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GLOBAL EDUCATION TRUST INSTITUTIONS

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GLOBAL VISION. TRADITIONAL VALUES.GPS Brookes  
Kochi

GPS - International

$$E = mc^2$$

$$a^2 + b^2 = c^2$$

$$e^{i\pi} + 1 = 0$$

$$\nabla \cdot \mathbf{E} = \frac{\rho}{\epsilon_0}$$

$$\nabla \cdot \mathbf{B} = 0$$

$$\nabla \times \mathbf{E} = -\frac{\partial \mathbf{B}}{\partial t}$$

$$\nabla \times \mathbf{B} = \mu_0 \mathbf{J} + \mu_0 \epsilon_0 \frac{\partial \mathbf{E}}{\partial t}$$

$$\frac{d}{dx} \sin x = \cos x$$



LEGENDS ARE SUMMONED. UNITY IS OUR QUEST.

CROSSROADS  
2026

$$\sum_{n=1}^{\infty} \frac{1}{n^2} = \frac{\pi^2}{6}$$

WHERE LEGENDS RISE

# PARTICIPATION GUIDELINES

- Register using the [Crossroads 2026-Registration Form](#)
- One teacher can accompany every 10 set of students (participants & volunteers).
- Up to 5 volunteers can accompany the team.
- A student can participate in only one event.
- All participants and volunteers in a team must be dressed in any one single colour, except black (smart casuals).
- All participants must carry their school ID cards.
- For all events, participants are expected to communicate and present in English, except in the Language event.
- Personal belongings are the responsibility of the participants. GPS is not responsible for any loss that may occur.
- Lunch coupons will be available on prior request. Food stalls will also be open at the venue.
- Obscenity and vulgarity in any event will lead to disqualification of the team.
- Gadgets are strictly prohibited. Teams would be disqualified if found violating this clause.
- Redressals should be brought to the notice of the teachers-in-charge within 10 minutes of completion of the event.
- All materials are to be brought by the participants, unless specified otherwise.
- For details regarding the events, contact the teacher/student-in-charge between 6 pm and 8 pm.
- The judges' decision is final in all events.



GLOBAL PUBLIC SCHOOL PRESENTS

# CROSSROADS 2026

— LEGENDS RISE —

*Long ago...*

In the ancient kingdom where Camelot stood, a sword was driven into stone.  
Excalibur — forged in the fires of legend — could only be claimed by one truly worthy.

*Kings tried. Warriors failed.*

For the sword demanded courage, wisdom, creativity and heart.

And then — from the most unexpected of places —  
a young Arthur stepped forward, and the stone yielded.

**A legend had risen.**

CENTURIES LATER — THE CALL ECHOES ONCE MORE

Schools from across the land are called to this arena — Crossroads 2026 —  
not merely to compete, but to leave their mark across every domain...

Each challenge will demand your absolute best.

Each round will ask you to dig deeper, think bolder and rise higher.

LEGENDS ARE WATCHING

Legends of yore will test you, as Arthur was tested.

And at the end of it all — one school will step forward and lift the  
Crossroads Championship Trophy!

***Will it be yours?***

*Multiple arenas. One stage.*

*Countless stories. One chance.*

**THE LEGEND BEGINS NOW**

# Maiden of Valour

[Social Science & Humanities]

*“Where Courage Ignites, Faith Leads and Freedom Prevails!”*

## Be the Spark, Defy the Storm

Inspired by Joan of Arc, step into a world where courage speaks louder than fear and conviction shines through the darkest storms. Through powerful visual storytelling, recreate a defining moment where brave voices rise against adversity and justice finds its path.

## GUIDELINES

### Round 1 (Social Science)

1. Participants must present a tableau based on the given theme.
2. Teams will be allotted 30 minutes for planning and 5 minutes for presentation.
3. Props will be provided at the venue.
4. Participants can be from Grades 9–12.

