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Formulation Competition

Rules :

- The competition is open to undergraduate students currently enrolled in pharmacy or related fields.

- Teams should consist of two members, with at least one member designated as the team leader.

- Each institution can register up to two teams.

- Teams are responsible for bringing their own materials and equipment for formulation development.

- A basic toolkit, specific resources and access to standard lab equipment will be provided at the venue. Request specific resources in advance, subject to availability.

- Each team must submit a detailed report of their formulation, including formulation rationale, methodology, and expected outcomes.

- Formulation will be judged by panel based on Innovation and originality of the formulation, Scientific and technical accuracy, Presentation quality and clarity.

- The formulation development phase will be of 2 hours and 10 mins to present their formulation to the judging panel.
- All participants must adhere to laboratory safety protocols.
- Any form of misconduct, including plagiarism or dishonesty, will result in disqualification.
- Prizes will be awarded for the top two formulations.

For more information contact:

Surjeet -7451900073

Kashish – 9254242642

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MOBILE GAMING

Rules :

- The game shall be Counter Strike.

- Each team can have a maximum of 2 players.

- Only the first 50 registered teams will be

- allowed to participate in the competition.

- Players must be present and ready to compete

- when they are called to compete for an attempt.

- Penalty: disqualification from the event.

- Players who are not present in time for an individually scheduled attempt may be considered to have declined that attempt.

- Players have to check the controls before playing the match. Complaints about the change of control will not be entertained.

- Intentional Disconnection: Upon judgment by the event coordinator, any offending player shall be disqualified.

- When any disconnection occurs if the disconnection is deemed to be unintentional by the event coordinator, the match will be restarted. If any player does not agree to a match restart, that player will lose b eby default.
- The decision of the event coordinator will be full and final.
- Multiple entries from one college are allowed.
- No foul language is allowed while playing.
- Participants shall obey the event coordinator all times. His/Her decision is final.
- Use of any unfair means whatsoever shall result in disqualification. The participants should not mishandle the PCs. Any damage caused to them will be borne by you.
- Fair play: All players should play the game fairly and not use cheats, exploits, or other unfair tactics to gain an advantage.
- No hacking: Players should not use any type of hacking or modding software to modify the game in any way that would give them an unfair advantage.

- Respect other players: Players should respect the other players in the game and not engage in any behaviour that would be considered disrespectful or offensive.
- No exploiting bugs or glitches: Players should not exploit any bugs or glitches in the game to gain an unfair advantage.
- Teamwork: Many lan/mobile games are team-based, so players should work together and communicate effectively to achieve the objectives of the game Sportsmanship: Good sportsmanship is important in lan/mobile games. Players should be gracious in both victory, defeat, and avoid taunting or gloating.
- Equipment: Players should ensure that they have all the necessary equipment and software required to play the game. This may include a gaming PC or mobile device, controllers, headphones, and software updates.
- In-Game Communication: Lan/mobile games often have in-game chat or voice communication features. Players should use these features responsibly and avoid using offensive language or harassing other players.

- End of Game: Once the game is over, players should follow the rules for ending the game and declare the winner based on the agreed-upon rules.

For more information contact:

Aditya Saini - 9310486540

Mohit - 7043551765

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DRONE COMPETITION

Rules :

- An appointed team of judges/Organizers will govern all rounds.

- Each round will be monitored by Judges, cameras, timing/lap systems and volunteers to maintain fair and accurate competition.

- There will be at least 2 Rounds of qualifiers with pilots categorized into multiple heats. Each heat will run for 3 laps, for heat duration 3-4 mins.

- In the Qualifiers, each team will be given a chance to set their fastest recorded time. The top X number of qualifying teams will progress through to the final round. The Final Round will follow a "Chase the Ace" format, i.e. the team takes first place, (based on finishing order) will take first prize.

- On-spot registration will be entertained with some specific amount.

- During the competition, if any team is not present that will be considered as disqualified

For more information contact:

Aditya Raj – 6204815984

Divya – 8709931089

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PROJECT DISPLAY

Rules :

- Eligibility: Only participants who have registered for the Tech Fest are eligible to compete in the Project Display event. Teams may consist of up to 5 members, with no exceptions.

