

QUANTA 2009

XV INTERNATIONAL COMPETITION FOR SCIENCE, MATHEMATICS, ASTRONOMY & COMPUTER SCIENCE

Organised by - City Montessori School, Chowk Branch, Lucknow – India
14th to 17th November, 2009

Venue - World Unity Convention Centre
CMS Degree College, LDA Branch, Kanpur Road,
Lucknow, India

HISTORY

QUANTA was first organised in the year 1994, as a national event. The success of the venture and the great enthusiasm generated by it among competitors, students and facilitators alike, induced QUANTA being organised as an international competition from the year 1995.

Teams from all over the world have attended the competition. A total of 40 countries have participated, over the years. QUANTA is now a nationally and internationally accredited competition.

Countries at QUANTA

| | | | |
|----------------|---------|-------------|-------------------|
| Armenia | Canada | Indonesia | Russia |
| Australia | China | Italy | Singapore |
| Austria | Denmark | Jordan | Slovakia |
| Bangladesh | Egypt | Macedonia | South Africa |
| Bhutan | Finland | Malaysia | Sri Lanka |
| Belarus | France | Nepal | Sultanate of Oman |
| Brunei | Georgia | Nigeria | United Kingdom |
| Brazil | Germany | Pakistan | Ukraine |
| Bulgaria | Greece | Philippines | USA |
| Czech Republic | Hungary | Poland | India |

Kai-Ko is the official mascot of QUANTA. Kai-Ko is a friendly lion, who will welcome participants at QUANTA 2009.

INVITATION

Dear Friends,

QUANTA 2009, the XV Annual International Competition for Science, Mathematics, Mental Ability, Astronomy and Computer Science is being organised by City Montessori School, Chowk Branch, Lucknow. This competition is scheduled from 14th to 17th November, 2009. **QUANTA** is an internationally recognised competition with competitors representing nations from around the world. The officials and judges are distinguished in their fields, making the level of competition and the degree of merit achieved commendable. It is our endeavour to focus on the use of Science for positive and constructive purposes.

The team may comprise of not more than seven students, accompanied by a teacher, who will be the Team Leader. The competitors must be school students. The competitions include a Debate, Quizzes, a Mental Ability Test, Sculpting, an Aqua Model Challenge and Computer Software Development. The details of these events are at www.cmseducation.org/quanta along with the Schedule of Events, Rules and Regulations and the Registration Forms.

We will be happy to extend hospitality, including boarding, lodging and transportation to the participants, free of charge for teams that are selected to participate in **QUANTA 2009**. There is no registration fee. As we can only accommodate a limited number of teams, please complete and e-mail/mail the Registration Forms, by **30th September, 2009**. This is the last date for registration.

I wish to draw your attention to the deadline for registration. Registration Forms being completed and sent much before the last date for registration would considerably facilitate us in applying the parameters by which participation of teams is confirmed. I am sure that you will understand that we may not be able to guarantee your participation due to the logistics required to conduct an international event of this level. I request you to excuse us in case this happens. We will be delighted to keep in touch with you and will hope for the opportunity to have you as our guests at some other event organised by the CMS chain of schools. We will be happy to assist you in clarifying any inquiry you may have about **QUANTA 2009**.

Ms. Sadhna Bedi
Secretary-QUANTA 2009

RULES AND REGULATIONS

RULES AND REGULATIONS

To help ensure the smooth conduct of **QUANTA 2009**, participants are requested to abide by the rules and regulations listed below:

1. Students will wear complete school uniform at all times during the competitions. Identification badges will be presented to the participants upon arrival. These must be worn on the left breast-pocket at all times.
2. Seven students accompanied by a teacher (who will be the Team Leader), will make up a team. Additional members, including infants and children will not be accommodated.
3. Outstation team members (including teacher Team Leaders) must be present at the venue at all times. Shopping trips and sight-seeing opportunities will be made possible after the conclusion of **QUANTA 2009**, i.e., on 17th November, 2009. Medical facilities will be available at the venue. A round-the-clock Communications Centre will function for telephone services, FAX and e-mail facilities.
4. Friends, relatives and outsiders will not be allowed to meet participants or Team Leaders until the competitions conclude, i.e. 17th November, 2009.
5. Discipline and decorum is to be maintained at all times. Team Leaders will be personally responsible for the conduct of the team members. Any breach of discipline may lead to the disqualification of the team. The Organizers may be constrained to request the team to withdraw from the venue.
6. It is the sole responsibility of the team leader to ensure that the entire team is present in the auditorium at all times and also that no team member leaves the premises, at any time.
7. Every event will be conducted in English.
8. Rail/Air fares will be borne by the participants/Institutions.
9. Meal Timings: Outstation participants are requested to abide by the following timings for the convenience of the catering staff.