## JUDGEMENT CRITERIA

Understanding of historical themes and Joan of Arc's life  
Expression of courage, faith and leadership  
Overall impact and performance

## CONTACT DETAILS

**Teacher-in-charge: Bhavna V Shenoy**  
[bhavnavshenoy@globalpublicschool.org](mailto:bhavnavshenoy@globalpublicschool.org)  
8283817337

**Student-in-charge: Nandana Kiara Mohan**  
[nandanakiaramohan@globalpublicschool.org](mailto:nandanakiaramohan@globalpublicschool.org)  
88911 97420

# Maiden of Valour

[Social Science & Humanities]

*“Where Courage Ignites, Faith Leads and Freedom Prevails!”*

## **Braveheart – Reimagining History in the Modern World**

What if Joan of Arc walked among us today? In this round, participants will weave a compelling narrative that reimagines her spirit in the modern age—giving voice to the unheard, challenging inequality and igniting hope. Through words and imagination, bring to life a timeless flame of courage that continues to inspire change across generations.

### **GUIDELINES**

#### **Round 2 (Humanities)**

1. Participants must prepare and narrate a contemporary story of Joan of Arc where modern laws are applicable.
2. 20 minutes will be given for preparation and 10 minutes for presentation.
3. Students must use only the props provided.
4. Basic historical facts must be adhered to.
5. Focus areas include feminism, gender equality, fair trial and prisoners of war.

### **JUDGEMENT CRITERIA**

Relevance of content  
Dramatic narration and creativity  
Originality, including an unexpected and unique twist

### **CONTACT DETAILS**

**Teacher-in-charge: Geetha Issac**  
[geethaisaac@globalpublicschool.org](mailto:geethaisaac@globalpublicschool.org)  
9387028809

**Student-in-charge: Rithika Prajeesh**  
[rithikaprajeesh@gpsinternational.in](mailto:rithikaprajeesh@gpsinternational.in)  
7994383376

Number of participants: 5

Duration: 2 hours

# Neural Nexus: The AI Investigation

[Information & Communication Technology]

*“The Clues Are Digital. The Challenge Is Real.”*

## **Decode the clues. Unmask the Phantom. Save the System**

In a world of hidden codes and encrypted data trails, a shadow known as “The Phantom” has slipped through the digital realm. Inspired by the pioneering vision of Geoffrey Hinton, participants step into the role of cyber investigators, following a web of cryptic clues and mysterious puzzles.

Every pattern conceals a secret, every message hides a key and every challenge brings them closer to unmasking the elusive intruder.

## —◇ GUIDELINES ◇—

1. Teams may consist of two or three participants from Grades 9–12.
2. Participants may use only the files provided.
3. Tampering with competition files will result in disqualification.
4. Teams may use paper for calculations and notes.
5. No communication between teams is allowed.
6. Any attempt to access external resources will result in disqualification.
7. No gadgets, electronic devices or reference materials are allowed during the competition.

## —◇ JUDGEMENT CRITERIA ◇—

Accuracy of solutions  
Logical reasoning  
Team collaboration  
Strategic problem-solving approach  
Completion time

## —◇ CONTACT DETAILS ◇—

**Teacher-in-charge: Rincy Rodrigues**  
[rincyrodrigues@globalpublicschool.org](mailto:rincyrodrigues@globalpublicschool.org)  
8301039515 / 9562734144

**Student-in-charge: Ananya Anoop**  
[ananyaanoop@globalpublicschool.org](mailto:ananyaanoop@globalpublicschool.org)  
9895107811

Number of participants: 2–3 per team

Duration: 2 hours

# EconoMatrix

[Mathematics & Commerce]

*“Decode the Numbers–Chase the Clues, Crack the Markets & Conquer the Matrix!”*

## **Where Numbers Meet Markets – A Journey of Logic and Strategy**

Inspired by the extraordinary minds of Srinivasa Ramanujan and Ratan Tata, EconoMatrix is a journey where numbers whisper secrets and ideas shape empires.

Participants embark on a thrilling quest through hidden clues and challenging puzzles, blending Mathematical brilliance with entrepreneurial vision.

## **The Matrix of Challenges – Decode, Decide, Dominate**

An event where every clue is a fragment of a larger mystery and every turn reveals a new challenge. As the participants journey across the campus, they must decipher Mathematical enigmas and unravel Economic riddles.

