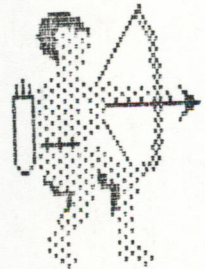
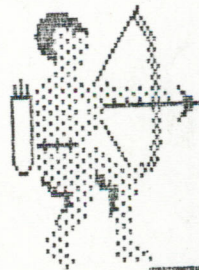
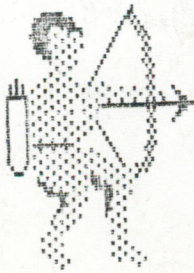
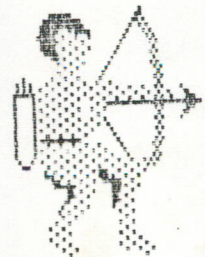
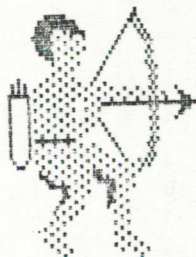
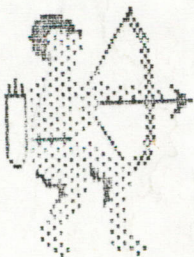


Battle of Kurukshetra



May 7-8,
1986



THE BATTLE OF KURUSETRA

THE ARMIES

the *PANDAVAS*

M. PADMA MALANI

LALITA
KATYAYANI
SITA
SYAMASUNDARA
TULASI
MOHINI LALITA
SARASVATI
DEVIYANI
GOVINDA

the Kings

commander-in-chiefs
assistant commanders

the *KAURAVAS*

M. RATNA

NITAI
ADITI
MOHINI MURTI
ANURADHA
SUNITA
VISNUPRIYA
NARAYANI
KARUNIKA
GOPALNANDINI
DEVAKI

THE BATTLE OF KURUSETRA

day 1: schedule of activities

note: please study carefully the descriptions of the various activities listed below; those descriptions are given in the pages following this schedule

- 5:00 strategy meetings
note: *vyuhas* needed for temple & prasadam activities
- 5:15 Tulasi puja
Kauravas supply leader
- 5:25 chanting of the 10 offenses and Vaisnava obeisances
- 5:30 chanting of japa
- 6:00 Bhagavatam class *vyuhas*
note: the **Kauravas** must cook breakfast (buy)
the **Pandavas** must make garlands (guls)
- 7:05 Greeting the Deities *vyuha*
- 7:10 Prabhupada's guru-puja *vyuha*
- 7:30 prasadam hall for Bhagavatam and Deities test
- 7:50 serving and honoring prasadam
Kauravas serve
- 8:30 clean-up
- 9:00 team strategy meetings
- 9:15 Mother Sarasvati academic competition
two levels of spelling, vocabulary, math battles
- 11:00 strategy meetings
- 11:20 the battle continues
the Arjuna Astra competition (older and younger)
the Hanuman Leap competition (older and younger)
the Bhima throw competition (older and younger)
Krsna and the Fruit Vendor race
Chariot race I
the Gundica cleansing race
- 12:45 regrouping of the armies
- 1:00 prasadam
Kauravas serve
- 2:00 armies plot battle strategy
- 2:15 the battle resumes
Chariot race II
the Vasudeva carry
the Sakatasura race
the Trnavarta race (older and younger)
the Pralambhasura race
the Agasura race (older and younger)
touching Krsna race (older and younger)
the *Ranchor* race (older and younger)
the Jagai & Madai race
the Lord Boar race (older and younger)
the churning of the milk ocean competition
the *Ravana* stairway to heaven competition
- 5:15 regrouping of armies
showering, prasadam (to be taken in designated ashram rooms),
rest for most soldiers; extended curfew for 2 to plan
strategy, etc.

THE BATTLE OF KURUKSETRA

day 2: schedule of activities

- 3:30 judging begins with wake-up; pre mangal arotika activities are evaluated (see description of judging given in following pages)
- 4:15 mangal arotika *vyuhas*
- 5:00 Tulasi puja *vyuhas*
Pandavas supply leader
- 5:10 10 offenses and Vaisnava obeisances
- 5:15 chanting japa
- 5:45 study time (Gita verses, prayers and mantras, etc.)
- 6:00 Bhagavatam class *vyuhas*
Note: Pandavas must cook breakfast
Kauravas make garlands
- 7:05 Greeting of the Deities and Gurupuja *vyuhas*
- 7:30 Bhagavatam and Deity test :
- 7:50 serving and honoring prasadam
Pandavas serve
- 8:30 clean-up
- 9:00 strategy meetings
- 9:15 snatch the sandesh/the Syamantaka jewel hunt
- 10:15 *yukta vairagya* hunt
- 11:30 Bhima ball/Krsna says
- 12:45 armies regroup
- 1:00 serve and honor prasadam
Pandavas serve
- 2:00 strategy meetings
- 2:15 Vaisnava day relay
- 4:30 armies prepare for the final round of battle
- 5:00 the battle's climax
Bhagavad Gita slokas
prayers & mantras
Krsna charades/Krsna coloring contest
Krsna *Tadiyanam* competition
- 6:30 maha kirtan battle
- 7:00 complete any of the battle climax events not finished
- TRANSCENDENTAL PEACE FEAST