| | |
|------------|----------------------|
| Breakfast: | 7:00 am. to 8:00 am. |
| Lunch: | 1:00 pm. to 2:00 pm. |
| Dinner: | 8:00 pm. to 9:00 pm. |
10. City Montessori School, Lucknow, will be happy to provide hospitality free of cost to all outstation participants. This includes transport from and to the Railway station / Airport and boarding and lodging at Lucknow.
11. The sanctity of the events will be maintained by autonomous, professional, experts who will prepare the tasks. All Judges will be experts in their fields and will in no way be connected with the City Montessori Schools.
12. Participants are advised to ensure the safety of their possessions while at the venue. The Organizers will not be in a position to entertain any complaints in this regard.
13. Lights-out will be at 11:00 pm.
14. Though recommended, it is not essential for a team to participate in all events. However, once registered for an event, the team is obliged to participate in that event.
15. No participant will be allowed to leave the auditorium / venue once an event has begun. The Team Leader must be present with the participants during every event.
16. Teams withdrawing from the competitions of their own will, or being requested to withdraw on grounds of indiscipline will be disqualified from **QUANTA**. The points achieved (if any) will be cancelled and appropriate changes in ranking will be made.

Participants must take part in the special assembly with the students of City Montessori School at 8:00 am everyday.

PROGRAMME

THURSDAY, 12 November, 2009

Arrival of Teams

03:00 pm. Registration of Local Teams

SATURDAY, 14 November, 2009

Arrival of Teams

10:00 am. Registration of Outstation Teams

05:00 pm. Opening Ceremony and Introduction of Teams

08:00 pm. Dinner

SUNDAY, 15 November, 2009

07:00 am. Breakfast

08:00 am. Welcome of the Guest of Honour and Discourse by Mr. J Gandhi, Founder-Manager CMS

09:30 am. Welcome of the Chief Guest

09:35 am. Welcome Address by Ms. S. Bedi, Secretary-QUANTA 2009

09:45 am. Lighting of the Lamp by the Chief Guest

09:50 am. Inaugural Speech by the Chief Guest

10:00 am. Debate (Topic I)

01:00 pm. Lunch

02:00 pm. Aqua Challenge (Race A and Race B)

05:00 pm. Tea

05:30 pm. Written Round of the Mental Ability Test (50 Minutes)

06:30 pm. Written Round of Quiz-Acta Mathematica (50 Minutes)

07:30 pm. Boarding of buses for Reception at CMS Rajajipuram Branch

08:00 pm. Interactive discourse by Mr. J Gandhi, Founder-Manager CMS followed by Dinner

MONDAY, 16 November, 2009

07:00 am. Breakfast

08:00 am. Discourse by Mr. J Gandhi, Founder-Manager CMS

09:35 am. Introduction of the Guest of Honor

09:40 am. Speech by the Guest of Honor

10:30 am. Quiz-Acta Mathematica

12:00 pm. Mental Ability Test

01:30 pm. Lunch

01:30 pm. Insight (Sculpting from Computer Junk) Packed lunch will be provided at the venue of this event.

02:30 pm. Debate (Topic II)

05:30 pm. Tea

06:30 pm. Written Round of Science and Astronomy Quiz (60 Minutes)

07:30 pm. Boarding of buses for Reception at CMS Gomtinagar Branch

08:00 pm. Interactive discourse by Mr J Gandhi, Founder-Manager CMS followed by Dinner

TUESDAY, 17 November, 2009

07:00 am. Breakfast

08:00 am. Computer Software Development

08:00 am. Discourse by Mr. J Gandhi, Founder-Manager CMS

10:00 am. Science and Astronomy Quiz

01:00 pm. Lunch

02:30 pm. Tea and Cultural Show

07:00 pm. Prize Distribution and Closing Ceremony followed by Dinner

We shall be glad to accommodate and extend hospitality to the foreign teams after QUANTA 2009 while they await their flights.

EVENTS

DEBATE

RULES

Each team will be represented by one speaker who will present arguments either for or against the proposition. The total time to present arguments will be three minutes. A warning buzzer will be sounded after two and a half minutes.