### —◇ GUIDELINES ◇—

1. The team must consist of four participants from Grades 9–12.
2. Participants are expected to have knowledge of Economics and Mathematics based on the CBSE syllabus.
3. Teams must work only with the clues, puzzles and materials provided at each station.
4. The use of mobile phones, calculators, internet resources, AI tools, textbooks, notes or any external reference materials are strictly prohibited.
5. Rough worksheets will be provided for calculations. Participants must bring their own pen or pencil.
6. No communication or exchange of information between teams is permitted at any point during the event.
7. All team members must remain together and actively participate at every stage.
8. Teams must adhere to the time limit of 2 hours and submit all answer sheets before the final bell.
9. The decisions of the judges and event coordinators will be final and binding.
10. Any form of misconduct, plagiarism or tampering with materials will result in immediate disqualification.
11. Participants are encouraged to demonstrate logical reasoning, teamwork and creative problem-solving throughout the event.

# EconoMatrix

[Mathematics & Commerce]

*“Decode the Numbers–Chase the Clues,Crack the Markets & Conquer the Matrix!”*

## JUDGEMENT CRITERIA

Mathematical and Economic accuracy  
Speed and efficiency  
Teamwork and participation  
Adherence to rules

## CONTACT DETAILS

**Teacher-in-charge: Suvarna Surendran  
(Mathematics)**

[suvarnasurendran@globalpublicschool.org](mailto:suvarnasurendran@globalpublicschool.org)  
8606825618

**Student-in-charge: Aleena Tariq**

[aleenatariq@globalpublicschool.org](mailto:aleenatariq@globalpublicschool.org)  
8606437804

**Teacher-in-charge: Lakshmi K  
(Economics)**

[lakshmiklakshmi@gpsinternational.in](mailto:lakshmiklakshmi@gpsinternational.in)  
9496091910

**Student-in-charge: Maria Abraham**

[mariaabraham@gpsinternational.in](mailto:mariaabraham@gpsinternational.in)  
7306540564

Number of participants: 4

Duration: 2 hours

# Legends Reimagined

[English & Language]

*“Reimagine the Legends—Bring Characters to Life, Rewrite the Classics and Own the Stage!”*

## Timeless Masterpieces of the Bard

Step into a realm where ambition, betrayal, love and destiny takes the centre stage.

From the haunted conscience of Macbeth to the troubled reflections of Hamlet, participants will decipher identities, unravel literary mysteries and breathe new life into classic tales through imaginative modern interpretations.

## Echoes of Kalidasa

Journey into the enchanting world of Kalidasa where participants transform a chosen episode from his works into a captivating visual storyboard, where each frame becomes a window into a classical world celebrating the magic of India's heritage.

## GUIDELINES

1. Teams shall consist of three participants from Grades 9–12.
2. The team should be well versed in English and Malayalam.
3. Participants are expected to have sound knowledge of the major works, characters, quotations, themes and literary contributions of William Shakespeare and Kalidasa.
4. The use of mobile phones, internet resources, AI tools, books, notes or any external reference materials is strictly prohibited.
5. Teams may use paper and stationery for brainstorming, note-making and script preparation.
6. No communication or exchange of information between teams is permitted during the event.
7. The decisions of the judges and event coordinators shall be final and binding.
8. Teams must adhere to the allotted preparation and performance time limits.
9. Any form of plagiarism, misconduct or violation of rules may result in disqualification.

# Legends Reimagined

[English & Language]

*“Reimagine the Legends—Bring Characters to Life, Rewrite the Classics and Own the Stage!”*

## GUIDELINES

### Round 1 (English)

1. Teams will pick a lot for cue cards.
2. Teams will be allotted 30 minutes for script preparation and each team will have 3 minutes to perform.
3. Participants are encouraged to demonstrate creativity, teamwork, literary understanding and effective communication.
4. All teams must work only with the prompts, extracts and materials provided.

### Round 2 (Malayalam)

1. Participants will create a storyboard depicting a scene, character journey or episode from the works of Kalidasa.
2. The medium of language must be Malayalam.
3. Preparation time: 30 minutes.
4. Participants must bring an art kit. A3 papers will be provided.
5. Topics will be provided at the venue.

