

DON BOSECO DJSTRJET

CUBS & BULBULS

STANDARD JUDGJNG COMPETJTJON - 2026



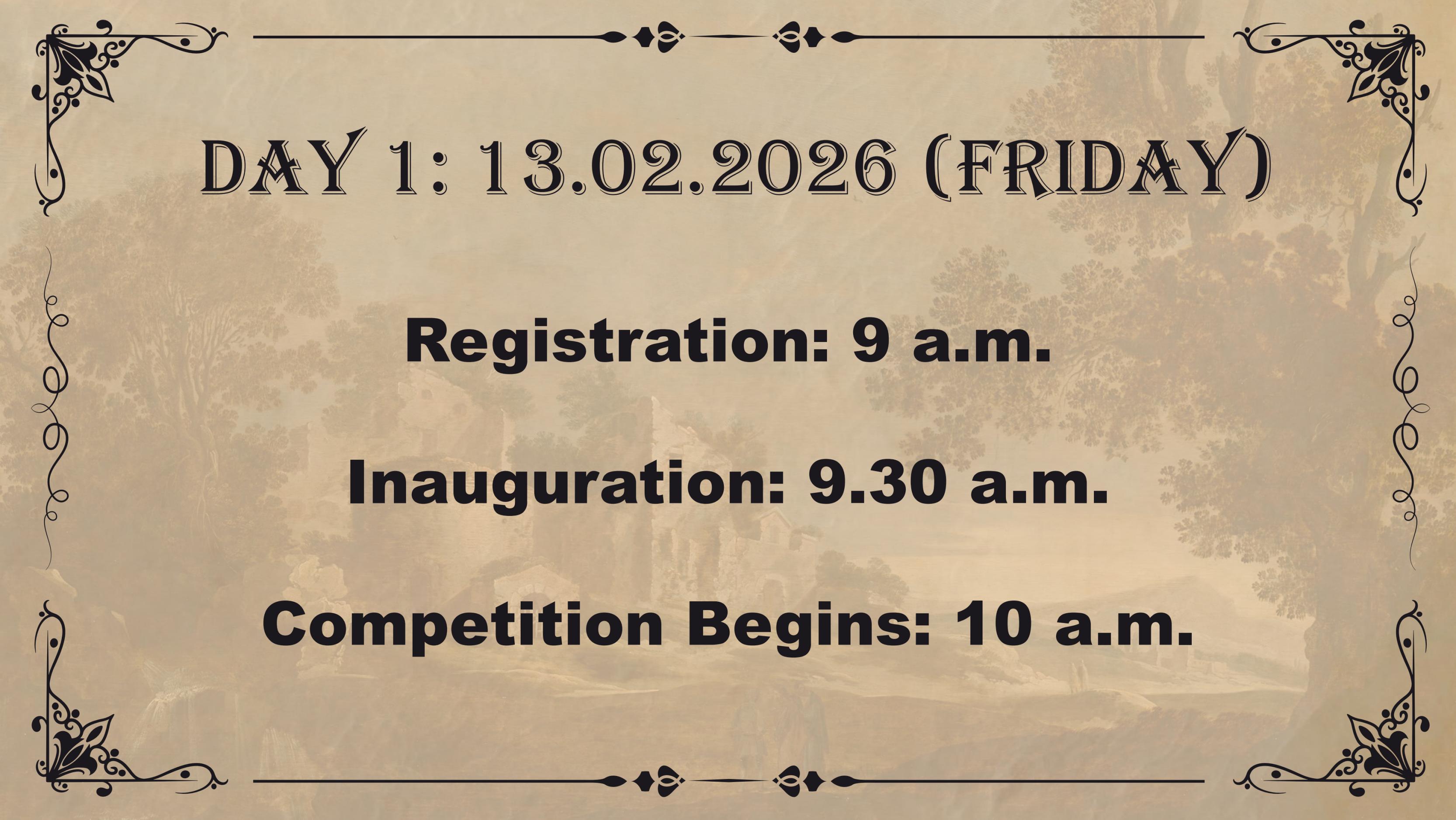
GENERAL INSTRUCTIONS:

- **Participation: Only 6 Cubs and Bulbuls will participate overall from each school**
 - **Date: 13 & 14 February 2026 (Friday & Saturday)**
 - **Venue: Fatima Mat.Hr.Sec.School, Kodambakam.**
 - **Registration Fee: ₹ 500 each (Including Masters)**
 - **Each competition will be judged on 4 specific criteria (10 points each)**
- 
- 



All participants must wear the proper cubs/bulbuls uniform during registration.

- Reporting time on 13th Feb 2026 (Friday): 9 a.m.
 - On Day 1 (13.02.25, Friday), breakfast will not be provided. Snacks will start from 11 am, and lunch will be served till next day (14.02.25, Saturday). The event will wind up with lunch.
 - Accommodation, food, and snacks will be provided
 - Judges will be invited from other districts
 - Judges' decisions are final for all events
 - Competition will get over on 14th Feb 2026 (Saturday) at 2 p.m.
- 
- 



DAY 1: 13.02.2026 (FRIDAY)

Registration: 9 a.m.

Inauguration: 9.30 a.m.

Competition Begins: 10 a.m.

1. GREETINGS

INSTRUCTIONS:

- **Group event (all 6 participants)**
- **Must demonstrate proper cub/bulbul greeting**
- **Posture and attitude will be observed**

RULES:

- **Proper scout uniform mandatory**
- **Greeting must follow as per the APRO**
- **Clear voice and confidence required**



JUDGING CRITERIA (40 points total)

1. Posture and stance - 10 points

2. Clarity of greeting - 10 Points

3. Uniform smartness and neatness - 10 points

(Uniform will be checked for both students and masters)

4. Attitude / Creativity - 10 points



2. ACTION SONG

GROUP COMPETITION • TITLE: HEAL THE WORLD

INSTRUCTIONS

- Group event involving all 6 participants
- Duration: 3 minutes
- Song must include coordinated actions/movements
- Lyrics should focus on healing/helping the world
- May be original or adapted from known songs
- Background music allowed (recorded or live instruments)

RULES

- All participants must be visible and active throughout
- Movements must be appropriate and safe
- Costumes allowed but must be within scout spirit



JUDGING CRITERIA (40 points total)

- 1. Theme Relevance - 10 points**
 - 2. Creativity of Actions / Movements - 10 Points**
 - 3. Vocal Harmony & Pitch - 10 points**
 - 4. Costume and overall appearance - 10 points**
- 