BATTLE OF KURUKSETRA

description of activities

I - Temple Activities

Note: All temple activities rated on a scale of 1 to 10; teams get ten times that percentage of the points available; ie. Pandavas graded 8 for mangal arotika would get 80% of 1000 points (800)

A. Kirtans

- 1) all kirtans will be judged on the following basis:
 - standing in the proper place
 - number of chanting ksatriyas
 - enthusiasm of chanters
 - number of dancing ksatriyas
 - enthusiasm of dancers
 - playing of allotted instruments
- 2) each of the boys armies will be allowed 1 mrdunga and 1 kartals; each of the girls armies 2 kartals.
- 3) The *Kauravas* must supply a Tulasi puja leader on the 1st day, the *Pandavas* on the 2nd day
- 4) Points available:

mangal arotika	1000 pts
Tulasi puja	600 pts
guru puja	1000 pts
şundara arotika	1000 pts

B. Japa

- 1) Japa will run for 30 uninterrupted minutes. **ALL MEMBERS OF BOTH ARMIES MUST PARTICIPATE!**
- 2) Japa will be judges on the following basis:
 - sitting in the proper places
 - sitting properly
 - chanting so that each individual ksatriya can be heard
 - pronouncing all the words clearly
 - hearing attentively (not letting your mind wander)
- 3) Points available: 1000 points

C. Srimad Bhagavatam Class

- 1) Bhagavatam class will be judged on the following basis:
 - sitting in proper places
 - sitting nicely
 - no playing with strings, flower petals, etc.
 - chanting Jaya Radha Madhava (similar to kirtan judging)
 - chanting of the verse (2 different ksatriyas each day)
- 2) Points available: 800 pts

D. Greeting the Deities

- 1) This will be judged on the following basis:
 - standing in proper places
 - standing properly
 - chanting the *Govindum* prayers
- 2) Points available: 600 pts

E. Bhagavatam and Deities quiz

- 1) After gurupuja, teams will take a sort quiz on that day's Bhagavatam class and Deity outfit
- 2) Test will be in written form for all those competent and in oral form for the younger ksatriyas
- 3) Test will be given in the prasadam hall
- 4) Total percentage grade for each team will be determined; teams receive that percentage of the total points available
- 5) Points available: each test 400 pts

I - Open Forum

teachers should bring up any topics not included in the following agenda that they feel are pressing and relevant to this body

II - Primary topic: the Kuruksetra war

A) Goals

- 1) allow us to emphasize and the students to practice different things they've been taught this term
- 2) to absorb their consciousness
 - a) divert them from the "end of the semester" mentality
 - b) fix them in a "higher taste" right before they leave

B) the staff

1) on the teams

- a) 2 days of *kalam nayet akhilam* service
- b) appear totally partisan while internally detached
- c) must help the students practice good sportsmanship
- d) plan out the details of who does what
- e) monitor the health, eating and rest of the students
- f) have a skit ready before the war

2) as judge

- a) must understand what is being judged, the activities and their rules
- b) must be extremely attentive to fairness; if in doubt, consult other judges
- c) responsible for keeping the days moving along
- d) must be at each activity area before its scheduled start
- e) is responsible for seeing that all the paraphernalia necessary for an activity is at the place of competition prior to the scheduled start of the event

C) Suggestions for the Battle

1) Head to Head Combat

- a) prayers and mantras
- b) Bhagavad-Gita slokas
- c) spelling and math bees
- d) charades/I'm thinking of a person/Krsna quiz
- e) play or skit
- f) scavenger hunt
- g) treasure hunt
- h) assorted relays (some for all ages, some restricted)
 1. chariot races (2 kinds):
 2. Vasudeva carry
 3. Trnavarta race
 4. Sakatasura race
 5. Krsna and the fruit vendor race
 6. Pralambhasura race
 7. Agasura race
 8. Jagai & Madai race
 9. Hanuman leap
 10. Ranchor race
 11. touching Krsna race
 12. Arjuna astra contest
 13. churning the milk ocean contest
 14. the Ravana stairway to heaven contest
 15. the Vaisnava day relay