## JUDGEMENT CRITERIA

### (English)

Literary knowledge and interpretation  
Accuracy of responses  
Creativity and originality  
Team collaboration  
Communication and presentation skills

### (Malayalam)

Creativity and interpretation  
Story sequencing  
Narrative flow  
Artistic presentation  
Language and captions

## CONTACT DETAILS

**Teachers-in-charge: Blessy B Samuel (English)**

[blessybsamuel@globalpublicschool.org](mailto:blessybsamuel@globalpublicschool.org)

9886006644

**Soumya K Augustine (Malayalam)**

[soumyaka@globalpublicschool.org](mailto:soumyaka@globalpublicschool.org)

9495316452

**Student-in-charge: Swathi Shankar**

[swathishankar@globalpublicschool.org](mailto:swathishankar@globalpublicschool.org)

8089805001

Number of participants: 3

Duration: 2 hours

# Einstein's Legacy: Beyond Relativity

[Science]

*“Decode the Unknown—Uncover the Manuscript, Think Like a Genius!”*

## Where Science Meets Discovery – Unravelling the Mind of a Legend

A forgotten manuscript lies scattered across time, its pages said to contain secrets that illuminate the untold depths of Albert Einstein’s genius beyond the boundaries of relativity. Lost to history and veiled in mystery, its fragments await those daring enough to seek them.

### GUIDELINES

1. Use only the materials and information provided during the competition.
2. Mobile phones and smart devices are not permitted during any round.
3. Follow the schedule and instructions given by the coordinators and judges.
4. Teamwork, scientific reasoning and collaboration are essential.
5. Approach every challenge with curiosity and creativity.
6. Judges’ decisions will be final and binding.
7. Observation, critical thinking and teamwork are the key to success.

### JUDGEMENT CRITERIA

Sound knowledge of Grades 11 & 12 Physics, Chemistry and Biology  
Application of scientific concepts to theoretical and practical challenges  
Analytical ability and logical reasoning under time constraints  
Interpretation of scientific data, diagrams, graphs and observations  
Critical thinking, problem-solving and teamwork

### CONTACT DETAILS

**Teacher-in-charge: K Shalini Sidharthan**  
[shalinisidharthanshalini@gpsinternational.in](mailto:shalinisidharthanshalini@gpsinternational.in)  
9562642950

**Student-in-charge: Zarah Susan Varghese**  
[zarahsusanvarghese@globalpublicschool.org](mailto:zarahsusanvarghese@globalpublicschool.org)  
9447681474

Number of participants: 2 per team  
(One each from Grade 11 and Grade 12 )

Duration: 2 hours

# The Painted Plate - A Van Gogh Inspired Culinary Journey

[Art & Home Science]

*"Get Ready to Gogh Wild—Paint It, Cook It and Bring Art to Life!"*

## Reimagining Landscapes Through Van Gogh's Eyes

Inspired by the dreamlike beauty of 'The Starry Night' (1889), participants are invited to see the world through the eyes of Vincent van Gogh, where every landscape breathes with emotion and every stroke tells a story. Ordinary scenes are transformed into realms of wonder, illuminated by swirling skies, vibrant colours and the restless energy of imagination.

## GUIDELINES

1. A team of 4 participants from Grades 9 to 12 (2 Art + 2 Home Science) must choose the same Vincent Van Gogh painting.
2. Art participants will create an acrylic painting on a provided 24 × 24 inch canvas inspired by the chosen Van Gogh painting.
3. Participants must bring all other required art materials.

## JUDGEMENT CRITERIA

Creativity  
Relevance to theme  
Originality  
Presentation  
Neatness

## CONTACT DETAILS

**Teacher-in-charge: Satheesh Pai K K (Art)**  
[satheeshpaikk@globalpublicschool.org](mailto:satheeshpaikk@globalpublicschool.org)  
9074200671

**Student-in-charge: Olive Jan Mathew**  
[olivejanmathew@globalpublicschool.org](mailto:olivejanmathew@globalpublicschool.org)  
9995736160

# The Painted Plate - A Van Gogh Inspired Culinary Journey

[Art & Home Science]

*"Get Ready to Gogh Wild—Paint It, Cook It and Bring Art to Life!"*

## The Art of Edible Storytelling

Where art meets flavour, imagination takes form on a plate. Participants are invited to journey beyond the canvas, drawing inspiration from a chosen artwork to craft a culinary creation that captures its essence. Colours become ingredients, textures become sensations, and emotions are transformed into tastes that tell a story.

