



Lahore Grammar School
Johar Town Senior Boys Campus

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FEBRUARY

Event Invite

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School Invitation

To: Respected Institution

From: LGS JT Senior Boys Arts Societies

Subject: Formal Invitation to Muse, JT's premier Arts Olympiad

It brings us immense pleasure to formally invite your institution to the first and reimagined edition of **JT Muse**, hosted by Lahore Grammar School Senior Boys Johar Town Campus. The event is scheduled over three days: **2-4 February, 2024**.

Muse is JT's latest breakthrough at its stellar reputation of fostering artists and recognizing all art forms as a medium of expression for its students. This edition of Muse was a collective vision of the **Senior Arts Council for the first time in JT's history**. JT Muse is a revitalization of local art interest and aims to introduce sub-events exploring concepts in a way that is yet untouched.

Muse will launch with **23 sub-events** aimed to broaden the horizon of participating delegates beyond concepts of **Literature, Art, Music, Drama, and Digital Media**. These categories are designed to challenge complex ideas while taking into consideration delegate experience and developing necessary skills that extend outside of the realms of the tested categories. Muse offers not only the thrill of competition but also the experience of bringing together Pakistan's best and brightest into a single collection.

In line with this vision of collective growth, development, and appreciation for all art forms, **we extend an invitation to your prestigious institution to participate**. This opportunity is a hallmark for mutual benefit and offers the experience of not only competing against Pakistan's best but also learning from them. The top priority of the management is to ensure a smooth, rigid event that strives to be an intellectually stimulating experience and one that remains in the memory of the delegates as a crucial point in their artistic development.

We expect to see friendly collaboration, mutual support, and respect from your institution and wish you all the best in the race for the coveted awards.

Regards,

Senior Arts Council, Lahore Grammar School Johar Town, Senior Boys Campus

Sub-Events

JT Muse has a total of 23 sub-events for its first edition. Each of these sub-events is a unique take on complex formats of Art, Literature, Media, Drama, and Music, and ensures equal representation and testing. There are no compulsory sub-events.

Louvre: Arts Council Showdown

Poised as the most unique and exciting sub-event at Muse, Louvre will be an all-out battle for the winning prize. Each institution will hand-pick a team of five to represent their institution in a two-round sub-event that tests all of the art forms. Both will be surprise rounds and will test all of the categories at Muse: Literature, Arts, Drama, Media, and Music, making institution team selection an important factor in determining the winner. Delegates may be asked trivia questions relating to Art history and music, or Shazam songs from brief snippets, and may even be asked to generate original pieces of music, literary escapades, or an enthralling drama performance. Delegates should expect anything and everything from the Louvre and have the ability to think on their feet. May the best Arts Council win.

Tercet: English/Urdu Poetry

Delegates will have their poetic voices tested in both English and Urdu. They can choose to compete in either language, before a two-round subevent to determine the winner and runners-up to poetry. Delegates can expect complex forms and structures of poetry and must have general knowledge of popular urdu poets.

Ingenium: Story Writing

In a race against the algorithms, delegates must decipher and include AI-generated images into predestined themes and endings, merging known facts with creative ingenuity and a fresh, new story to be crowned the winners at Ingenium, JT Muse's story writing category.

Nightcrawler: Investigative Journalism

“Nightcrawler” is a loving homage to JT’s legacy of stand-out mystery sub-events. This sub-event focuses on the varied and wonderfully versatile art of journalistic expression in a never-before-seen fashion. The sub-event reminisces of the past while using it to excel evermore with uniqueness unbeknownst to most event-goers. It will involve the integration of a vast, complex, and in-depth case file.

Algernon’s Chase: Literary Analysis

Delegates must decipher and intellectually analyze complex literary pieces in a written thesis against their opponents, before engaging in a unique escape room where they will have to make real-life choices that impact their pathway to strategically escape the room in the minimum amount of time. To reach the end of Algernon’s maze, inspired by the book, *Flowers for Algernon*, delegates must exhibit prowess in philosophical and literary concepts.

Digital Dexterity: Digital Art

Delegates will work on designing a new character with the given guidelines, and prompts and also submit a written backstory. Delegates will be given the opportunity to express their artistic skills through the unorthodox means of using a digital device and will be encouraged to combine their drawing skills with the unique tools and effects provided by a computer to create breathtaking art pieces.