3. SPEECH:

INDIVIDUAL COMPETITION • TOPIC: ABOUT GREAT LEADERS

INSTRUCTIONS

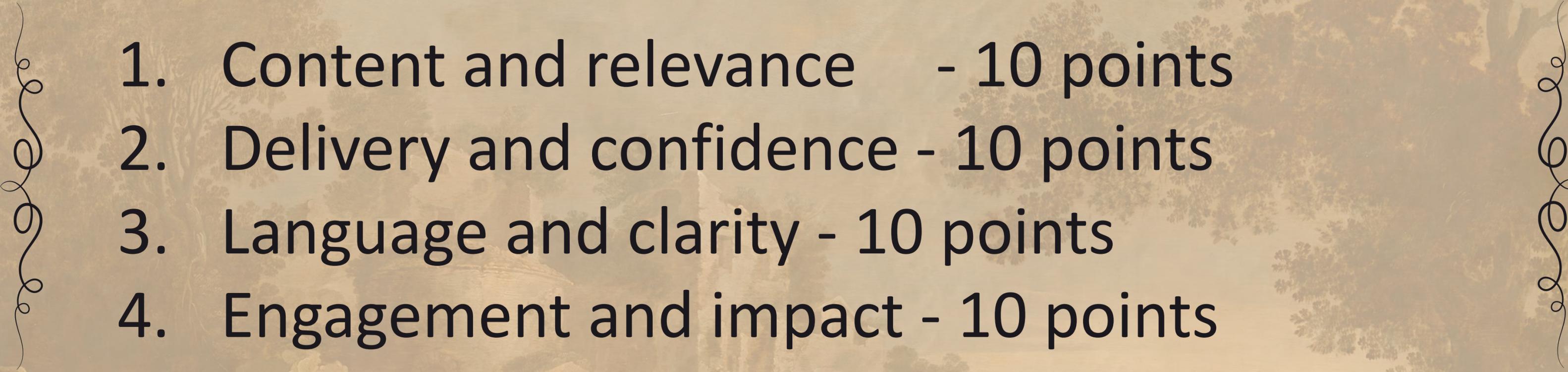
- Individual event (2 participant per pack)
- Duration: 2 minutes
- Participant may choose any great leader (historical or contemporary)
- Speech must be original
- No written notes allowed during presentation

RULES

- Time limit strictly enforced
- Speech must be in English or local language as specified
- No visual aids or props allowed
- Participant must introduce themselves before beginning



JUDGING CRITERIA (40 points total)

- 
1. Content and relevance - 10 points
 2. Delivery and confidence - 10 points
 3. Language and clarity - 10 points
 4. Engagement and impact - 10 points
- 

4. SKIT

GROUP COMPETITION • TITLE: SCOUTING IS FUN

INSTRUCTIONS

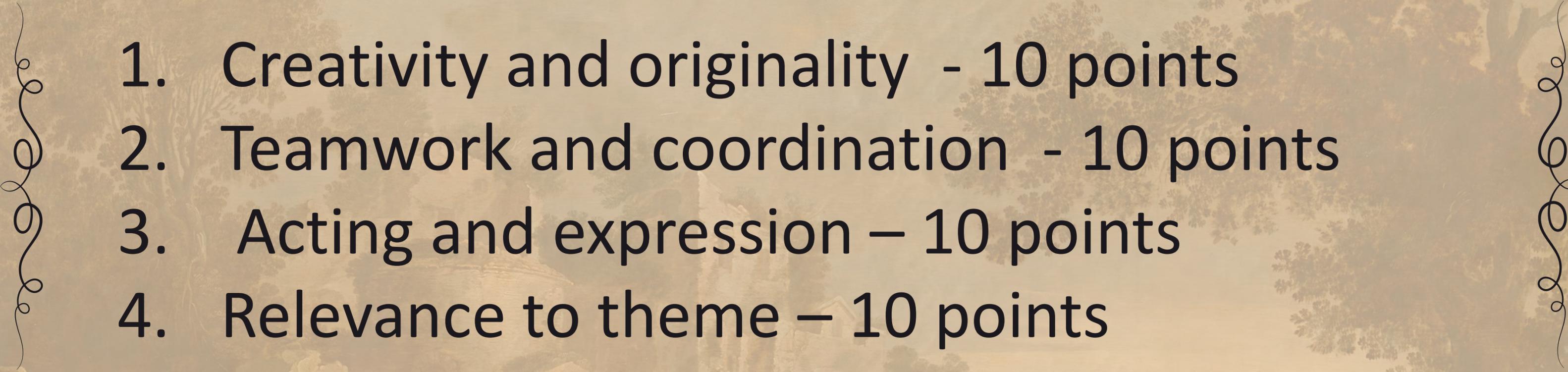
- Group event involving all 6 participants
- Duration: 3 minutes
- Should showcase fun elements while highlighting scout values
- Simple props and costumes allowed
- Dialogue should be clear and audible

RULES

- All 6 participants must have speaking/acting roles
- Content must be original
- Time limit strictly enforced
- No offensive or controversial content



JUDGING CRITERIA (40 points total)

- 
1. Creativity and originality - 10 points
 2. Teamwork and coordination - 10 points
 3. Acting and expression – 10 points
 4. Relevance to theme – 10 points
- 