## GUIDELINES

1. The culinary creation must also be inspired by the same chosen painting, reflecting its colours, textures and emotional essence.
2. Participants may bring pre-cooked food, however, all colours used in the dish must be natural, edible colours prepared on-site at the venue, for which they must bring all required materials.
3. Cooking is permitted if participants need to heat any ingredient or while making a specific colour.
4. The use of artificial food colours or any non-natural colouring agents is strictly prohibited. Violation of this rule will result in the disqualification of the entire team.
5. Teams must present their art and culinary work at the same time alongside a printout of the chosen painting and a brief story line explaining the inspiration.
6. Each team must submit a story card that includes the title of the chosen painting, the inspiration behind the dish, & the emotion or mood captured through the culinary creation.

## JUDGEMENT CRITERIA

Edibility, Taste, Visual Presentation &  
the Harmony between the painting and the culinary creation

## CONTACT DETAILS

**Teacher-in-charge: Sumi S Menon (Home Science)**

[sumismenon@globalpublicschool.org](mailto:sumismenon@globalpublicschool.org)

9642210001

Number of participants: 4 per school  
(2 for Art and 2 for Home Science)

**Student-in-charge: Olive Jan Mathew**

[olivejanmathew@globalpublicschool.org](mailto:olivejanmathew@globalpublicschool.org)

9995736160

Duration: 2 hours

# The "ARR" Groove: Dancing to the Maestro's Legacy

[Dance]

*“From Melody to Movement—Where Every Beat Tells a Tale!”*

## **Celebrating the Magic of A.R. Rahman**

Inspired by the musical genius of A. R. Rahman, this event invites participants into a world where rhythm evokes emotion & melodies transform into stories. Teams are invited to create a captivating dance performance that celebrates the magic of a composer whose melodies continue to transcend boundaries & touch hearts across the world.

## **GUIDELINES**

1. Only songs composed by A.R. Rahman may be used.
2. Teams may use songs from any language.
3. A medley of Rahman songs is permitted.
4. Each performance must have a clear storyline, concept or theme that is evident throughout the presentation.
5. Appropriate costumes, props and stage presentation may be used to enhance the performance.
6. Performances should be suitable for a school audience and maintain cultural sensitivity.
7. Participants may perform in any dance style, provided it complements the theme and music selection.
8. The decision of the judges will be final and binding.
9. Participants may be from Grades 7 to 12.
10. The edited music track must be submitted in MP3 format on or before 22 July 2026 by mail to [krishnanandpp@globalpublicschool.org](mailto:krishnanandpp@globalpublicschool.org) . Tracks may also be sent via WhatsApp to 9995021181.

# The "ARR" Groove: Dancing to the Maestro's Legacy

[Dance]

*"From Melody to Movement—Where Every Beat Tells a Tale!"*

## JUDGEMENT CRITERIA

Choreography & Creativity  
Theme/storyline Presentation  
Synchronization & Team Coordination  
Expression  
Stage Presence & Energy  
Costumes, Props & Overall Presentation

## CONTACT DETAILS

**Teacher-in-charge: Krishnanand P P**  
[krishnanandpp@globalpublicschool.org](mailto:krishnanandpp@globalpublicschool.org)

9995021181

**Student-in-charge: Catherine Thomas**  
[catherinethomas@globalpublicschool.org](mailto:catherinethomas@globalpublicschool.org)

9072413104

Number of participants:  
Minimum - 7, Maximum - 14

Duration:  
Minimum - 4 mins, Maximum - 6 mins  
(including stage setting and prop arrangement)

# From Thriller to FYA

[Music]

*"Smooth Criminal Meets Dynamite—What Could Possibly Go Wrong?"*

**When the moonwalk meets the mic drop, musical history is made.**

Imagine a stage where the timeless brilliance of Michael Jackson converges with the dynamic energy of BTS—a meeting of eras, styles and dreams. In this extraordinary musical journey, participants are invited to reimagine a collaboration that never was, yet feels destined to be. Through powerful vocals, imaginative medleys and creative musical interpretations, performers will blend styles, eras and influences to bring this dream collaboration to life. Whether celebrating rhythm, innovation, storytelling or stagecraft, each performance should capture the spirit of both artists whilst creating something new.