A lively refutation, for approximately two minutes will follow each speech, with interjection from among the participants. This will be moderated by the Chairperson.

Marks will be awarded on the basis of content, argument, diction and delivery.

Awards will be given to the best three speakers for the motion and the best three speakers against the motion.

NOTE: Due to the large number of participating teams, there will be one participant per team speaking either for or against the motion, selected by random computer allocation. This shall be intimated to the team, along with the topic for the Debate by 10th October, 2009.

INSIGHT

RULES

Each team will be represented by two participants.

The participants will be expected to present an innovative and artistic three-dimensional sculpture from the identical electronic/computer parts supplied to each team.

Participants are free to dismantle and reassemble any of the material supplied to suit their imagination.

All implements required for dismantling and reassembling common electronics parts must be brought by the team to the venue. It is suggested that a standard kit should include basic tools like a set of screwdrivers, pliers, heavy duty cutters, scissors, tape, quick drying glue and paints and so on. An assorted set of nuts and bolts are recommended for joining parts together.

(Kindly Note: The organisers will not provide any assistance or extra material to any team)

All sculpting work will be done on the floor in an area allocated to each team.

There will be no electricity supply allowed for tools or other equipment.

The sculpture will be judged on the basis of creativity, artistic beauty and innovation.

Participants will be instructed to wash up after this event as the supplied computer parts will contain lead and other toxic substances.

The organizers will dispose off these parts suitably without harming the environment in any way.

TIME LIMIT: Five hours.

ACTA MATHEMATICA

RULES

Each team will be represented by two participants.

All teams will write a preliminary qualifying Written Round to be conducted before the Quiz. Marks of this round will not be added to the final tally. Teams which qualify will participate in the Final Round.

The Final Quiz will comprise of oral questions and visual displays. Correct answers will fetch marks for the team. No marks will be deducted for incorrect answers or no responses. The questions will not be passed to the next team. At the end of each round, the marks and positions will be announced. Teams will be eliminated after the Oral and Visual rounds.

The Buzzer Round will be the last round. Here, each question will be open to every team that qualifies. The team that presses the buzzer first will have the privilege to answer the question. A correct answer will fetch marks; marks will be deducted for an incorrect answer.

MENTAL ABILITY TEST

RULES

Each team will be represented by one participant.

Each participant will write a preliminary qualifying Written Round conducted before the Final Mental Ability test. Marks of this round will not be added to the final tally. Those participants who qualify will participate in the Final Mental Ability test.

The Final Mental Ability test will comprise of visuals, oral questions and real-time response tasks. Correct answers will fetch marks the team. No marks will be deducted for incorrect answers or no responses. The questions will not be passed to the next team. At the end of each round, the marks and positions will be announced. Teams will be eliminated at each stage in the Final Mental Ability test.

The Buzzer Round will be the last round. Here, each question will be open to every participant. The participant that presses the buzzer first will have the privilege to answer the question. A correct answer will fetch marks; marks will be deducted for an incorrect answer.

SCIENCE AND ASTRONOMY QUIZ

RULES

Each team will be represented by two participants. The questions will be selected from Physics, Chemistry Biology and Astronomy.

All teams will write a preliminary qualifying Written Round conducted before the Quiz. Marks of this round will not be added to the final tally. Those teams which qualify will participate in the Final Round.

The Final Quiz will comprise of oral questions and visual displays. Correct answers will fetch marks for the team. No marks will be deducted for incorrect answers or no responses. The questions will not be passed to the next team. At the end of each round, the marks and positions will be announced. Teams will be eliminated after the Oral and Visual rounds.

The Buzzer Round will be the last round. Here, each question will be open to every team that qualifies. The team that presses the buzzer first will have the privilege to answer the question. A correct answer will fetch marks; marks will be deducted for an incorrect answer.

AQUA CHALLENGE (RACE A)

(The task for Race A is for the craft to successfully reach the finish line in the shortest time)

This competition is a unique race testing the ingenuity, assembly skills and understanding of practical problems by the participants. There will be new and more complex challenges added to the competition every year.

Each team will be represented by two participants.

The participants are expected to bring to the venue a working model of a craft that is designed to cross a length of water. The competition will be judged on the basis of speed in crossing this length of water.

The craft should be built by the participants in advance according to the guidelines below.

Crafts not built according to the guidelines will be disqualified.