- Project Scope: All projects must focus on technology, engineering, or innovation, and should demonstrate originality and technical creativity. Participants are required to ensure that their projects—whether software, hardware, or hybrid systems—are developed and executed independently by their team. External assistance, beyond mentorship, is strictly prohibited.

- Technical Display Setup: Teams must provide their own equipment, including laptops, projectors, and any other devices necessary for demonstrating their projects. The organizers will provide a table and a dedicated display area for each team. All setups must be completed prior to the event start time. Teams are responsible for confirming in advance whether their institution can supply required equipment such as laptops or projectors.

- Presentation Standards: Each team is required to present their project to the judging panel and audience. Presentations must be technically sound, concise, and well-structured, adhering strictly to the assigned time limits. Clarity and technical depth in explaining the project's architecture, implementation, and potential real-world applications are key factors for evaluation.

- Evaluation Criteria: Projects will be assessed on the following parameters:
  - Technical Innovation
  - Creativity and Originality
  - Practical Feasibility and Impact
  - Design and Implementation
  - Presentation and Communication Skills
  - The decisions of the judging panel will be considered final and non-negotiable.

- Code of Conduct: All participants are expected to adhere to professional conduct. Any unethical practices, including but not limited to cheating, plagiarism, or the use of hazardous materials (e.g., inflammable chemicals or unsafe equipment), will lead to immediate disqualification. Participants must demonstrate respect and courtesy towards their peers, judges, and event organizers at all times.
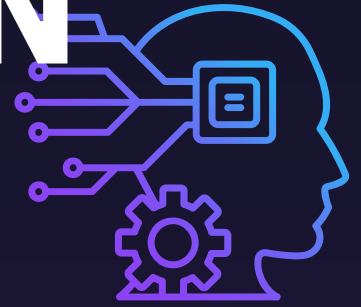
For more information contact:

Bhumish - 9817263646

Abhijeet - 6396909853

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HACKATHON

Rules :

- All participants are required to report to the reporting desk 30 minutes before the start of the competition.
- Every participant should have their college Id card or at least one proof of Identity.
- There is Rs 300 registration fee (with accommodation & food)
- Students must bring their own laptops and other resources as per the competition requirements.
- Team may consist of 2 – 4 Members. The competition is open for students of all trades.
- Participants are free to choose their development tools, languages, and frameworks.
- All submissions must be original work created specifically for this competition during the competition period. The ideas and projects submitted in 2023 SIH will not be accepted.
- Plagiarism, including the use of copyrighted materials without proper authorization, is strictly prohibited.
- Participants may use open-source libraries or resources, but proper attribution is required.

- Submissions will be evaluated based on the following criteria: Design, Functionality, Creativity, Innovation etc.
- Code reviews or audits may be conducted to ensure fairness and adherence to the rules.
- Prizes will be awarded to the two top-performing teams. The Judges decision will be the final.
- Participants may be disqualified for reasons including but not limited to:
  - Violation of the rules.
  - Failure to submit by the specified deadline.
  - Unethical or inappropriate conduct.

The competition will happen in offline mode at Chandigarh Group of Colleges, Jhanjeri, Mohali, Punjab.

For more information contact:

Harsh Sharma – 9993115849

Riwa Jhamb – 9467056762

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CODE CRACKER

Rules:

DO'S

- Bring your college ID: Mandatory for participation.
- Be on time: Arrive at least 15 minutes before the contest starts.
- Use provided platform: All answers must be submitted via the designated online platform.
- Round 1: Answer all MCQs within the given time frame.
- Round 2: Solve 5 coding questions of varying difficulty.
- Submit on time: Ensure all submissions are made before the deadline.
- Clarifications: Ask the proctor for any clarifications during the contest.
- Language choice: You may use any programming language specified in the contest. But you must have a knowledge of basics of C, C++, Python, Java, etc.
- Read questions carefully: Ensure you understand the problem before attempting.