5. WEALTH OUT OF WASTE

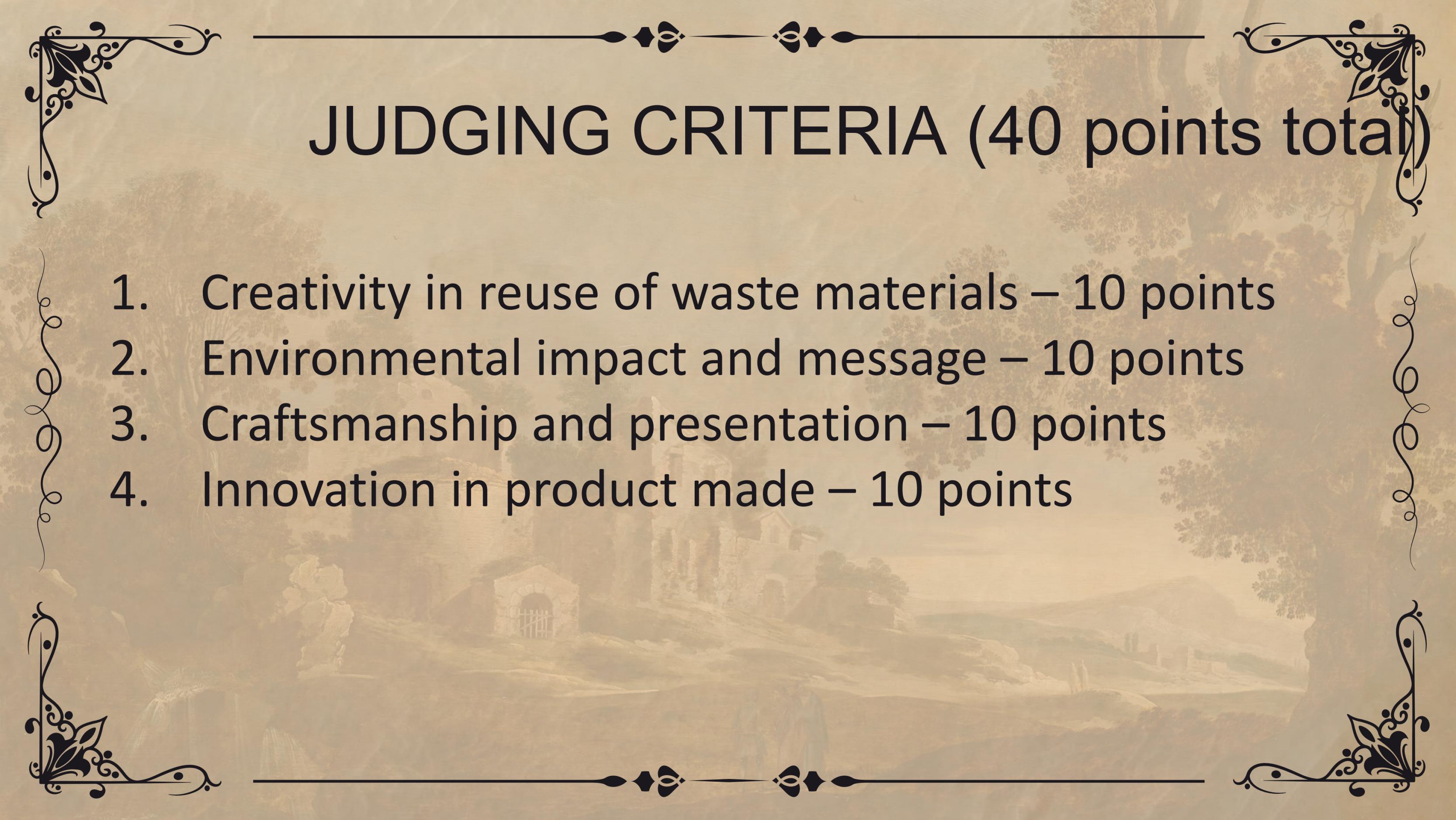
PAIR COMPETITION • 2 FROM EACH PACK

INSTRUCTIONS

- Pair event (2 participants per pack)
- Duration: 60 minutes (on-spot creation)
- Must create a useful/decorative item from waste materials
- Materials will be provided at the venue
- Participants may bring basic tools (scissors, glue, etc.)
- Final product must be functional or aesthetically pleasing

RULES

- Only waste materials provided at venue to be used
- No pre-made components allowed
- Both participants must actively contribute
- Safety rules must be followed (no sharp/dangerous tools)
- Final product must be original



JUDGING CRITERIA (40 points total)

1. Creativity in reuse of waste materials – 10 points
2. Environmental impact and message – 10 points
3. Craftsmanship and presentation – 10 points
4. Innovation in product made – 10 points

6. FACE PAINTING

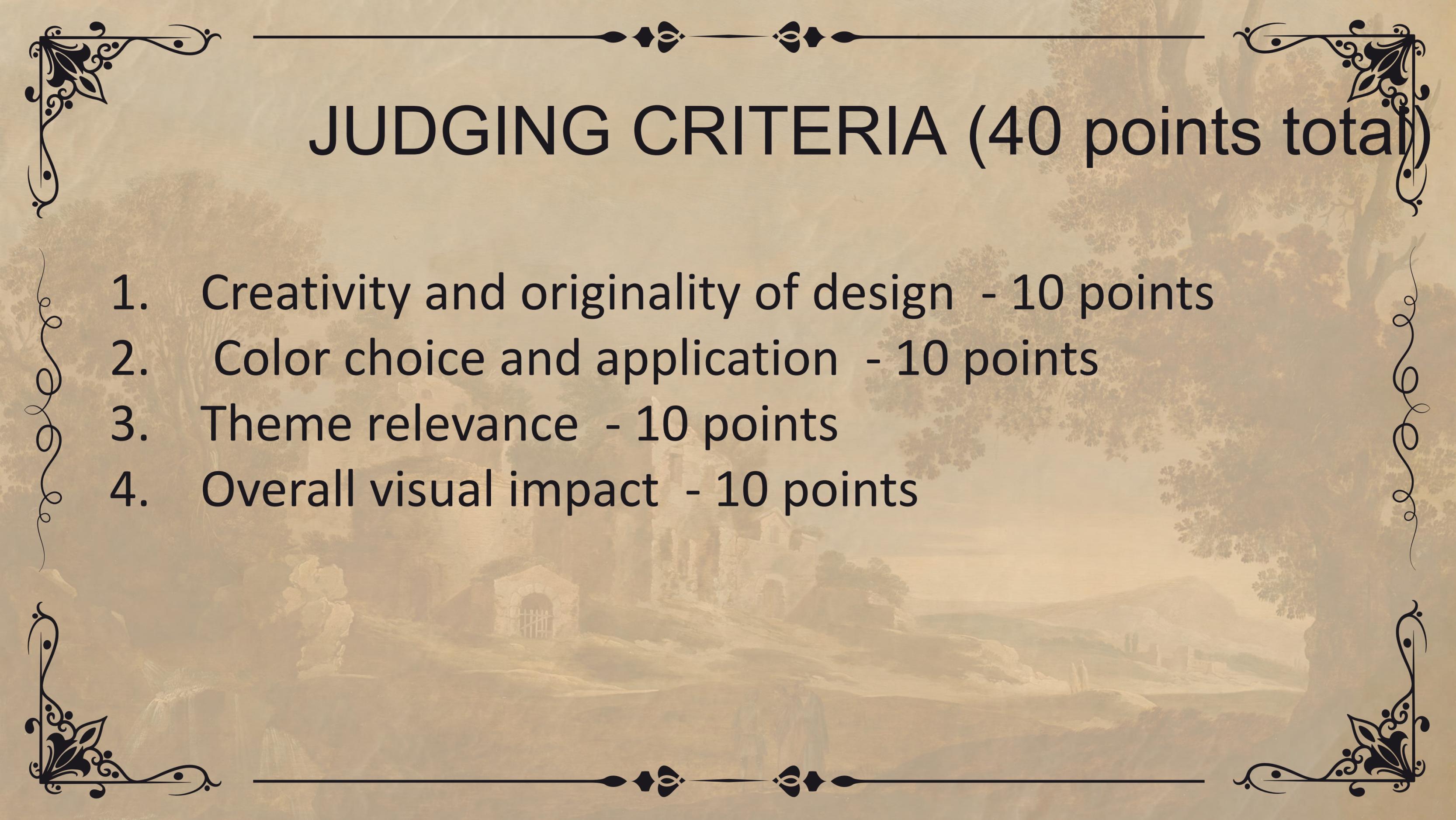
PAIR COMPETITION • TITLE: GREEN PLEDGE • 2 FROM EACH PACK

INSTRUCTIONS

- Pair event (2 participants per pack)
- Duration: 60 minutes
- One participant paints, one is the model
- Theme must represent environmental protection/green pledge
- Face painting materials should be brought by the participants
- Design must cover significant portion of face

