



Lahore Grammar School
Johar Town Senior Boys Campus

FRAUDIYE FILES

STUDY GUIDE



12 · 13 · 14
SEPTEMBER

Round 1:

Delegate Count: 1–2

Duration: 1 hour 30 minutes

Delegates are given a bifold test of both law and morality; they will be given a series of questions, presenting fictitious legal causes. The objective? Make the most legally correct judgement. No accurate, verifiable laws need to be cited, as delegates must discern their moral judgements from what might be legally absolvable. Round 1 focuses on the conundrum on whether our moral compasses align with what is illegal.

Note: This is an elimination round. Only the top 60% of teams will proceed.

Round 2:

Delegate Count: 2–4

Duration: 2 hours

Promoted teams will be given numerous documents regarding the life and likeness of a well known and liked millionaire in their city. They must comb through them, looking for any shred of wrongdoing, any slip of the mask, and seize it. With the information in hand, delegates must prepare and make a presentation in their free time before round 2 begins. The presentation must cover the true depth and breadth of the millionaire's crime, how they did it, the evidence behind it, and how and/or why they plan to portray the story in the news. Delegates are free to use designing softwares like Canva or Powerpoint for their presentations, however everything they use must be freely available, rather than bought for. Delegates must bring their laptops on the day of the event. Delegates will have 5 minutes to present their case to a team of harsh editors in the journalist company they work in. They must not only respond to their critiques, but also give good reason and ways in which they'd present the story to a mortified public.

Note: Round 2 is an elimination round. Only the top 10 teams will be selected for the final rounds.

Round 3:

Delegate Count: 2–3

Duration: 2 hours

Our journalists will be tasked to their first day on duty; investigating a crime scene, and then interviewing possible suspects. While not much can be revealed, delegates must be prepared to bring a USB, audio recorder, and a camera (or a good phone) to document and imprint any evidence on record. More context and information will be given on the day of the event.

Note: Round 3 is not an elimination round and will not be marked. It is purely an informational round.

Round 4:

Delegate Count: 2–7

Duration: 1 hour 30 mins

The successful teams will be given an app to download on their laptops, or a website to make an account for and experiment in. Using these graph editors and creators, delegates must utilise the notes, evidence, and information to craft an elaborate evidence board online. In this flowchart, they must outline:

- Any eliminated suspects, and why they are not guilty
- Any red herrings available on the scene or in the documents provided
- The Whodunnit (culprit), Howdunnit (method), and Whydunnit (motive), as well as evidence backing up each claim
- Pictures in the form of Figure (Fig) statements, as well as uploaded or added images alongside their flowchart file
- A glossary of objects present in the scene

This flowchart can be completed before or during the final round. All that matters is for it to be finished by the round ending. Alongside their evidence board, they must also submit a written report summarising the evidence board to their best ability, covering the culprit, the flow of events, and an apt conclusion.

Note: Final decisions as well as potential changes are in the hands of category heads.