V - the Arjuna Astra competition

- A. to be held in the 2nd session of the 1st day
- B. each army is to be divided into 2 parts, younger and older ksatriyas with 3 in younger competition from each side
- C. competition will be in the following areas (scaled down for younger ksatriyas):
 1. accuracy: standing ksatriya, standing target
 2. accuracy: standing ksatriya, moving target
 3. accuracy: running ksatriya, standing target
 4. accuracy: running ksatriya, moving target
 5. accuracy: riding ksatriya, standing target
- D. battle rules (some slight adjustments for younger ksatriyas):
 1. each ksatriya gets 3 chances in each competition
 2. basic format:
 - from a designated line (or moving along that line) each ksatriya attempts to hit either a stationary or moving target
 3. 1st, 2nd, 3rd place winners will be chosen by number of successful attempts
 4. in cases of a tie, another 3 attempts by each ksatriya will determine the winner
- E. Points available (for each competition):
 - 1st place: 50 pts
 - 2nd place: 30 pts
 - 3rd place: 10 pts

VI - the Hanuman Leap competition

- A. to be held in the 2nd morning session of the 1st day
- B. armies divided into younger (3 ksatriyas) and older divisions
- C. competition will be in the following areas:
 1. standing Hanuman leap
 2. running Hanuman leap
- D. battle rules:
 1. each ksatriya will get 3 attempts at each type of jump
 2. 1st, 2nd, and 3rd place winners will be chosen by judging the longest 3 jumps out of all the attempts
- E. Points available:
 - 1st place: 50 pts
 - 2nd place: 30 pts
 - 3rd place: 10 pts

VII - the Bhima throw competition

- A. to be held in the 2nd morning session of the 1st day
- B. armies divided into younger (3 ksatriyas) and older divisions
- C. battle rules:
 1. each ksatriya will get 3 attempts
 2. 1st, 2nd, and 3rd place winners will be chosen by judging the furthest 3 throws out of all the attempts
- D. Points available:
 - 1st place: 50 pts
 - 2nd place: 30 pts
 - 3rd place: 10 pts

VII - Krsna and the fruit vendor race

- A. to be held in the 2nd morning session of the 1st day
- B. only for younger ksatriyas not competing in chariot race I
- C. battle rules
 1. all competing ksatriyas line up at the starting line
 2. when the judge signals go, each contest picks up a handful of grains and runs to the second line where a pile of fruit

3. depositing the grains in a bucket, the ksatriya picks up as many fruits as he can carry and brings them back to a container at the starting line
 4. ksatriya repeats this process (handful of grain and armful of fruit) until all the fruit is in the container at the starting line
 5. 1st, 2nd, 3rd place determined by actual finishing order
- D. Points available:
- 1st place: 50 pts
 - 2nd place: 30 pts
 - 3rd place: 10 pts

IX - Chariot Race I

- A. to be held in the 2nd morning session of the 1st day
- B. only for 7 older ksatriyas
- C. battle rules:
 1. bicycle relay from beginning of property to gurukula
 2. each ksatriya goes twice (up and down once)
 3. winner is best 2 out of 3
- D. Points available:
 - 50 pts each race

X - the Gundica cleansing battle

- A. to be held in the 2nd morning session of the 1st day
- B. entire army competes
- C. battle rules
 - each army collects as much garbage from the property grounds (outside) as it can in a time period indicated by the judges
- D. army that gathers the most real garbage wins
- E. Points available:
 - 100 points, winner take all

XI - Chariot race II

- A. to be held on the afternoon of the 1st day
- B. each army can have as many participants as they can field
- C. Battle rules
 1. ksatriyas pair up into groups of 2
 2. one gets down on all fours as the horse and chariot, the other mounts him and rides him as the charioteer
 3. participants race from one given line to another
 4. 1st, 2nd, 3rd place determined by actual finishing order
- D. Points available:
 - 1st place: 50 pts
 - 2nd place: 30 pts
 - 3rd place: 10 pts

XII - Vasudeva carry

- A. to be held on the afternoon of the 1st day
- B. each army can have as many participants as they can field
- C. Battle rules:
 1. ksatriyas pair up into groups of 2
 2. 1st takes up the 2nd in his arms like Vasudeva took Krsna
 3. teams race from starting to finishing line
 4. 1st, 2nd, 3rd place determined by actual finishing order
- D. Points available:
 - 1st place: 50 pts
 - 2nd place: 30 pts
 - 3rd place: 10 pts

XIII - Sakatasura race

- A. to be held on the afternoon of the 1st day
- B. each army can have as many participants as they can field
- C. Battle rules
 - 1. ksatriyas pair up into groups of 2
 - 2. pairs take "weelbarrow" vyuha
 - 3. each pair races from 1st line to 2nd line.
 - 4. pairs switch position and race back to starting line
 - 5. 1st, 2nd, 3rd place determined by actual finishing order
- D. Points available:
 - 1st place: 50 pts
 - 2nd place: 30 pts
 - 3rd place: 10 pts