RULES

- Only safe, skin-friendly paints to be used
- Design must be appropriate and non-offensive
- Model must remain still during painting
- No templates or reference images during competition
- Hygiene standards must be maintained



JUDGING CRITERIA (40 points total)

1. Creativity and originality of design - 10 points
2. Color choice and application - 10 points
3. Theme relevance - 10 points
4. Overall visual impact - 10 points

7. COLLAGE

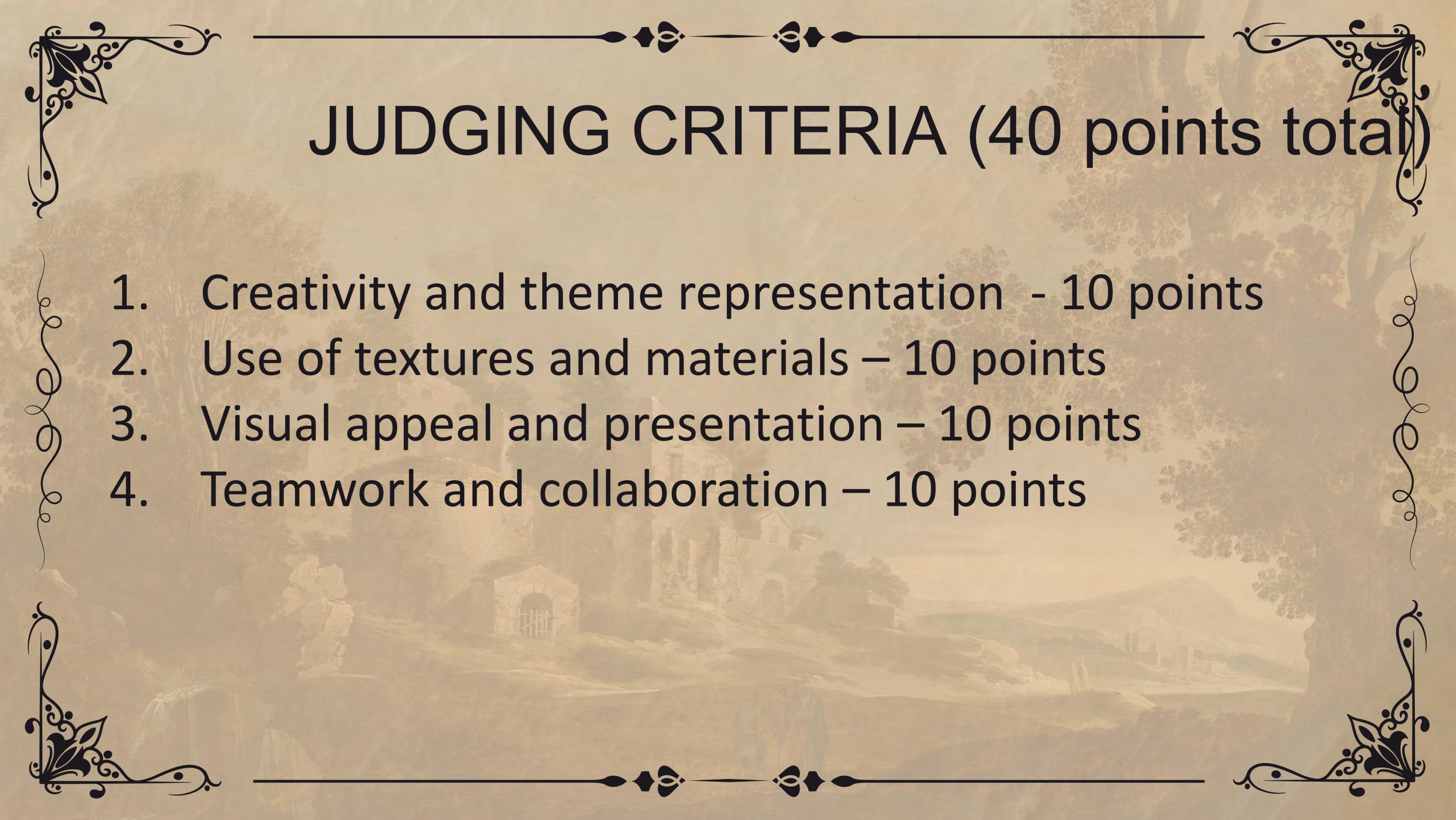
PAIR COMPETITION • TITLE: EARTH HUG • 2 FROM EACH PACK

INSTRUCTIONS

- Pair event (2 participants per pack)
- Create a collage on A2 size chart paper representing Earth Hug
- Bring your own materials (magazines, papers, colors, etc.)
- Include various textures and materials
- Duration: 60 minutes