- Check internet connectivity: Ensure a stable connection if participating online.
- Test your code: Run and test your solutions before submitting.
- Follow time limits: Adhere strictly to the given time for each round.
- Respect the staff: Follow instructions from the contest organizers and proctors.
- Keep your workspace organized: Ensure your area is clean to avoid distractions.
- Save your work regularly: If using local software, save your code often to prevent loss.
- Follow naming conventions: If specified, adhere to any coding or file-naming conventions.
- Log in early: For online contests, ensure you log in at least 10 minutes before the start.
- Follow exit instructions: When finished, follow the correct procedures for leaving the contest.
- Test cases: Solution must pass all hidden test cases to be considered correct.

DONT'S

- No plagiarism: Do not copy solutions from others or online sources.
- No external help: Strictly no collaboration or assistance.
- No electronic gadgets: Avoid the use of mobile phones, smartwatches, or any unauthorized gadgets.
- Do not leave the venue: Leaving the contest area during the competition is not allowed.
- No unfair means: Any cheating will lead to immediate disqualification.
- No disruptive behavior: Maintain silence and avoid disturbing others.
- Do not use unauthorized tools: Only the permitted software or IDEs are allowed.
- No re-submissions: Once the round ends, submissions cannot be edited or resubmitted.
- No late entries: Participants arriving after the start will not be allowed in.
- Do not modify the platform environment: Any attempt to alter the system settings or configurations is strictly prohibited.
- Do not leave your seat during the contest: Any break must be approved by a proctor.

- No offensive or inappropriate content: Solutions with inappropriate code or comments will be disqualified.
- No sharing of login details: Do not share your account details with others.
- No browsing external websites: Unless permitted, avoid accessing sites other than the contest platform.
- No arguing with proctors or staff: Their decisions during the contest are final.
- Do not tamper with other contestants' setups: Do not interfere with the work or equipment of other participants.
- Do not disregard contest time: Submissions past the deadline will not be accepted, regardless of the reason.
- No retries on failed submissions: You cannot attempt questions more than once if submission fails.

For more information contact:

Rishi Raj – 8011625080

Gourav – 8295830657

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Sustainable Building Design
(Modeling using AutoCAD)

Rules :

- Team Composition:
  - The competition can be individual or in teams of 2 members.
  - All participants must be students from the college or invited institutions.
  - No changes in team members are allowed after registration.
- Registration:
  - Participants/Teams must register by the given deadline.
  - Late entries will not be considered.
- Eligibility:
  - The competition is open to students of civil and mechanical engineering department, but knowledge of AutoCAD is required.
  - Each participant must have a valid student ID card.

Competition Format :

- Rounds: The competition will be conducted in two or three rounds:
    - Preliminary Round
    - Design/Modeling Round
- Preliminary Round:
    - A basic 2D drafting task or a quiz related to AutoCAD commands and functions.
    - Duration: 30 minutes.
    - The top X participants/teams (based on accuracy and time) will qualify for the next round.
- Design/Modeling Round:
    - Participants will be given a real-world problem or design task to solve using AutoCAD.
    - The task may involve creating 2D drawings and 3D models.
    - Duration: 1 hour.
    - Evaluation will be based on accuracy, creativity, and completeness.

Design Specification :

- Tools:
    - Participants are expected to use the AutoCAD software for all tasks.
    - The participants will bring their own laptop with pre-installed AutoCAD software.

- Drawing Standards:
  - All drawings must follow proper engineering standards, including dimensioning, tolerances, and annotations where applicable.
  - Models/drawings must be neat, well-organized, and easily readable.
- File Format:
  - Final designs must be saved and submitted in .dwg or .dxf format.
  - Participants must save their work at regular intervals to avoid data loss. The organizers are not responsible for any technical failures.

Rules for the Rounds:
- Time Management:
  - Participants must complete their designs within the given time limit.
  - No extra time will be allowed unless technical difficulties arise that affect all participants.
- Judging Criteria:
  - Submissions will be judged based on:
    - Accuracy: Adherence to the design requirements and specifications.
    - Creativity: Innovative design solutions.
    - Efficiency: Time taken to complete the task.