XIV - Trnavarta race

- A. to be held on the afternoon of the 1st day
- B. armies divide into younger (3 ksatriyas) and older divisions;
2 simultaneous races; older with 4 ksatriyas, younger 3
- C. Battle rules:
 - 1. ksatriyas line up at starting line
 - 2. they race to finishing line.
 - 3. ksatriyas must constantly be twirling as they run
 - 4. 1st, 2nd, 3rd place determined by actual finishing order
- D. Points available:
 - 1st place: 50 pts
 - 2nd place: 30 pts
 - 3rd place: 10 pts

XV - Pralambhasura race

- A. to be held on the afternoon of the 1st day
- B. each army can have as many participants as it can field
- C. battle rules
 - 1. ksatriyas pair up into groups of 2
 - 2. one ksatriya gets on shoulders of the 2nd
 - 3. pair races from starting to finishing line
 - 4. 1st, 2nd, 3rd place determined by actual finishing order
- D. Points available:
 - 1st place: 50 pts
 - 2nd place: 30 pts
 - 3rd place: 10 pts

XVI - Agasura race

- A. to be held on the afternoon of the 1st day
- B. armies divide into younger (3 ksatriyas) and older divisions;
2 simultaneous races; older with 4 ksatriyas, younger 3
- C. battle rules
 - 1. ksatriyas line up at starting line
 - 2. starting position is down on the stomach with mouth open
 - 3. ksatriyas race on bellies; with mouths always open
 - 4. 1st, 2nd, 3rd place determined by actual finishing order
- D. Points available:
 - 1st place: 50 pts
 - 2nd place: 30 pts
 - 3rd place: 10 pts

XVII - Jagai and Madhai race

- A. to be held on the afternoon of the 1st day
- B. each army can have as many participants as it can field
- C. battle rules
 - 1. ksatriyas pair off into groups of 2
 - 2. pairs tie one of their two legs together
 - 3. race is run in this 3 legged vyuha

4. 1st, 2nd, 3rd place determined by actual finishing order

D. Points available:

- 1st place: 50 pts
- 2nd place: 30 pts
- 3rd place: 10 pts

XVIII - touching Krnsna race

A. to be held on the afternoon of the first day

B. armies divide into younger (3 ksatriyas) and older divisions;
2 simultaneous races; older with 4 ksatriyas, younger 3

C. battle rules

- 1. ksatriyas line up at starting line in places given by judge
- 2. judge takes a place at finishing spot
- 3. at given signal, participants race to touch judge
- 4. 1st, 2nd, 3rd place determined by actual finishing order

D. Points available:

- 1st place: 50 pts
- 2nd place: 30 pts
- 3rd place: 10 pts

XIX - *Ranchor* race

A. to be held on the afternoon of the 1st day

B. each army must have 8 participants

C. battle rules

- 1. at the judges signal, *Kaurava* ksatriyas line up at starting line in the arrangement indicated by judges
- 2. upon 2nd signal *Pandavas* line up, 3 yards in front of each *Kaurava*
- 3. at starting signal the *Pandavas* try to race to the finishing line while the *Kauravas* try to tackle them before they reach it
- 4. then the *Pandavas* line up with the *Kauravas* in front
- 5. race is run again with the positions reversed
- 6. winner is determined by total numbers of those tackled and those who successfully got to the finish line

D. Points available

240 pts to be determined as follows:

20 pts per tackle, 10 pts per successful escape

XX - Lord Boar race

A. to be held on the afternoon of the 1st day

B. entire army participates

C. battle rules

- 1. race to be done in relay style
- 2. 1/2 the army lines up at one line, 1/2 at the other
- 3. 1st ksatriya gets down on all fours and puts his nose to the ball that is provided
- 4. at starting signal, ksatriya pushes ball with his nose to the other line where another ksatriya from his army takes the ball with his nose and pushes it back.
- 5. winner is the first army to have everyone push the ball

D. Points available:

100 pts, winner take all

XXI - Churcing of the milk ocean

A. to be held on the afternoon of the 1st day

B. entire team participates

C. battle rules

- 1. tug of war begins at the judges signal
- 2. winner determined by end of rope being pulled on to one team's side

C) Suggestions for the Battle cont'd

- 1) Head to Head Combat cont'd
 - i) dodge ball
 - j) snatch the sandesh
 - k) diarama contest
 - l) coloring contest
 - m) garbage gathering contest
 - n) the Draupadi garland contest
 - o) the Bhima eating contest
 - p) performances at kirtans
 - q) japa
 - r) serving and honoring prasadam
- 2) Other Areas to Judge
 - a) getting ready for mangal arotika
 - b) Bhagavatam class behavior
 - c) Bhagavatam class and Deity tests
 - d) clean-up
 - e) going to bed
 - f) kirtan leading
 - g) Bhima cooking contest
 - h) cooperation
 - i) respectfulness
 - j) sportsmanship