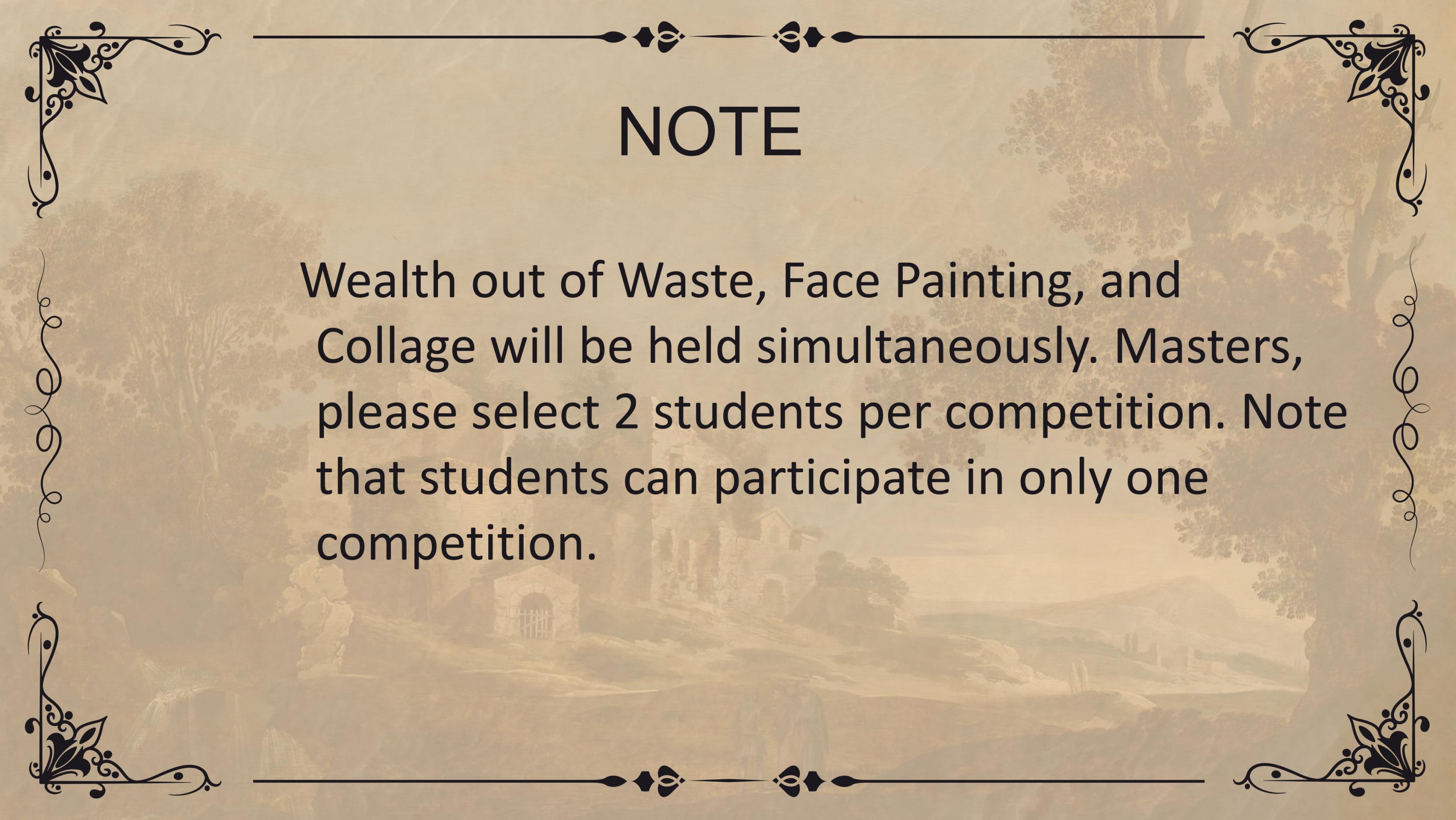
Rules:

- No pre-cut images from home
- Both participants contribute



JUDGING CRITERIA (40 points total)

1. Creativity and theme representation - 10 points
2. Use of textures and materials – 10 points
3. Visual appeal and presentation – 10 points
4. Teamwork and collaboration – 10 points



NOTE

Wealth out of Waste, Face Painting, and Collage will be held simultaneously. Masters, please select 2 students per competition. Note that students can participate in only one competition.

8. THE JUNGLE DANCE & TARA STORY

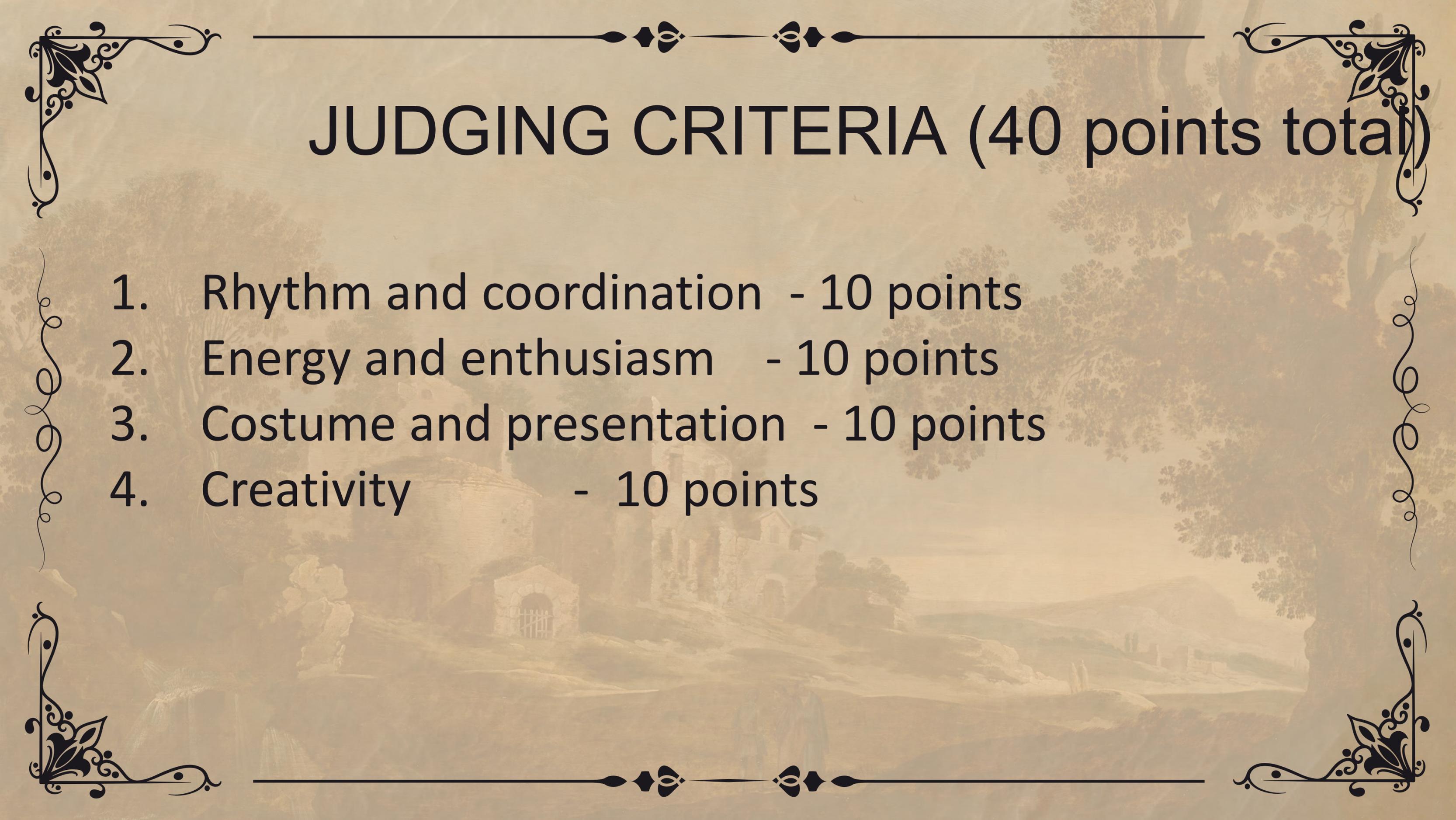
GROUP COMPETITION

INSTRUCTIONS

- Group event involving all 6 Cub/Bulbul participants
- Duration: 3 minutes
- Can choose any dance/part from the Jungle story/Tara story
- Dialogue, narration, and actions should be clear
- Simple costumes and props allowed
- Background music/sound effects optional