8-bit Exhibit: Replica

Delegates will have to use their keen observation and sheer precision to draw upon the life found in pixelated scenes from their favorite video games and bring it into the physical world in the form of a replica. While breaking from the tradition of using past masterpieces, this sub-event retains the replica’s ability to test the artist’s attention while also shedding light on the beauty of the media we consume.

Component 22: Thematic Art

Sticking back to the basics, delegates will be tested based on their raw artistry, and proficiency on the canvas. Delegates will be provided with a range of themes to choose from, only this time the items provided will be non-conventional subjects and foreign to many traditional artists enabling everyone to distinguish solid practice and true skill.

Nexa Bold: Graphic Design

Delegates will have to endure the perils of computational art in Nexa Bold, inspired by a font that led the red-brick renaissance. Delegates will have to design a new logo and product mockups for a revitalized brand image. Delegates will be asked to write short text and paragraphs explaining their design philosophy, before integrating a celebrity sponsor into their brand image for the final round.

Frameshift: Short Film

Delegates must pull up the director's chair for Framshift, where they have to create original short films and wow the audiences with a unique use of camera angles, framing, and story. It's not all about the plot though as delegates can be expected to be judged on various aspects of their production and direction.

Foto: Photography

Sometimes, the easiest things are the hardest to master. This is especially the case with the art of photography, the simplest of visual storytelling nuances, masking a deep and complex art within. Delegates will have to both create and recreate in their camerawork as they bring phrases from page to print and recreate photographs, masking complexity in form and function over layers of visual contrast and striking vibrance.

Genre Switch: Designing & Filming

Participants will demonstrate their artistic and storytelling abilities through a genre swap in both visual poster design and cinematic storytelling. They must create original movie posters inspired by the cultural phenomenon of 'Barbenheimer' in addition to impressive editing to jump genres producing short videos.

Wannabe Influencer: Videography & Marketing

Delegates must step into the shoes of an influencer with a new Instagram account with an assigned theme and must work around to clock to maintain that account with incoming challenges and brand deals all part of the package.

Tune Titans: Vocals

With the choice between Eastern and Western vocals, delegates must exhibit vocal excellence when choosing and singing songs to impress the judges and take home the coveted winner and runners-up trophies for both categories.

Battle of the Bands: Group Performance

Delegates must channel their inner Bayaan and Kashmir for a final band performance, as a pinnacle of vocals, instrumentals, and music production, the three sentinels of musical performances.

Crescendo: Instrumentals

Ditch the vocals for an exhibit of instrumental prowess as delegates can choose individual or group-based performances that must create profound, moving music, without the use of any vocals. It's all about string and percussion for the final crescendo.

Originals: New Music

Creation is at the forefront of artistic expression, and such is the case when delegates have to perform original songs, a celebration of personal expression. They can use vocal-less backing tracks, and all means and resources at their disposal to imitate anything but Harry Styles.

Rhapsody: Monologue

'To be or not to be?' is the question delegates must answer at Rhapsody, where actors are required to perform and write monologue performances where it gets lonely under the spotlight. By channeling their inner Shakespeare, delegates have their stage at their disposal, and the audience at their palms.

Metadrama: Group Play

In this sub-event, delegates will be asked to perform two theatrical performances. The two performances will have no guidelines in terms of the subject of performance, instead, delegates will have to prepare two original theatrical performances relating to absolutely anything they wish to. The challenge of the sub-event lies within the magnitude of creativity required by the foundational objective itself.

Improv: Improvisation

This two-round sub-event will be a Muse original that explores the ideology of improvisations. Putting delegates within restricted bounds, pitting them against each other in some rounds, and with each other in some rounds, only the very best actors will go through, as the art of improvisation is a gentle one, a fragile one. Two elimination rounds will decide a final showdown in the third round to crown the coveted winner and runner-up for this category; one of the most competitive sub-events in this event, inclusive of "one-on-one" rounds.