D) the Format

- 1) 2 full days
- 2) same general daily program
 - a) morning program incl. prasadam a little longer
 - b) clean-up a little shorter
 - c) blocks in morning and afternoon for competition
 - d) team strategy periods: formal and informal
 - e) big evening program final night
 - f) adjusted staggered sleeping arrangements
- 3) "free day" afterwards
- 4) actual dates should be kept secret
- 5) alluding to the battle will heighten anticipation and enthusiasm

III - Secondary topic: reports and report cards

- A) How are the student reports going?
- 1) I'm available by appointment to discuss them
 - 2) **DUE DATE:** on my desk no later than **May 5th**
- B) Report cards
- 1) must be obtained from Anila immediately
 - 2) front page filled in
 - 3) given to the academics teachers by Fri. April 25th

THE BATTLE CONTINUES

26. read out loud one designated page
27. run to ashram building, put on pants, folding dhoti on dresser top
28. bicycle down to playground
29. run up ladder and come down slide, climb up one side of monkey bars, cross the long way and come down the other side, go around twice on merry-go-round, and do the horizontal ladder
30. bicycle to kitchen
31. roll 4 chappatis
32. run into prasadam hall, chant the prasadam prayer, ask the judges' permission, take prasadam, wash plate, and get judges approval
33. run into kitchen, wash 3 designated pots, rinse, and put away
34. pick up 10 pieces of garbage from outside around the temple building, and throw into dumpster
35. run to wood pile, spilt a piece of wood into 4 pieces
36. take wood and stack in the prasadam hall
37. bicycle to upper garden (past classroom building on hill)
38. take 10 rocks (no smaller than designated size) out of garden and pile them up outside of the garden
39. bicycle down to playground
40. going into the woods on the side of the playground, climb a tree of your choice so that you are 10 feet (in judges estimation) off the ground.
41. run into the barnyard
42. feed Chandrika, Raj, and Vidya, each a handful of grain
43. somersault from end of barn to barnyard gate
44. using only your legs and feet, bring designated ball up to the Vrndavan ashram
45. do 3 chin-ups, 6 push-ups, 9 sit-ups, and 12 jumping jacks
46. using only your feet and legs, bring ball to the lakefront
47. get an inner tube, bring it to the lake, sail out to the smaller of the pipes, put the shirt you're wearing on it, and return to shore
48. run once completely around the lake
49. 3 ksatriyas paddle a canoe to other side of lake
50. 3 different ksatriyas paddle it back
51. run into prasadam hall
52. chant the prayer, ask permission, take prasadam, wash plate and have the judge inspect it for his approval
53. get 1 mrdunga, 1 pair of kartals, and bring them to lakefront
54. entire army assembles, chants kirtan repetitively the maha mantra 12 times, offers full dandavats with audible mantra to the judges, and stands properly waiting for the judges' acknowledgement.

When the judges are satisfied that this final *vyuha* is properly done, the winner is declared. However please note: Besides getting 200 points for winning, the victorious army gets 5 points per minute difference between when they finished and when their opponent.

Points Available: 500 points to be determined as followed:
200 pts to winner plus 5 pts per minute until 2nd army finishes

II - Serving and honoring prasadam

- A. *Kauravas* will serve both meals the 1st day, *Pandavas* the 2nd
- B. Each army will send forth 4 servers at the start of prasadam, 2 of whom will continue to serve until everyone is satisfied
- C. Serving prasadam will be judged on the following basis:
- 1) quietly
 - 2) everyone gets offered everything
 - 3) servers are sensitive to the proper amounts to serve
 - 4) enthusiastic to serve
- D. Honoring prasadam will be judged on the following basis:
- 1) chanting of the prayer
 - a. clearly
 - b. loud enough to hear each individual ksatriya
 - c. number of ksatriyas chanting
 - d. knowledge of Bengali and English
 - e. standing properly
 - 2) taking prasadam quietly
 - 3) honoring every preparation
 - 4) finishing everything on your plate
 - 5) having the proper devotional attitude toward prasadam
- E. Judging will be done on a percentage basis with a rating system of 1 to 10 (as with the temple activities judging)
- F. Points available:
- | | | |
|--------------------|------------|----------|
| serving: | 200 points | |
| honoring prasadam: | 100 pts | per meal |

III - Clean-up

- A. The boys' clean-up assignments will be divided up as follows:

<u>area</u>	<u>Pandava ksatriyas</u>	<u>Kaurava ksatriyas</u>
bathroom	2	2
ashrams	1	2
hallway/MV das' office	1	
door knobs/stairs		1
lobby	1	
juicing	1	
orange juice/ veg prepping		1
laundry	2	2

note: services will reverse on the 2nd day

- B. clean-up will be judged on the following basis:

- 1) enthusiasm
- 2) seriousness (no playing around)
- 3) thoroughness
- 4) bathroom responsibilities:
 - a. toilets
 - b. stall walls
 - c. mirror
 - d. straighten and wipe the shelves
 - e. shower stall walls
 - f. window sill
 - g. sinks
 - h. sweep and wipe floor
 - i. clean away cobwebs
 - j. door handles and light switch wiped down
- 5) ashram responsibilities:
 - a. cobwebs
 - b. surfaces and window sills
 - c. sweep and mop floor
 - d. nothing on dresser tops or floor
 - e. buckets emptied and cleaned
 - f. bookcases and shelves straightened out
 - g. door knobs and light switches wiped down

- the judges with the items they procured
4. alternating, each team must show an item asked for by the judges and give a Krsna conscious use for it
 5. points will be awarded on a percentage basis; percentage of items obtained and correctly utilized in Krsna's service
- D. Points available:
500 pts per army (awarded by percentage of items correct)

XXVI - Bhima ball

- A. to be held in the 3rd morning session of the 2nd day
- B. to go on simultaneously with "Krsna says"
- C. each army sends 7 ksatriyas to this battle
- D. battle rules
 1. standard dodge ball rules
 2. winner determined by army that wins 2 games first
- E. Points available:
50 pts per game

XXVII - Krsna says

- A. to be held in the 3rd session of the 2nd morning
- B. to go on simultaneously with Bhima ball
- C. ksatriyas not participating in Bhima ball battle in this
- D. battle rules
 1. all ksatriyas stand up in designated areas facing judge
 2. judge gives a command for everyone to follow
 3. ksatriyas follow command only if judge first says "Krsna says"
 4. if ksatriya follows a command that is not preceded by Krsna says then he must sit down
 5. winning army is the one that has at least one ksatriya standing up after all their opponents are seated
 6. winner is determined by first army to win 2 games
- E. Points available:
30 pts per game

XXVIII - Vaisnava Day relay

- A. to be held on the afternoon of the 2nd day
- B. each ksatriya must perform 4 activities in the vaisnava relay
- C. battle rules
 1. everyone takes their first assigned station
 2. at a predetermined time, the judges will signal the start
 3. a baton must be carried by the ksatriya performing the activity; when he finishes and reaches the next station he passes the baton on to the next ksatriya
 4. the winner will be determined by which army finishes first provided the ksatriya finishing has the baton
- D. Points available
500 pts divided as follows:
 - 200 pts immediately to the army that finishes 1st
 - plus
 - 5 pts per minute for the difference in time between the 1st finish and the 2nd finish (up to 1 hour)

NOTE: IN ALL CHANTING COMPETITION, THE CHANTING MUST BE LOUD ENOUGH TO SATISFY THE JUDGES; IF THEY CAN NOT HEAR THEN EVEN IF THE CHANTING IS CORRECT NO CREDIT WILL BE GIVEN TO THAT ARMY!

XXIX - Bhagavad Gita Sloka competition

- A. to be held during the battle climax, the night of the 2nd day
- B. all ksatriyas who were in Anila prabhu's class must compete
- C. battle rules

1. ksatriyas line up on either side of the temple room
 2. first ksatriya in each line steps out
 3. judge gives one a few words of a sloka (16th chapter)
 4. ksatriya must then chant the entire verse
 5. if he gets it correct, his opponent gets another verse
 6. if his opponent gets it correct, both return in line
 7. if his opponent gets it wrong, 1st ksatriya gets a chance to recite that verse
 8. if 1st ksatriya gets it correct, his opponent is "killed" and must sit down
 9. if 1st ksatriyas misses, they both return to their lines
 10. if the 1st ksatriya gets his original verse wrong, his opponent gets an opportunity to "kill" him
 11. army wins when all of its opponents are "killed"
- D. Points available:
150 pts, winner takes all

XXX - Prayers and Mantras competition

- A. to be held during the battle climax, the night of the 2nd day
- B. entire army must compete
- C. battle rules
 1. each army, alternating, sends one ksatriya up to judges
 2. ksatriya picks a slip of paper from an age appropriate pile
 3. ksatriya must chant the prayer or mantra indicated on paper
 4. a ksatriya will come up approximately 4 times (40 chances)
 5. if he's already chanted what he picks, he will pick again
- D. Points Available:
400 pts as follows: 10 pts per correct chanting

XXXI - Coloring contest

- A. to be held during the battle climax, the night of the 2nd day
- B. for the youngest 2 or 3 ksatriyas
- C. to go on simultaneously with Krsna charades
- D. battle rules
 1. each ksatriya will get a choice of pictures to color
 2. each ksatriya must color no more than 4 pictures
 3. judges will accept 2 from each ksatriya for judging
 4. each ksatriya will also have to draw 2 pictures
 5. both these pictures will be accepted by judges
 6. 1st, 2nd, 3rd places chosen for both coloring and drawing
- E. Points available
 - 1st place: 30 pts
 - 2nd place: 20 pts
 - 3rd place 10 pts