RULES

- All 6 participants must participate
- Time limit strictly enforced



JUDGING CRITERIA (40 points total)

1. Rhythm and coordination - 10 points
2. Energy and enthusiasm - 10 points
3. Costume and presentation - 10 points
4. Creativity - 10 points

9. GROUP GAMES

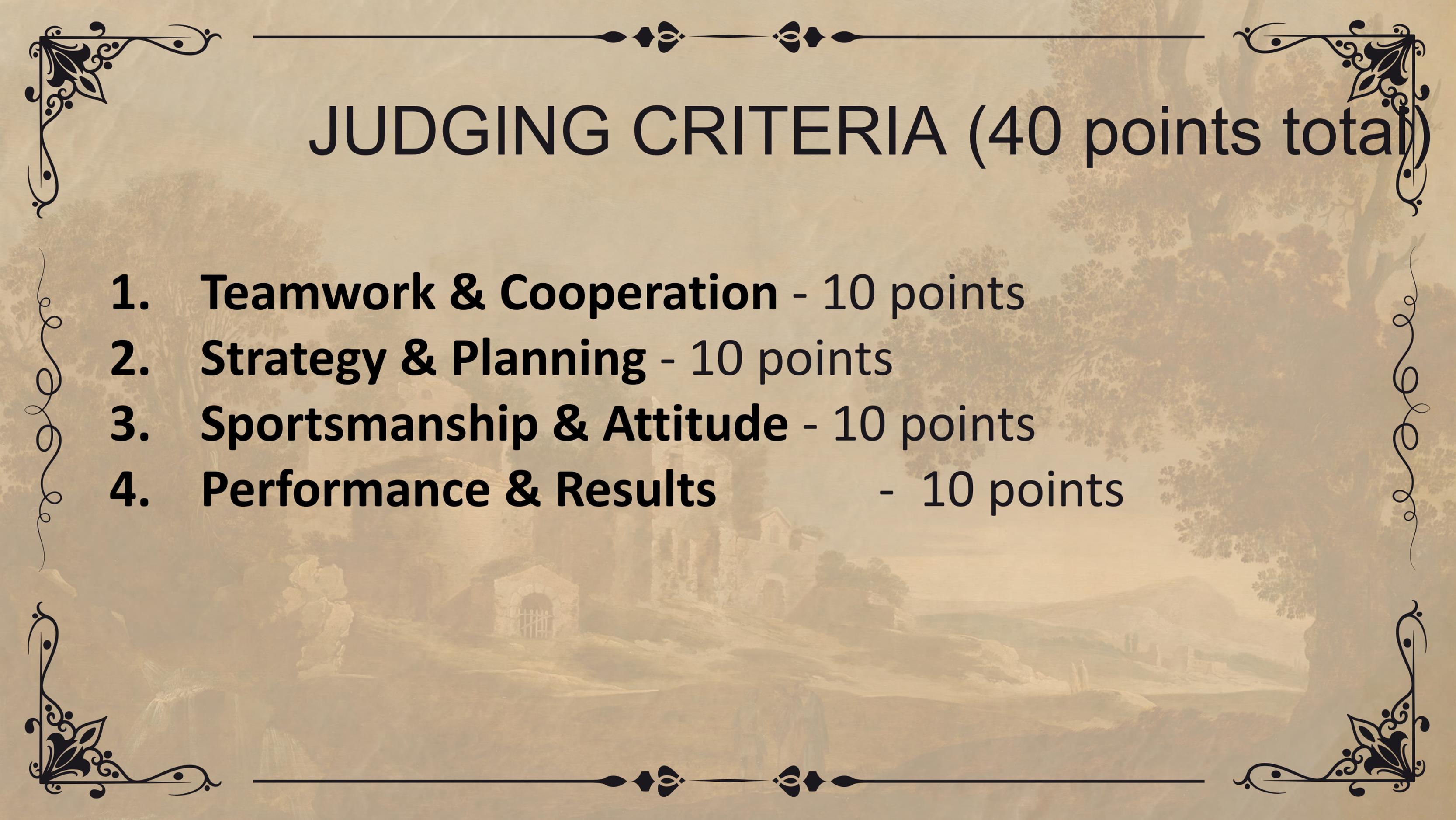
GROUP COMPETITION • ALL 6 PARTICIPANTS

INSTRUCTIONS

- Group event involving all 6 participants
- Duration: 20-30 minutes (multiple games)
- Will include various team-building activities and games
- Games will be announced on the spot
- Focus on cooperation, strategy, and fun
- Physical fitness and agility involved

RULES

- All 6 participants must participate in each game
- Fair play and sportsmanship mandatory
- Safety guidelines must be observed
- No physical roughness or pushing



JUDGING CRITERIA (40 points total)

- 1. Teamwork & Cooperation - 10 points**
- 2. Strategy & Planning - 10 points**
- 3. Sportsmanship & Attitude - 10 points**
- 4. Performance & Results - 10 points**