## GUIDELINES

1. Participants must perform a medley of 3 songs from both these artists of which one should be the classic - "Don't stop 'til you get Enough."
2. Only live accompaniment is permitted.
3. Participation is open to students from Grades 8-12.
4. Songs selected must be appropriate for a school environment.

## JUDGEMENT CRITERIA

Vocal Harmony and Ensemble Singing  
Musical Arrangement and Creativity  
Expression and Stage Presence  
Overall Presentation

## CONTACT DETAILS

**Teacher-in-charge: Lovely Varughese**

[lovelyv@globalpublicschool.org](mailto:lovelyv@globalpublicschool.org)

9544995722

Number of participants:  
Minimum - 8, Maximum - 10

**Student-in-charge: Zarah Susan Varghese**

[zarahsusanvarghese@globalpublicschool.org](mailto:zarahsusanvarghese@globalpublicschool.org)

9447681474

Duration: 8 minutes  
(including stage setting)

# The Kids & The Great Dictator

[Theatre]

*"Through Tears and Laughter, the Future Finds Its Voice."*

**What happens when Charlie Chaplin's iconic Tramp suddenly finds himself in 2026, face-to-face with children whose lives have been shaped by war?**

Through a blend of physical theatre and dialogue, the children share their fears, hopes, questions and dreams, while Chaplin responds in the only way he knows—through humour, humanity and silent resistance. Participants are invited to creatively explore impacts of war through a child's perspective, inspired by Chaplin's enduring message that compassion is stronger than tyranny.

## GUIDELINES

1. **Theme Adherence** - The performance must centre on Charlie Chaplin interacting with children affected by war in a contemporary setting.

2. **Performance Style**

- Physical Theatre: Dialogue ratio should be approximately 60:40.
- Physical storytelling, mime, movement sequences, tableaux and ensemble work are encouraged.
- Chaplin's signature physical comedy and expressive movement may be incorporated creatively.

3. **Language** - English

4. **Content**

- Avoid glorification of war, violence, or political propaganda.
- Emphasis should be on empathy, resilience, peace, and human dignity.

5. **Props and Costumes**

- Minimalist and symbolic use of props is encouraged.
- Chaplin's costume elements (hat, cane, oversized shoes and moustache) may be used.
- No realistic weapons or hazardous materials permitted.
- Background Score [only music/ sound effects allowed].
- Backdrop visuals can be projected on the LED screen if the same is provided.
- The edited sound track & LED visuals must be submitted in MP4 format on or before 22 July 2026 as a mail to [vinujoseph@globalpublicschool.org](mailto:vinujoseph@globalpublicschool.org)

# The Kids & The Great Dictator

[Theatre]

*"Through Tears and Laughter, the Future Finds Its Voice."*

## JUDGEMENT CRITERIA

Interpretation of Theme  
Creativity & Originality  
Physical Theatre & Movement Quality  
Dialogue & Script Effectiveness  
Ensemble

## CONTACT DETAILS

**Teacher-in-charge: Vinu Joseph**  
[vinujoseph@globalpublicschool.org](mailto:vinujoseph@globalpublicschool.org)  
7094212327

**Student-in-charge: Aditi Kartha**  
[aditikartha@globalpublicschool.org](mailto:aditikartha@globalpublicschool.org)  
8075820330

Number of participants: 5–10  
Participants may be from Grades 8 -12.  
One performer may portray Chaplin, while others may represent children, soldiers, memories, media voices or symbolic figures.

Duration: 5-7 minutes including stage settings.  
A warning bell will be sounded 1 minute prior to the time limit.

## A Journey Through Timeless Fashion

[Fashion Show]

*"Where Timeless Style Meets Fearless Creativity."***"Fashion fades, only style remains the same." — Coco Chanel**

Step into a world where elegance meets creativity.

Inspired by Coco Chanel's timeless vision, participants are invited to create and present fashion ensembles that reflect sophistication, confidence and individuality.