XXXII - Krsna charades

- A. to be held during the battle climax, the night of the 2nd day
- B. all but the youngest ksatriyas compete
- C. to go on simultaneously with Krsna coloring contest
- D. battle rules
 1. each army divides itself into 2 equal parts
 2. parts rotate on guessing and acting out
 3. each part will come forward in turn, choose a slip of paper
 4. they will have 1 minute maximum to work out the acting out
 5. there will be a 2 minute limit on the time for guessing
 6. if the charade is not correctly identified in the 2 minute limit, the opposing army then gets 3 guesses; if they get it right, the acting army gets the full 2 minute total
 7. if they get it wrong, no one gets any time added on
 8. 10 rounds will be played and the totals will be calculated if the team trailing is less than 5 minutes behind, 4 more will be played and a final winner determined

E. Points available:

300 pts to be determined as follows:

100 pts immediately to the winner plus

20 pts per minute difference (up to 10 minutes)

XXXIII - Krsna Tadiyanam competition

A. to be held during the battle climax, the night of the 2nd day

B. armies to be divided into younger (4 ksatriyas) and older

C. these two separate competitions to go on simultaneously

D. battle rules (modified for younger ksatriyas battle)

1. one army is designated to go first

2. that army has 1 minute to think of a personality and inform the judges of that person

3. the opposing army arranges itself into an order (this ksatriya first, that one next, etc.) and begins questioning in that order

4. questions can only be answered yes or no

5. questioning army gets 21 questions to guess personality (must be guessed no later than on the 21st question)

6. armies than reverse parts

7. if the army thinking of a personality answers a question incorrectly the judge will tell them to correct it; if they can't, the judge will provide the answer and the army questioning gets a free question; if the questioned army repeatedly doesn't know the answers, they will be penalized 1 point

8. an army that successfully guesses or successfully prevents their opponent from guessing will get a point

9. first army to get 5 points wins the round

10. final winner is first army to win 3 rounds

E. Points available:

50 pts per round

XXXIV - Preaching tool battle

A. to be held during the battle climax, the night of the 2nd day

B. while the armies look on, the 3 best preachers from each side come forward

C. battle rules

1. alternating armies, the judges will ask questions or make points that the ksatriyas will have to answer by quoting sastra, other preaching tools, or by using logic

2. Judges will decide whether the ksatriyas have defeated the point successfully

3. if the army successfully defeats point, they score 1 point

4. if they fail to defeat point, their opponents get a chance

5. if opponents succeed, they get 1 point and the first army loses a point

6. competition will go for 8 rounds (each army 8 chances)

7. if at that time there is a difference in score less than

5, 2 more rounds will be played to determine the winner

D. Points available:

300 points as follows:

100 immediately to the winner plus

20 points per 1 point difference in score (up to 10 pts)

→ described in Prabhupada's or other men's books

6) hallway/MV das' office responsibilities

1. cobwebs

2. entire floor from top of stairs to fire escape door

3. MV das' office floor

7) door knobs/stairs responsibilities

1. All outer door knobs wiped down

2. hand railing on stairs wiped

3. window sill and other edges wiped down

4. steps cleaned

8) lobby responsibilities

1. dry wipe all paintings and pictures and frames

2. wipe fire extinguishers, bell, phone, etc.

3. window sill, mail boxes, seats, door frames, all edges

9) juicing responsibilities

1. oatmeal, dry fruit preparation, and required juices

2. clean cabinet faces, side of stove, table, all parts involved with juicing, sweep and wipe floor

10) orange juicing/veg prep responsibilities

1. make orange juice

2. check with Murali Vadaka prabhu for required preping

3. clean table, implements, etc.

11) laundry responsibilities

1. bring up dried, cleaned laundry (if necessary)

2. fold everything

3. put everything away in the proper draws

D. Judging will be done on a percentage basis (1 to 10) as with the temple activities

E. points available:

each cleaning area: 50 points

IV - Mother Sarasvati Academic Competition

A. to be held at 9:30am on the first day in the school house.

B. each army will divide into two parts: ksatriyas who are in Anila prabhu's class (or in M. Subhada & M. Kamra's class) and those in M. Lokasaksini & M. Mahendrani's class; there will be two competitions, one for the older ksatriyas and one for the younger to go on simultaneously

C. battles to be fought with math, spelling and vocabulary weapons (with corresponding scale down for younger ksatriyas)

D. battle rules:

1. ksatriyas line up in single file on opposite sides of the room

2. 1st member of each team steps out at judges command

3. judge asks one of these two a question which must be answered in a designated time period