- 1) The craft should be equal to or less than 12 inches in length and 8 inches in width. The height is not limited. The dimensions will be ascertained by the organisers before the race.
- 2) Once the race has begun the CRAFT can change its shape and size to any dimension.
- 3) Only battery powered crafts will be permitted. Combustions engines, pressurized air or other fluids must NOT be used.
- 4) The craft MUST NOT be operated by remote control.
- 5) The body of the craft must be constructed by the participants themselves and must not be from any prefabricated kit, commercially available toy or a partly assembled factory made kit. Batteries of any strength and type will be allowed. All motors and propellers are allowed.
- 6) The competition platform will have the following layout.
 - i. Length: 25 meters
 - ii. Width: The width will be marked by two ropes, 1 inch in diameter, placed 1 meter apart across the entire length of the racing field.
 - iii. The ropes will be on the surface of the water. Crafts may touch the ropes and be guided by them to the finish line.
 - iv. The level of water will be 5 inches below the edges of the container and will be have a minimum depth of 3 feet.

RULES FOR THE RACE

- 1) A whistle will be blown to indicate the commencement of the race. Participants may switch on the power for their craft, align and release them in the water behind the start line.
- 2) The participant will not be permitted to propel the craft by hand.
- 3) The crafts must touch the edge of the racing area which will be the finish line.
- 4) Depending on the number of entrants heats may be organized. The winners of the heats will compete in the rounds that follow to select the final winners.
- 5) Both the start and finish lines will be surveyed by cameras and the recordings referred to in case of very close ties.
- 6) The competitors can make adjustments to their crafts between races.
- 7) If a craft sinks or malfunctions the participant will be disqualified. The craft will be retrieved upon the conclusion of the event by the support staff of QUANTA. No participant will be permitted to make any attempt to retrieve a submerged craft.
- 8) If no craft reaches the end of the racing area, the team whose craft has covered the maximum distance from the starting line in 8 minutes will be declared the winner.
- 9) The winner will be awarded 5 points. The First and Second runners up will be awarded 3 and 2 points respectively.

AQUA CHALLENGE (RACE B)

(The task for Race B of this competition is for the craft to successfully reach the far end and return to the point of commencement of the race, on its own, in the shortest time)

RULES FOR THE RACE

- 1) A whistle will be blown to indicate the commencement of the race. Participants may switch on the power for their craft, align and release them in the water behind the start line.
- 2) The participant will not be permitted to propel the craft by hand. The crafts must touch the edge of the racing area which will be the finish line. Two lengths have to be completed.
- 3) The craft will need to turn around or move backwards after completing the first length. The participant will not be permitted to control/handle the craft once the race has commenced.
- 4) Depending on the number of entrants heats may be organized. The winners of the heats will compete in the rounds that follow to select the final winners.
- 5) The start line will be surveyed by cameras and the recordings referred to in case of very close ties.
- 6) The competitors can make adjustments to their crafts between races.
- 7) If a craft sinks or malfunctions the participant will be disqualified. The craft will be retrieved upon the conclusion of the event by the support staff of QUANTA. No participant will be permitted to make any attempt to retrieve a submerged craft.
- 8) If no craft reaches the end of the racing area, (the starting point) the team whose craft has travelled the maximum distance from the starting line in 10 minutes will be declared the winner.
- 9) Participants may use the same craft as used in Race A, with suitable modifications enabled, for the return leg of the race.
- 10) The winner will be awarded 5 points. The First and Second runners up will be awarded 3 and 2 points respectively.

SOFTWARE SOLUTIONS

RULES

Each team will be represented by two participants. The competition will consist of programming solutions to five problems. All the problems will be designed to test the problem solving ability of the participants. The programming languages will be C/C++ and Java.

Each team will be provided a computer, running Windows or DOS. Compilers will include associated development environments. It will also be possible to work with simple editors and the command line.

Teams will not be allowed to bring in and refer to any printed reference material, including software listings.

The input and output operations will be kept simple, allowing participants to concentrate on the problem solving aspects. Input will be character-based from standard input files. Output will be to the screen, using standard characters. All correct solutions will be expected to handle test data correctly.

Judging will be from the command line and not from any integrated program environment.

TIME LIMIT: 4 Hours.

CEREMONIAL EVENTS

OPENING CEREMONY

At the Opening Ceremony on 14th November, 2009, teams will be introduced over a public address system while they take their seats.

