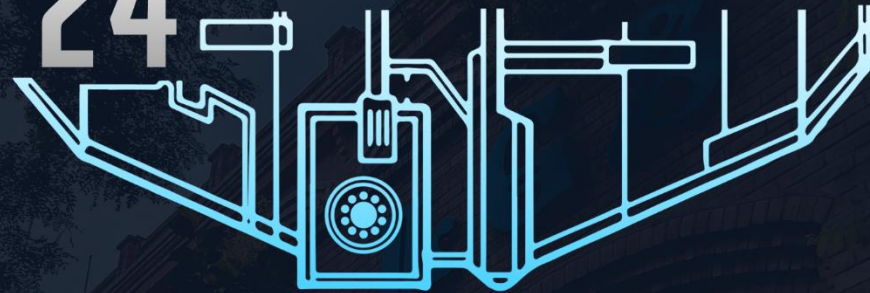


LAHORE GRAMMAR SCHOOL JOHAR TOWN FOR BOYS

INNOVENTIONS

'24 INDULGE. INVENT. INNOVATE.



Dial 15
(Study Guide)



11th-13th OCTOBER

Round 1: Homicide Investigation

Total Time: 1 hr 30 mins

Delegate Cap: Minimum 2, Maximum 4

In this category, a sudden and devastating Murder of a key personality will take place within the hallowed halls of the school. All delegations will partake in an investigation to pinpoint a murderer among a choice of 4 suspects via clues scattered around the room and surrounding the body of the deceased. There will be obvious clues and items leading to the actual Criminal, delegates must eliminate the other suspects from consideration and deduce who they believe was the actual Criminal. This round is directly correlated to the second round of this category where delegates will be asked to interrogate suspects to gather more evidence and help reduce their criminality

Judging Criteria: Teams will be judged on the amount of clues they are able to gather at the crime scene, this is NOT an elimination round. The points from this round will be carried forward to the next round. All teams will progress to the next round

Round 2: Interrogation Station

Total Time: 2 hours (15 minutes per team, subject to change)

Delegate Cap: Minimum 1, Maximum 3

Participants are introduced to a crime scenario, including key facts and a group of suspects, each with a unique background and potential motive. They have a limited time to interrogate the suspects, asking strategic questions to gather information, identify inconsistencies, and piece together evidence. After the interrogation, they deliberate and decide who they believe the culprit is, providing a rationale for their choice. Roles include participants as detectives, suspects played by actors or briefed participants, and a game master who oversees the round and reveals the solution. **Judging Criteria:** Points are awarded based on the accuracy of the deduction, the quality of interrogation, and the soundness of the rationale. This will be an elimination round, the top 50% of teams will progress to the next round

Round 3: Courtroom Chaos: The Mock Trial Mystery

Total Time: 2 hours and 30 minutes

Delegate Cap: Minimum 2, Maximum 6

"Courtroom Chaos" is an interactive and creative mock trial round where participants assume the roles of attorneys and witnesses in a dramatic courtroom setting. Divided into Prosecution and Defense teams, participants are tasked with arguing a fictional crime case, presenting evidence, cross-examining witnesses, and crafting persuasive arguments to win over the jury (judges). The round begins with teams preparing their case, followed by trial proceedings where they present opening statements, examine witnesses, and deliver closing arguments. The jury then deliberates and decides which team made the most convincing case. **Judging Criteria:** Points are awarded based on the strength of arguments, cross-examination skills, and creativity in handling surprises. Best performers will be awarded with Runners-up and Winner trophies of this category.

Important Note: The rules could be subject to change based on the circumstances during, before and after the round. Delegates will be informed if drastic changes are made to the Guidelines of this round. Final decisions are at the discretion of the category heads and cannot be challenged