4. if the ksatriya answers correctly he returns to his line and the next ksatriya in his line steps out

5. judge will then ask his opponent a question

6. if he answers correctly, he returns to his line and the next ksatriya steps out

7. if a ksatriya answers incorrectly, he remains where he is standing and the same question is asked of his opponent

8. if his opponent answers correctly, the ksatriya originally asked the question leaves the line and sits down

9. if his opponent answers incorrectly, they both return to their lines and the next two ksatriyas step out and the battle continues

10. an army wins when there is no longer any of their opponents standing

E. there will be as many battles as the time allows

F. Points available:

- (1) Hanuman leap - every one takes part
- (2) Arjuna Astra - every one takes part
- (3) Trnavarta race - older + younger seperately
- (4) Touching krsna race - older + younger seperately
- (5) The vasudeva carry - Bimala carrying Nrsinha
Vibhu " Mukunda
- (6) The sakatasura race - Narayana + Nitai.
Bindu + Bimala
- (7) The Pralambhasura race - Bimala carrying Bindu
Naryana " Mukunda
- (7b) Jagai + Madai - Every one.
- (8) Gundica cleaning race
- (9) Relay race.
- (10) Yukta vairagya hunt.
- (11) Obstacle race.
- (12) prasadam eating competition
- (13) Chouades.
- (14) Spoon + rice race
- (15) water balloon race
- (16) Churning the milk ocean (Tug-of-war)
- (17) Chariot race (one boy on another's back)
- (18) Blindman + the ball competition
- (19) Balloon throw.
- (20) The Bhima throw.

Score Sheet

Blow the conchshell and recite BG 1-1

Divide the armies: Pandavas & Kurus

Explain why we play and the rules (no fussing about teams or loosing)

		PANDA	KURU
1- Obstacles race: trailor, shed, sand box, garden. (50)	(50)	50	50
2- Hanuman race jump: running	(50)	50	
	(30)	30	30
	(10)	10	10
no running	(50)		50
	(30)	30	
	(10)	10	
3- Arjuna astra: hit the target, 3 balls each	(50)		50
fix	(50)		50
moving	(50)		50
4- Bhima throw: throw a rock	(50)		50
	(30)	30	
	(10)		10
5- Krishna fruit vendor: take a handfull of rice to the end and bring back as many fruits as you can. Each drop fruit loose five pts. (100)	(100)		100
6- Vasudeva carry baby Krishna: carry like baby	(50)	50	
	(30)		
	(10)		
7- Sakatasura race: hold feet/walk on hand	(50)	50	
	(30)		30
	(10)	10	
8- Pralambhasura: back ride	(50)	50	
	(30)	30	
	(10)		10
9- Jagai & Madai: tie legs together	(50)	50	
	(30)		30
	(10)	10	10
10- Touch Krishna first	(50)	50	
	(30)		30
	(10)	10	
11- Lord Boar: push the ball with their nose to one end & child at other end push it back	(50)	50	
	(30)	30	30
	(10)		
12- Churning of milk ocean: tug of war	(50)	50	30
13- Jagganatha procession: relay race with a ball	(50)	50	10

- | | | | |
|--|------|-----------|-----------|
| 14- Dhritarasta race: blind fold a child, have to get to the ball guided by others | (50) | ----- | <u>50</u> |
| 15- Killing of Ravana: arrow shooting | (50) | ----- | ----- |
| | (30) | ----- | ----- |
| | (10) | ----- | ----- |
| 16- Flotting bridge to Lanka: sling-shot & 5 peanuts | (50) | <u>50</u> | <u>50</u> |
| 17- Krishna says: first team to win 2 out of 3 | (50) | ----- | ----- |
| 18- Snach to sandesh: first one to get 15 pts | (50) | <u>50</u> | <u>50</u> |
| 19- Yukta Vairagya hunt: | | <u>50</u> | <u>50</u> |
| 1 leaf from maple tree | | ----- | ----- |
| small branch from evergreen tree | | ----- | ----- |
| 6" twing | | ----- | ----- |
| a yellow wild flower | | ----- | ----- |
| a white flower | | ----- | ----- |
| small black stone | | ----- | ----- |
| a cup | | ----- | ----- |
| a spoon | | ----- | ----- |
| leaf from the Holy tree | | ----- | ----- |

20- Treasure hunt:

- | | | | |
|--------|----|-------|-------|
| Clue # | 1 | ----- | ----- |
| | 2 | ----- | ----- |
| | 3 | ----- | ----- |
| | 4 | ----- | ----- |
| | 5 | ----- | ----- |
| | 6 | ----- | ----- |
| | 7 | ----- | ----- |
| | 8 | ----- | ----- |
| | 9 | ----- | ----- |
| | 10 | ----- | ----- |

Total points

650
560
610
640
650