PRIZE DISTRIBUTION CEREMONY

The Prize Distribution Ceremony for **QUANTA 2009** will be the culminating event. Certificates of Participation will be awarded to each participant. Winners will receive separate certificates and trophies. These certificates have international accreditation.

The **First**, **Second** and **Third** positions in each event will contribute five, three and two points respectively, to the total tally.

The **Championship** Trophy will be awarded to the team with the maximum points.

The **Runners-up** teams will be awarded the two Runners-up Trophies.

Special Prizes will also be awarded for: **Best Team Turn out**, **Most Creative Participant** and **The Loony Fringe Award!**

FACILITIES AT THE VENUE

Lodging

- The participants will be accommodated in modern buildings within the premises. Well-furnished rooms are provided for the use of the teams.
- Separate lodging for girls and boys will be provided.
- Running hot and cold water facilities, round-the-clock, in western-style toilets and wash-rooms are available.

Boarding

- There is a fully operational kitchen and a spacious dining hall, where a variety of cuisine is served. Mineral water is provided for drinking.
- The competitions are held in an air-conditioned auditorium.

Security

- The entire premises are sealed off for the duration of the competitions. There is a round-the-clock security vigil at the gates.

Health and Hygiene

- A doctor will visit the venue daily and be on call for the duration of the competitions.
- Pest control cover is provided at the venue.
- Laundry and shoe-shine facilities are available at select times.

Assistance

- A Help! Desk, with efficient officials will be functioning during the competitions.

Communications

- Telephone (local and long distance), FAX and e-mail facilities are available at the venue.

NOTE: The weather in Lucknow during November is pleasant. The days are cool and light woolens should be adequate. The nights can be cold. The average temperature in November is about 25 degrees centigrade.

QUANTA 2009 REGISTRATION FORM

Mailing Address:
City Montessori School
Chowk Branch, Hardoi Road,
Lucknow - India 226003

Telephone:
+91 522 2638008
+91 522 2254778

e-mail:
quanta@cmsindia.info

FAX:
+91 522 3253800

Website:
www.cmseducation.org/quanta

| Particulars of the Institution : | | (*) Mandatory |
|----------------------------------|--|---------------|
| Name:* | | |
| Address:* | | |
| City:* | | |
| Pin / Zip:* | | |
| State: | | |
| Country:* | | |
| Phone:* | | |
| Fax: | | |
| Email:* | | |

Fields Marked * are mandatory.

PLEASE NOTE:

- As we can only accommodate a limited number of teams, please complete and mail the Registration Forms, by 30th September, 2009. This is the last date for registration.
- Changes in the Registration Form will not be entertained after 20th October, 2009 (2:30 pm.), under any circumstances. If a participant wishes to withdraw after this date and time, the team will have to withdraw from the event.
- There is no registration fee.
- Teams that can be accommodated for **QUANTA 2009** will receive a letter confirming their participation and a TEAM CODE from the organizers.
- The Organizers will also inform the teams that cannot be accommodated for **QUANTA 2009**.
- Please visit our website, www.cmseducation.org/quanta for help with travel. Please do not make any arrangements till participation is confirmed by the organizers.

DETAILS OF THE TEAM:

| No. | Name (First Name – Surname) (BLOCK CAPITALS ONLY) | Gender Male/Female | Date of Birth (dd/mm/yy) | Spelling verified (Please tick) |
|-----|--|-----------------------|-----------------------------|------------------------------------|
| 1. | | | | |
| 2. | | | | |
| 3. | | | | |
| 4. | | | | |
| 5. | | | | |
| 6. | | | | |
| 7. | | | | |

Name of the Team Leader (Dr / Mr. /Ms)

Mobile Telephone Number of the Team Leader

Kindly note carefully before filling out the participation details.

Participant for the Debate **CANNOT** compete in the event Insight.

Participants of Computer Software Solutions **CANNOT** compete in the Science and Astronomy Quiz.