10. DANCE (CAMPFIRE)

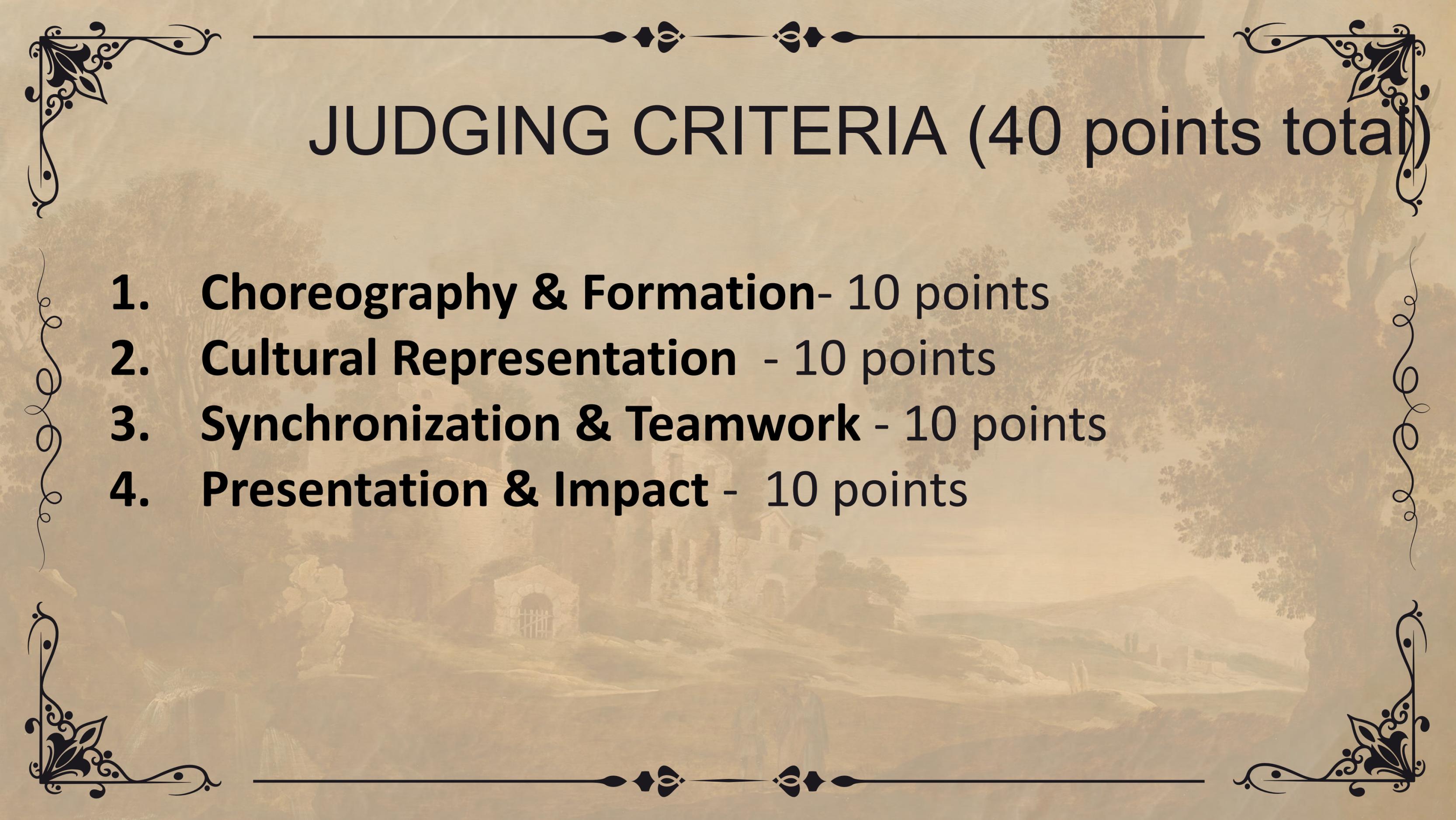
GROUP COMPETITION • TITLE: RHYTHM OF HERITAGE

INSTRUCTIONS

- Group event involving all 6 participants
- Duration: 3 minutes
- Must showcase cultural heritage through dance
- Traditional or folk dance elements encouraged
- Costumes representing cultural heritage allowed
- Music must be pre-recorded and provided to organizers

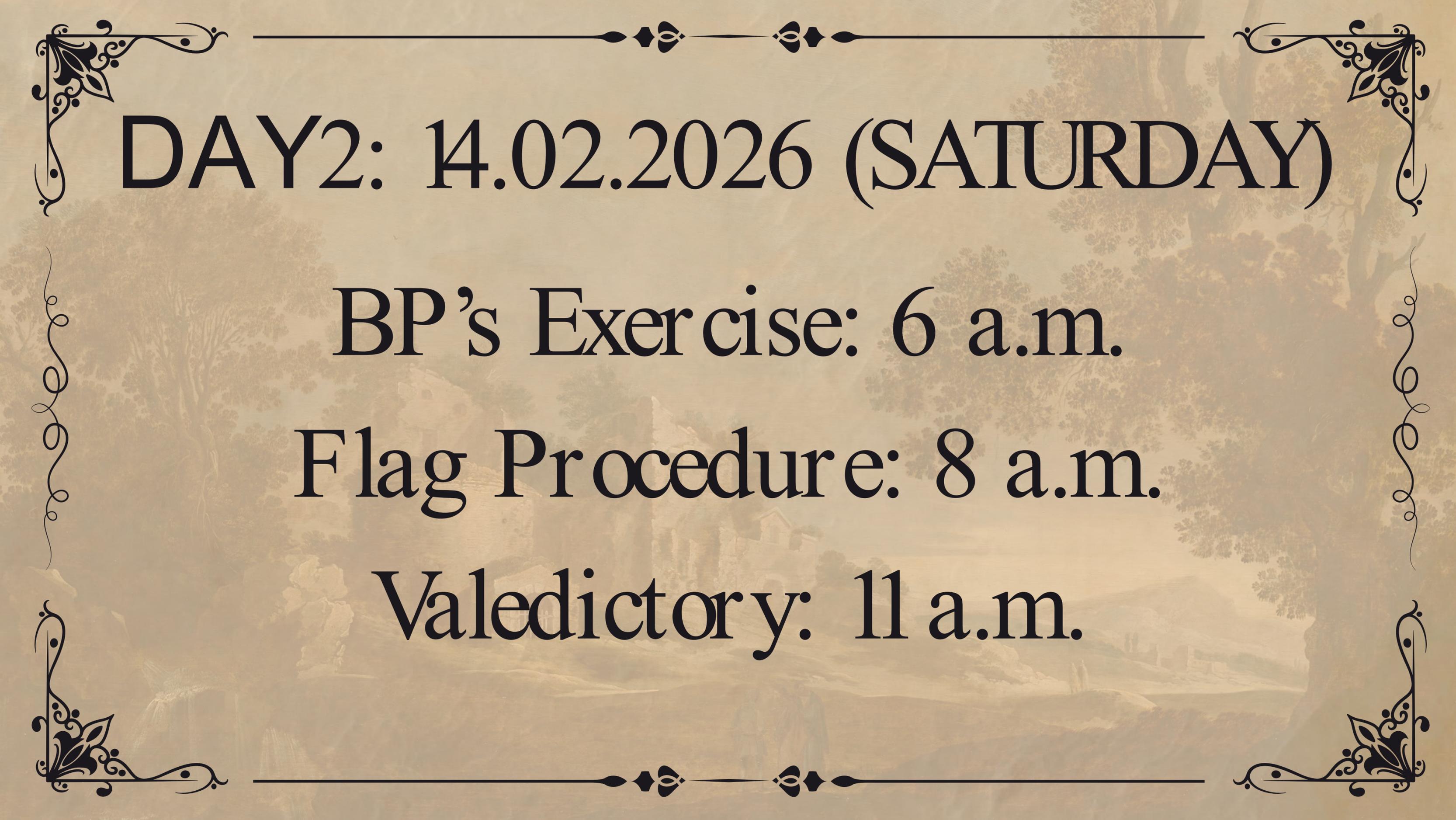
RULES

- All participants must be in appropriate costume/uniform
- Music device should be submitted 1 hour before event
- Respect for all cultures must be maintained



JUDGING CRITERIA (40 points total)

- 1. Choreography & Formation- 10 points**
- 2. Cultural Representation - 10 points**
- 3. Synchronization & Teamwork - 10 points**
- 4. Presentation & Impact - 10 points**



DAY2: 14.02.2026 (SATURDAY)

BP's Exercise: 6 a.m.