## — ◆ GUIDELINES ◆ —

1. Each team must design and present one Chanel-inspired fashion ensemble.
2. Teams must dress one male and one female model.
3. Students should not use pre-stitched clothing, except for the base garments such as plain T-shirt, dress, kurta, bodysuit or similar clothing item (black/beige/cream/golden/white).
4. Designs should reflect elegance, confidence, creativity and timeless style.
5. Participants are encouraged to explore creative construction techniques, including draping, layering, embellishment and the incorporation of pearl accessories, to showcase originality and craftsmanship.
6. Participants may draw inspiration from tweed fabrics, black-and-white colour palettes, pearls, structured jackets and elegant dresses.
7. Costumes must be modest and decent.
8. Sustainable and eco-friendly materials are encouraged.
9. Teams may create a handcrafted accessory or prop that complements their design.
10. The accessory or prop must be displayed or carried by at least one model during the presentation.
11. All materials required for costumes and accessories must be brought by the participants.
12. The edited music track & LED visuals must be submitted in MP4 format on or before 22 July 2026 as a mail to [sapnajaleelsapna@gpsinternational.in](mailto:sapnajaleelsapna@gpsinternational.in)
13. Participants may be from Grades 9 to 12.

# Chanel Chronicles: A Journey Through Timeless Fashion

[Fashion Show]

*"Where Timeless Style Meets Fearless Creativity."*

## JUDGEMENT CRITERIA

Elegance  
Creativity  
Confidence  
Wearability  
Timeless Style

## CONTACT DETAILS

**Teacher-in-charge: Sapna Jaleel**  
[sapnajaleelsapna@gpsinternational.in](mailto:sapnajaleelsapna@gpsinternational.in)  
7025878211

**Student-in-charge: Anushka Anish Nair**  
[anushkaanishnair@globalpublicschool.org](mailto:anushkaanishnair@globalpublicschool.org)  
9400854173

Number of participants: 8  
6 Designers  
1 Male model  
1 Female model

Duration:  
Makeup and Designing - 3 hours  
Ramp Walk - 2 minutes  
Narration - 30 seconds  
Q&A Session - 1 minute

# Battle of the Boots

[Physical Education]

*"From Kick-Off to Glory—Bring Your A-Game!"*

**Lace Up. Level Up. Let the Football Fever Begin!**

Step onto the field where ambition meets opportunity and every goal begins with a dream. Inspired by the unwavering determination and legendary spirit of Cristiano Ronaldo, this exciting football challenge invites participants to test their skills, push their limits and embrace the thrill of the competition.

Through a series of dynamic challenges, players will showcase their dribbling, passing, shooting and ball-control abilities, navigating each stage with precision, strategy and flair. Yet beyond the goals and victories this event celebrates something greater—the spirit of teamwork, resilience and sportsmanship.

## GUIDELINES

1. The team should comprise of five participants with football skills.
2. Participants are required to bring their sportswear and boots.
3. Participants may be from Grades 9 to 12.

## JUDGEMENT CRITERIA

Accuracy, Agility, Speed, Stamina

## CONTACT DETAILS

**Teacher-in-charge: Rekha Issac**  
[rekhaissac@globalpublicschool.org](mailto:rekhaissac@globalpublicschool.org)  
9895013016

**Student-in-charge: Aravind Pradeepkumar Nair**  
[aravindpradeepkumarnair@globalpublicschool.org](mailto:aravindpradeepkumarnair@globalpublicschool.org)  
[9037434524](tel:9037434524)

Number of participants: 4 Boys & 1 Girl  
(per team)

Duration: 3 hours

# SCORING SCHEME

## 1. Event Placement Points

1st place = 10 points

2nd place = 7 points

3rd place = 5 points

## 2. Participation Bonus

Participation in an event earns 2 extra points for that event.

## 3. All-Events Participations Bonus

A 5-point bonus is awarded to any school that participates in all 11 events - a potential game-changer!

## 4. Eligibility for the Crossroads Ever-Rolling Trophy

- To be considered for championship, a school must participate in at least 8 out of 11 events.
- The championship will be determined by aggregating the school's overall placement points, along with bonus participation points.

**Last Date for Registration**  
**10 July 2026**

**Event Coordinator:**

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