PARTICIPATION DETAILS:

| | |
|--|----|
| Debate: (No participant of the event Insight can compete for this event) | 1. |
|--|----|

| | |
|--|----|
| Insight (Sculpting from Electronic Junk) (Participant of Debate cannot compete for this event) | 1. |
| | 2. |
| Science and Astronomy Quiz: (Participants of the Software Solutions Competition cannot compete for this event) | 1. |
| | 2. |

| | |
|--|----|
| Mathematics Quiz: | 1. |
| | 2. |
| Mental Ability Test: | 1. |
| Aqua Challenge: RACE A | 1. |
| | 2. |
| Aqua Challenge: RACE B | 1. |
| | 2. |
| Software Solutions: (Participants of the Science and Astronomy Quiz cannot compete for this event) | 1. |
| | 2. |

TRAVEL DETAILS

**To be completed and returned only on confirmation of participation in QUANTA 2009.
(After 10th October 2009)**

**PLEASE DO NOT MAKE TRAVEL ARRANGEMENTS BEFORE THE TEAM RECEIVES
CONFIRMATION OF PARTICIPATION FROM THE ORGANISERS.**

TEAM CODE:

Name of School: _____

Address: _____

Telephone Number: _____ FAX Number: _____

e-mail: _____

Date of Arrival: _____

Time of Arrival: _____

Place of Arrival: _____

Train / Flight Name: _____

Train / Flight No.: _____

We shall be happy to receive the team at the Lucknow Railway station or Airport and escort them to the venue.

INFORMATION FOR FOREIGN TEAMS:

We will be glad to make travel arrangements for the foreign teams from Delhi to Lucknow and back if so desired. Teams can however travel on their own if they so choose.

All foreign teams are invited to visit the Taj Mahal in Agra (midway between Delhi and Lucknow) on their return to Delhi after **QUANTA 2009**. The organizers can make all arrangements for their travel from Lucknow to Agra and from Agra to Delhi for their journey home. The boarding and lodging in Agra can also be arranged by the organizers.

To arrange the travel and accommodation we will require sufficient advance notice of your arrival and departure dates.

Visas are required for travel to India from almost all countries. You are requested to contact the nearest Indian Consulate or Embassy for this. If an invitation by name and /or passport number is required, kindly let us know. The issue of visas may take some time, please apply for the same as soon as you can. If you wish the organizers to contact the Indian Embassy in your country for any reason, please provide us their contact details for a quicker response.

ALL foreign delegates will be personally received by the QUANTA 2009 staff at the Indira Gandhi International Airport, (IGIA) New Delhi. They will be escorted to the Domestic Air Terminal or the Railway Station for their onward journey to Lucknow where they will be received by the QUANTA 2009 hospitality committee and escorted to the venue for QUANTA. Should overnight stay in New Delhi be necessary, arrangements can be made on request.

Current travel tariff by Rail and Air from New Delhi to Lucknow is available on the following links. Please let us know if you need assistance for domestic travels in India.

Indian Railways:

Website:

<http://www.indianrail.gov.in/>

The train recommended is “Shatabdi Express” Train Number 2004 or 2003. Time of departure from New Delhi is 0620 Hours and arrival in Lucknow is scheduled for 1220 Hours. There are two classes of fares on this train.

Economy (Air conditioned)

First Class approximately

Beverages and meal costs are included in the tariff and may not be waived.

Please refer to the website of Indian Railways for the current fares.

Air Carriers:

Codes/Airlines and Websites

IT - Kingfisher Airlines (Recommended) <http://www.flykingfisher.com/welcome.aspx>

6E - IndiGo <http://book.goindigo.in/skylights/cgi-bin/skylights.cgi>

IC - Indian Airlines <http://indian-airlines.nic.in/default.aspx>

9W - Jet Airways <http://www.jetairways.com>

For information about Lucknow, Agra and other cities please visit the websites below:

<http://www.up-tourism.com/>

<http://www.lucknow.org.uk/>

<http://www.taj-mahal-india-travel.com/around-taj-mahal/lucknow-travel-tourism.html>

<http://www.tourism-of-india.com/lucknow.html>

<http://www.surfindia.com/travel/uttar-pradesh/lucknow-travel-guide.html>

COMMUNICATION

CONTACT INFORMATION

Mailing Address:

The Secretary QUANTA - 2009

Principal,

City Montessori School, Chowk Branch

Hardoi Road, Lucknow - India 226003

For enquires regarding any aspect of QUANTA the preferred medium is e-mail.

quanta@cmsindia.info

Telephone: +91 522 3253800

FAX: +91 522 225 47 78, (Preferred)

+91 522 263 80 08

Website: www.cmseducation.org/quanta

For URGENT business only, please call: +91 9935024792

WEATHER

The weather in November is cool and pleasant. The average temperature is 25 degrees centigrade. Light woolens may be required during the evenings. The maximum and minimum temperatures may be 35 and 20 degrees centigrade.

Current details about the local weather conditions can be obtained from

<http://www.weathercity.com/in/lucknow/>