Flag Procedure: 8 a.m.

Valedictory: 11 a.m.

11. AWARENESS PARADE

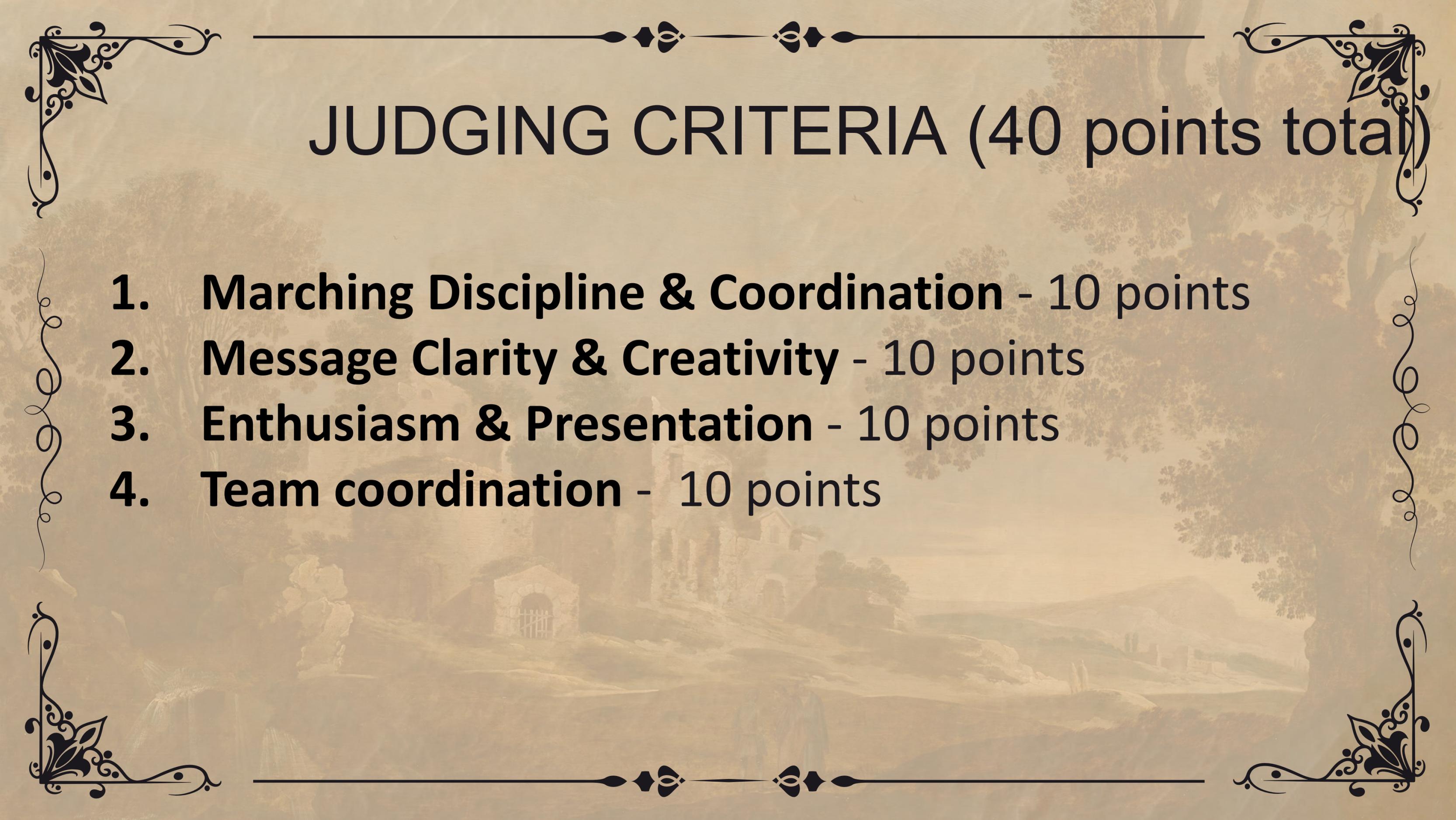
GROUP COMPETITION • THEME: SAVE WATER – DROP BY DROP

INSTRUCTIONS

- Group event involving all 6 participants
- Participants must march in formation while displaying placards/banners
- Must include slogans and messages about water conservation
- Creative props related to water saving are encouraged
- Parade route will be specified at venue

RULES

- All participants must be in proper scout uniform
- Placards and banners must be self-made
- No pre-recorded music; live singing/chanting only
- Safety measures must be followed throughout
- Props must be eco-friendly and reusable



JUDGING CRITERIA (40 points total)

- 1. Marching Discipline & Coordination - 10 points**
- 2. Message Clarity & Creativity - 10 points**
- 3. Enthusiasm & Presentation - 10 points**
- 4. Team coordination - 10 points**

GENERAL SCORING & AWARDS

SCORING SYSTEM

- Each competition is judged out of 40 points
- All 4 criteria are equally weighted at 10 points each
- In case of tie, judges collective decision is final

AWARDS

- 1st Place: Gold Medal + Certificate
- 2nd Place: Silver Medal + Certificate
- 3rd Place: Bronze Medal + Certificate

OVERALL WINNERS

- Based on cumulative points from all competitions
- Separate trophies for Cubs and Bulbuls wings
- Overall Winner and Runner-up in each category



IMPORTANT NOTES:

On Day 1 (13.02.25, Friday), breakfast will not be provided. Snacks will start from 11 am, and lunch will be served till next day (14.02.25, Saturday). The event will wind up with lunch.

- 1. All participants must report 15 minutes before their event**
 - 2. Absence or delay may result in disqualification**
 - 3. Judges decisions are final and binding**
 - 4. Any misconduct will lead to immediate disqualification**
 - 5. Participants must maintain scout discipline throughout**
-
-

BEST OF LUCK TO ALL PARTICIPANTS!

May the Scout Spirit Guide You!





Thank You