards will be provided.
- All sculptures must be original and created entirely during the event. Any pre-made components, templates, or traced outlines are not allowed. Plagiarism or replication of existing artwork will lead to disqualification.
- Participants must work independently. External assistance in any form (verbal, written, or digital) is not allowed.
- Al-generated or Al-assisted references or plans are not permissible. Mobile phones must be switched off and kept away during the event.
- The judges' decisions are final.
- Further instructions will be provided at the venue.
- **Security In-charge** +91 99003 17127



Case Closed?

Step into the World of Law and Justice!

Uncover the power of legal knowledge and sharpen your ability to think like a true advocate. Whether it's identifying a crime, interrogating witnesses, solving a case, or standing tall in a courtroom—this is your gateway to understanding how justice works. With each challenge, you'll build the critical thinking and communication skills essential to any budding legal mind.

Discover the thrill of the courtroom and bring out the hidden advocate in you!

Are you ready to take the stand?

Guidelines:

- Number of participants: 2 members per team
- Participants from classes 9-12 are allowed to take part
- Dress Code: Formal attire (preferably white shirt; black pant and blazer)
- Preparation time will vary for each round and will be informed at the venue.
- External assistance and Al-generated content are strictly prohibited.
- The final judgment will be made by the bench and will be binding.
- The background guide will be shared in advance through official communication channels. Participants are responsible for staying informed and checking these channels regularly, as no separate reminders will be issued.
- Further instructions will be provided at the venue.
- **Security In-charge** +91 95919 16461

Event Head (Student) +91 70221 13111

Mavericks

Will you follow the story, or will you lead it?

Step into the shoes of a modern storyteller where facts meet creativity in this dynamic media challenge. This event will test your ability to observe, interpret, and communicate compelling narratives from the heart of the festival.

This is where perception bends and ordinary scenes transform into something more. Through a series of unfolding challenges, you'll learn to listen to what isn't said, to frame what others overlook, and to give voice to the silent pulse of the festival.

- Number of participants: 2 members per team
- Participants from classes 9-12 are allowed to take part
- Phones/tablets with camera and basic video editing apps allowed.
- All content must be school-appropriate and should not include any offensive language or imagery.
- Preparation time will vary for each round and will be informed at the venue.
- External assistance and Al-generated content are strictly prohibited.
- Further instructions will be provided at the venue.

Mortem

The case breathes. Do you dare cut it open?

Something isn't sitting right. No one tells you what's wrong, just that you need to figure it out. The data looks fine, too fine. The story is clean, too clean. Everything feels a little too controlled. A little too quiet. You're left with science, logic, and instincts to untangle what was never meant to be clear.

It's not just theory and deduction.

It's something deeper, carefully hidden and quietly resisting. In Mortem, you're not just solving a crime, you're uncovering what someone tried very hard to bury deep.

- Number of participants: 3 members per team
- Participants from classes 9-12 are allowed to take part
- Participants are required to have basic knowledge of Science and Forensics
- Participants must carry basic stationery and one laptop/tablet with data connection per team
- Participants should have basic presentation making skills
- Preparation time will vary for each round and will be informed at the venue.
- External assistance and Al-generated content are strictly prohibited.
- Further instructions will be provided at the venue.
- **Example 2 Faculty In-charge** +91 93414 39694

Aeternum

Warning: The past fights back.

The archives are bleeding. History whispers to those who dare listen - not with dry facts but with the weight of choices that cracked empires.

The clock runs out as the sands of time trickle out of your hands. You are plunging deep into the waters. What should you do to stay afloat? Then, you've got to see what trick to deploy - using brawns or brains? The buzzer sounds and it's time for your last lunge. It's your deciding test.

Have you got it in you to face your worst fears and let your legacy remain or will you let it burn in front of your eyes?