Conduct & Integrity:

- Fair Play:
  - Any form of cheating, plagiarism, or receiving outside help during the competition will result in disqualification.
  - Participants are not allowed to access the internet or use reference material unless explicitly permitted.
- Disruptive Behavior:
  - Participants must maintain decorum during the competition. Any disruptive behavior will lead to penalties or disqualification.
  - Participants are expected to work quietly to avoid disturbing others.
- Punctuality:
  - Participants must report to the competition venue at least 15 minutes before the scheduled start time.
  - Late arrivals will be disqualified.

Prizes and Awards:

- Prizes:
  - Prizes will be awarded to the top 3 participants/teams.

- Prize Distribution:
  - The results will be announced shortly after the competition or during the closing ceremony of the tech fest.
  - All participants will receive certificates of participation.

For more information contact:

Taksh Dhiman – 7876775304

Akleem Ansari – 8054574986

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Thinkathon

Rules :

- Team Composition
  - Each team must consist of a minimum of 2 members and a maximum of 4 members.
  - Solo participants are allowed but must meet the same pitch requirements.
  - Cross-departmental and interdisciplinary teams are encouraged, but the Institute/Department name should not be used in the presentation or during the pitch.
- Pitch Format:
  - Each team or individual contestant will have 5 minutes to present their pitch to the panel of judges.
  - Presentations can include electronic media, props, prototypes, or any other visual aids that enhance the pitch.
  - Time will be strictly monitored, and teams exceeding the allotted time may be penalized.
- Content Guidelines for Pitch : The elevator pitch must clearly address the following key areas:

- Problem Statement: Identify and define the problem your business aims to solve.
- Solution: Explain how your product or service addresses the problem.
- Target Audience: Identify who will benefit from your solution and why.
- Go-to-Market Strategy: Describe how you plan to acquire your first customer(s) and your market entry strategy.

- Business Plan Presentation: When presenting your business plan, the following elements should be covered:
  - Funding Requirements: Outline how much funding is required to launch and scale your business.
  - Current and Projected Financials: Provide a snapshot of current financials (if applicable) and financial projections for the next 1-3 years.
  - Application of Funds: Provide a broad breakdown of how the funds will be utilized (e.g., product development, marketing, operations).
  - Scaling Strategy: Outline how you intend to grow the business beyond the initial phase, including plans for customer acquisition, scaling operations, and expansion strategies

- Evaluation Criteria:
  - Teams will be evaluated on the following factors:
  - Clarity of Problem and Solution: How well is the problem identified, and how innovative is the proposed solution?
  - Market Understanding: Does the team demonstrate a solid understanding of the target market and its needs?
  - Feasibility and Scalability: How practical and scalable is the business model?
  - Financial Viability: Are the financial projections and funding requirements realistic and well-justified?
  - Presentation Skills: How effectively does the team communicate their business idea within the given timeframe?
- Competition Rules:
  - The use of Institute or Department names in any part of the presentation or by the presenters is strictly prohibited.
  - Teams must submit their final pitch decks and any additional materials at least 24 hours prior to the event for review.

- No plagiarism is allowed. All content and ideas must be original or properly attributed.
- The judges' decision will be final and binding. No disputes regarding the judging process will be entertained.

- Time Management:
  - A strict 5-minute limit will be enforced for each pitch, followed by a 2-minute Q&A session with the judges.
  - Teams are encouraged to rehearse thoroughly to ensure they can deliver their pitch within the time limit.

- Prizes and Recognition:
  - Prizes will be awarded to the top three teams based on their overall performance.
  - A Certificate of Participation will be awarded to all participating team members present on the day of the event.
  - Special recognition will be given to innovative solutions and outstanding pitches.

- Code of Conduct:
  - All participants are expected to maintain professional behavior throughout the competition.

- Collaboration and sportsmanship are encouraged, but any form of misconduct or plagiarism will result in immediate disqualification.
- Media and Recording:
  - By participating in Thinkathon, contestants consent to being photographed or recorded for promotional purposes.