Comedy Of Errors: Comedic Drama

Participants are thrust into the chaotic and humorous world of misunderstandings, mistaken identities, and comedic mishaps, embodying the essence of a Comedy of Errors. Delegates are challenged to navigate through unexpected twists and turns, showcasing their ability to turn confusion into comedic gold. Comedy Of Errors celebrates the heart of comedic storytelling, emphasizing quick thinking, creativity, and the capacity to evoke uproarious laughter through entertaining and humorous performances.

Pixel Shift: 3D Art (Submission-Based)

Participants delve into the fascinating world of "Pixel Shift," where the focus is on 3D art creation. Armed with digital tools and a flair for innovation, artists navigate through the complexities of three-dimensional design, sculpting virtual realities that transcend the traditional boundaries of artistic expression.

Go Figure: Trivia and Fandom

Fandom is not restricted to TV and film. Delegates face a unique trivia experience when they are tested on drama, music, art and literature in addition to mainstream television and film, playing interesting games like charades and taboo to figure out the answer (pun unintended).

Proceeding Ordinances

- 1) Each category will have two awards: the winner and runners-up
- 2) The decision of the management will be final and unchanged
- 3) The decision of all external judges will be final
- 4) Any plagiarism caught will result in immediate disqualification
- 5) The delegation with the most overall points will be awarded the Best Delegation Award.
- 6) Private Delegations are not allowed
- 7) Only O-level/matriculation and A-level/intermediate students are allowed to participate.
- 8) All required material must be submitted before the enforced deadline
- 9) School chaperones are not allowed to attend the event as delegates: any such cases caught will result in immediate disqualification of the team from all concerned sub-events where the chaperone participated instead of the registered delegates.
- 10) Time limits must be respected: late submissions are invalid for submission-based categories
- 11) Teams must inform the management of any timing issues and must be on campus
- 12) All work must be original and not plagiarized: any work found plagiarized will be disqualified
- 13) Any team found breaking the rules will be invalid for award consideration for all sub-events that the team is participating in.

Registration Guidelines

- 1) Each team must consist of 5-8 members.
- 2) Teams participating in Metadrama (group play) can be extended up to 12 members
- 3) Each team may select up to 8 sub-events to participate in from any category, meaning that a team can select for example 3 drama sub-events, 2 literature sub-events, and 3 art sub-events, according to their own preference.
- 4) The Louvre is an institutional compulsory sub-event. It requires each participating institution to nominate a group of 5 individuals, hand-picked as per their choice:
 - a) This team can consist of members registered in different teams but must be part of the same institution.
 - b) The Louvre will test all five forms of art, so institutions must be vigilant and considerate of that when picking their team
- 5) Each team will be charged a delegation fee of 3000/- and a delegate fee of 2000/- per delegate.
- 6) Each institution may invite up to 3 supervisors and must register those supervisors with the event on a separate form: any supervisors not on this form will not be allowed.
- 7) Supervisors may not take part in any sub-events
- 8) Institutions may register on Muse's website at jtmuse.com

Code of Conduct

Following registration, this code is legally applicable to any and all delegates. The decision of the management and the administration is final and unchallengeable, and there will be no concessions in terms of any violations of any clause of this conduct, upon violation, the management reserves the right to cancel the registration of any delegate(s) and eject them out of the event, at any point.

All participants are required to follow a moral and ethical code at all times and noncompliance will result in immediate expulsion of the team/individual from the competition as per the discretion of the Event's management/LGS JT representatives. This document is to be signed by the Participant and/or the Parent/Guardian (in case of a minor). All participants must refrain from these acts:

- 1) Indulging in fights/conflicts, use of foul language, and misbehaving on campus or in close proximity to the school building.
- 2) Forging or copying the participant ID cards.
- 3) Misrepresenting your school
- 4) Misrepresenting your age
- 5) Damaging the school's property or entering any restricted area. In the event of damage to school property, the offender will be liable.
- 6) Using unfair means to gain an unfair advantage over the other participants
- 7) Indulging in arguments with the judges over the results- the results and the judge's decisions are all final and unquestionable.
- 8) Creating excessive noise and commotion on campus
- 9) Non-cooperation with the event management/organizers
- 10 Smoking/vaping or using alcohol or any other intoxicant on campus or in close proximity to the school building.

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