- Number of participants: 2 members per team
- Participants from classes 9-12 are allowed to take part
- Participants must carry basic stationary and one device with data connection per team. However, the use of these devices during active rounds will lead to disqualification.
- Preparation time will vary for each round and will be informed at the venue.
- External assistance and Al-generated content are strictly prohibited.
- Important event details and guidelines will be shared in advance through official communication channels.
- Participants are expected to stay updated and check all pre-event communications carefully.
- **Faculty In-charge** +91 94484 51520

Time = Null Ø

"This isn't Deja vu. It's a design"

Something is wrong with the timeline. Again. The simulation restarts. Patterns distort. Familiar clues reappear but something feels off. Escape is possible, but only through logic, observation, and pressure that won't ease. Choices blur. Paths repeat. Yet beneath the cycle, something stirs.

A message. A pattern. A way out.

But it hides behind assumptions. Behind things you already know. Behind the things you've already seen.

Can you break the loop?
Or will you be erased like the others?

- Number of participants: 2 members per team
- Participants from classes 9-12 are allowed to take part
- Use of electronic devices is strictly prohibited during the event duration. Possession or usage of phones, tablets, or laptops during active rounds will lead to immediate disqualification.
- Preparation time will vary for each round and will be informed at the venue.
- Further instructions will be provided at the venue.
- **Example 2 Faculty In-charge** +91 89712 66777

Kairos: The Venture Verse

ONE PRODUCT. TWO CHALLENGES. Invent. Survive.

Step into VentureVerse — a high-stakes simulation where innovation faces the unexpected and pressure is part of the game. Your team must create one product that defies logic but demands attention. But invention is just the start. The next phase? Unpredictable. Crises will strike — backlash, breakdowns, blunders. Only those who adapt will endure.

This isn't just business — it's survival of the sharpest.

- Number of participants: 3 members per team
- Participants from classes 11-12 are allowed to take part
- Participants must carry basic stationery and one laptop/tablet with data connection per team
- Preparation time will vary for each round and will be informed at the venue.
- External assistance and Al-generated content are strictly prohibited.
- Further instructions will be provided at the venue.

Agon: The Quest

FROM CLUES TO COMMERCE Decode. Create. Defend.

Get ready for a dynamic challenge where commerce meets creativity. Teams race through a clue-based hunt powered by business riddles and unexpected twists. What starts as a simple search ends in a branding battle — with your wits, vision, and strategy put to the ultimate test. But just when your brand takes shape, a fictional crisis will strike. Can you defend your idea and recover your reputation — or will your brand buckle under pressure?

- Number of participants: 3 members per team
- Participants from classes 9-10 are allowed to take part
- Participants are required to have basic knowledge of Commerce and Economics
- Participants must carry basic stationery and one laptop/tablet with data connection per team
- Preparation time will vary for each round and will be informed at the venue.
- External assistance and Al-generated content are strictly prohibited.
- Further instructions will be provided at the venue.

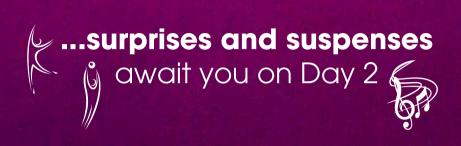
Psynergy

Insight. Introspect. Intuition.

Are you ready to sync minds and dive deep into the human psyche?

Here, observation is power, intuition is strategy, and teamwork is as much about knowing others as it is about knowing yourself. If you have ever paused to wonder why people do what they do, if patterns in behavior catch your eye before others even notice. If you find yourself reading the room before anyone else, if questions stir in your mind where others see nothing, Psynergy is your arena. Step in and let the mind do what it does best: connect, decode, and create.

- Number of participants: 2 members per team
- Participants from classes 10-12 are allowed to take part
- Participants are required to have basic knowledge of Psychology
- Preparation time will vary for each round and will be informed at the venue.
- External assistance and Al-generated content are strictly prohibited.
- Participants must follow all event-day instructions; any submissions (if required) will be clearly announced during the event.





Levitate 2025 will be conducted over two full days, from 8:00 AM to 4:00 PM.

All participants must report to the venue before 8:00 AM.

No entry will be permitted after 8:30 AM under any circumstances.

Late arrivals may result in disqualification,

so participants are advised to plan their arrival accordingly.