For more information contact:

Devyani – 9813140422

Jiya Mittal – 9988840327

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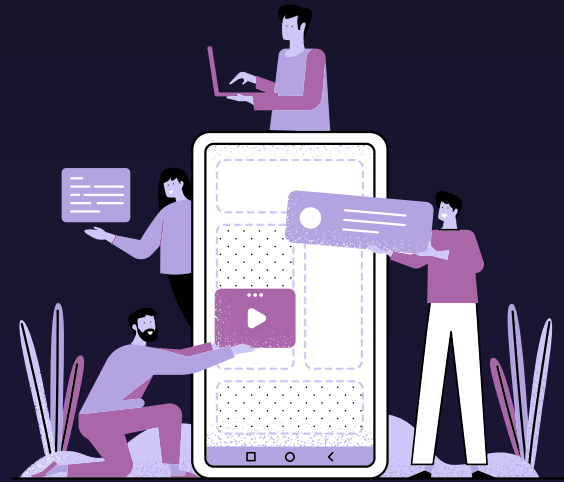
App Development

Rules :

- Team Composition:
  - Teams can consist of 2-5 members. Each team should designate a team leader.

- Registration and Submission:
  - All teams must register by the deadline.
  - Submissions should be done within the given timeline; late submissions will not be accepted.
  - Teams must provide detailed documentation of their app, including the concept, functionality, and technical details.

- Development Platform and Tools:
  - Teams are free to choose any platform (Android, iOS, cross-platform).
  - Use of third-party libraries or frameworks must be declared.
  - Plagiarism or direct copying of code from existing apps is prohibited.

- Theme or Problem Statement:
  - Apps must align with the given theme or problem statement.
  - Any deviation from the theme without prior approval may lead to disqualification.

- Originality:
  - The app must be the original work of the team.
  - Pre-built apps or templates should not be used in a significant way.

- Time Limits:
  - Teams must complete the app within the event's time constraints.
  - Extensions will not be provided unless an emergency situation arises

- Presentation:
  - Each team must prepare a demo or presentation of their app.
  - The demo should explain the app's purpose, features, technical challenges, and future scope.
  - Time limits for presentations must be adhered to (e.g., 5-10 minutes).

- Judging Criteria:
  - Innovation and Creativity
  - Functionality and Usability
  - Technical Complexity
  - Design and User Interface
  - Relevance to the theme
  - Quality of Presentation and Documentation
- Code of Conduct:
  - Teams must adhere to ethical practices and respect other participants.
  - Discrimination, harassment, or offensive behavior will not be tolerated.
- . Data Usage and Privacy:
  - If the app handles personal data, teams must ensure privacy policies are in place.
  - Any misuse of personal data can lead to disqualification.
- Mentoring and External Help:
  - Teams can receive guidance from mentors, but the majority of the development must be done by students.
    - Use of external development services or outsourcing is not allowed.

- Ownership:
  - The intellectual property of the app remains with the team members, but the event organizers may retain the right to showcase the apps for promotional purposes.
- Technical Difficulties:
  - The event organizers are not responsible for any technical issues or loss of data.
  - Teams are encouraged to back up their work regularly.
- Disqualification:
  - Violating any of the above rules can result in immediate disqualification.

The decision of the judges and organizers will be final.

For more information contact:

Kashish – 6284060991

Tajesh – 9115165532
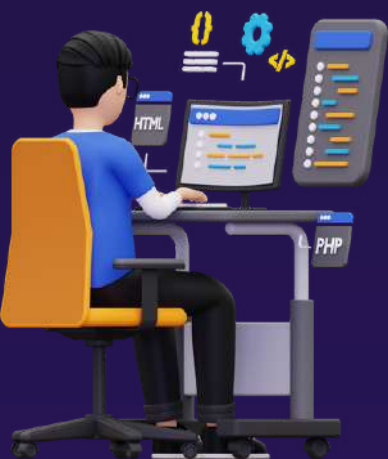
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Logo Designing

TOPICS :

- Innovation and Technology: Create a logo that symbolizes cutting-edge technology and innovation.

- Sustainability and Environment: Design a logo representing environmental conservation, green energy, or sustainability.

- Digital Learning and Education: A logo capturing the essence of e-learning, online education, or knowledge sharing.

- Social Change and Equality: Create a logo advocating for social justice, equality, and inclusivity.

- College Fest or Event: Design a logo for an upcoming college fest or a major event.

- Cultural Heritage: A logo that celebrates local or global cultural heritage and traditions.

- Health and Wellness: Create a logo focused on health, fitness, or mental well-being.

- Entrepreneurship and Startups: Design a logo that embodies the spirit of entrepreneurship and innovation in business.

- Unity in Diversity: A logo reflecting harmony in diversity, whether in terms of cultures, ideas, or perspectives.
- Youth Empowerment: Create a logo symbolizing youth empowerment, leadership, and creativity.

Rules :

- Eligibility:
  - Open to all students of the college, as well as outsiders.
  - Participants can enter the competition individually or as a group (maximum 4 members per group).
- Theme Adherence:
  - The logo design must align with one of the given competition themes/topics.
  - Participants can submit only one entry per theme.
- Submission Guidelines:
  - The logo should be original and must not infringe on any existing trademarks or copyrights.
  - Logos can be hand-drawn or digitally designed.
  - Digital submissions should be in high resolution, preferably in formats like PNG, JPG, or PDF.
  - Hand-drawn designs should be scanned and submitted in high resolution.

- The logo must include a short description (100–150 words) explaining the concept and meaning behind the design.
- Design Specifications:
  - The logo should be scalable, meaning it should look good in both small and large formats.
  - No offensive or inappropriate content is allowed.
  - All colors are allowed, but the logo should also be suitable for monochrome reproduction (black and white).
- Judging Criteria:
  - Creativity and originality.
  - Alignment with the theme.
  - Visual appeal and aesthetics
  - Versatility and scalability of the design.
  - Clarity of message and concept behind the design.
  - Copyright Protection.
- Competition Date & Deadline:
  - The participants need to be physically present at 11:00 am on 22nd October 2024 in the campus and create the logo and submit it in Lab no. 609 , Block 3.
  - Late entries will not be accepted.

- Judging Panel:
  - The judging panel will consist of faculty members, industry professionals, and design experts.
- Copyright and Usage:
  - By entering the competition, participants agree that the submitted logos can be used by the college for promotional or event-related purposes.
  - The rights to the design remain with the participant, but the college reserves the right to use it for non-commercial purposes.
- Prizes:
  - Prizes will be awarded for the top 3 designs.
  - Participation certificates will be provided to all participants.
- Disqualification:
  - Plagiarized designs or logos that don't adhere to the rules will be disqualified immediately.
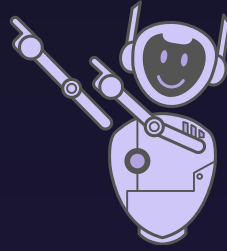
For more information contact:

Asseemreet - 9465336098

Jyoti Verma - 8580500105

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Robo Race

Rules :

- Maximum 3 persons are allowed in a team.

- Only one robot allowed per team.

- Only one person can operate one robot.

- Maximum 3 teams allowed from an Institute/University.

- All Participants are required to report 30 min before the event starts to the reporting desk.

- Repairing of robots are not allowed in between the event.

- Every participant should have his college id card or at least one proof of identity.

- All the teams are required to bring the registration receipt with them.

- In case of any inconvenience, participants are required to seek one of volunteer's present.

- Any misbehavior of participant during event/rounds may lead to disqualification.

- Participants must be present during the event at the specified time. Absent participants will be automatically disqualified.

Event Type: Group Event
- Team Size:
  - Maximum of 3 members in a team
  - Team members must be from same Institute/University.
  - All students with a valid identity card from their respective educational institution are eligible to participate in Robo race with hurdles
  - Each Team must have a Team Representative. All communications will be coordinated with the specified Team Representative only.

Event Judging Criteria :

There will be 2 rounds.
- Round 1
  - Robots need to complete arena track in minimum time from start to finish end.
  - Those who will qualify this round in minimum time will be short listed for second round
- Round 2
  - Robots should be able to cross all type of Hurdles like Speed Breaker, Marble Pits etc. smoothly in minimum time from start to finish end.
  - Robot who completes the track in minimum time will be declared as Winner.

For more information contact
regarding Robo Race:

Sunny Kumar - 7719525405

Ashish Kumar - 7004625494

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Robo War

Robo Specification :

- The Robo should fit in a box of dimension 600mm x 600mm x 800mm (l*b*h) at any given point during the match.

- The machine should not exceed weight of around 50 kg including the weight of onboard pneumatic source/tank in case an external pneumatic tanks/source 1.5 times the weight of the tank will be added to the weight of the Robo.

- The Robo could be controlled with wired or wireless remote.

- Teams with wired control are completely responsible for the tangling problem with their own Robo's. In such as a case, match will not be halted.

- Teams with wireless remote control should have at least three frequency wireless remote circuits to avoid frequency interference with other teams. The case of any interference in the wireless systems will not be considered for rematch.

- The Robo should be powered electrically maximum 36 V power Supply has to be carried by the participants. It can be either on-board or via wire. Batteries must be sealed, immobilized-electrolyte type.

- All efforts must be made to avoid short circuits which may cause battery fire, failure to do so will cause direct disqualification immediately.

Weapon Systems

- Robo can have any kind of magnetic weapon, cutters, flippers, saws, lifting devices weapons.
- Use of any kind of nets, tapes, glue-based, radio-jamming, tasers, tesla coils explosives or flame-based weaponry systems are not allowed.
- The Robo itself should not intentionally be split into components.
- Spraying of any kind of liquid or gaseous substance on the opponent is strictly prohibited.

Safety Rules:

- Special care should be taken for on-board batteries, those without proper protection will not be allowed to compete
- If you have a Robo or weapon design which does not fit within the categories set forth in the above rules, please contact the event organizers.
- Proper activation and deactivation of Robo is critical. Robo must only be activated/ deactivated in the arena or testing area with proper consent of the event organizers.

- In case of any inconvenience, participants are required to seek one of volunteers present.
- Any misbehavior of participant during event/rounds may lead to disqualification.
- Participants must be present during the event at the specified time. Absent participants will be automatically disqualified.

Rounds

- **Round 1**:
    - In Round 1, two Robots will fight for two minutes in order to flip the opponent robot out of the arena.
- **Round 2:**
    - Two Robots will fight with each other. According to number of attacks by each team, points will be allocated. If any team is inactive for more than 30 Seconds after attack will be qualified for further round.
- Round 3:
    - Best Robots will further fight in Round 3.
        - Each match would be of 10 minutes, depending upon the participants and time allocated to the event.
        - The match would end if the time for the match ends or anyone of the above mentioned happens in the match.

Rules and Regulations:

- You are allowed to repair the Robo only when the Robo is not in the ring.
- At max, only 10 minutes would be given in between consecutive match during the final stages of the tournament.
- All Participants are required to report 30 min before the event starts, to the reporting desk.
- Every participant should have his college Id card or at least one proof of identity.
- All the teams are required to bring the registration receipt with them.
- In case of any inconvenience, participants are required to seek one of volunteer's present.
- Any misbehavior of participant during event/rounds may lead to disqualification.
- Participants must be present during the event at the specified time. Absent participants will be automatically disqualified.
- Maximum 3 person are allowed in a team.
- Only one robot allowed per team.

- Only one person can operate one robot.

- Maximum 3 teams allowed from an Institute/University.

Register

War of Words

Eligibility:

- The competition is open to all registered participants.
- Each team must consist of two speakers.
- Participants must adhere to the registration deadlines and guidelines set by the organizing committee.
- Two participants (one for the motion and one against the motion) from one College /University/Institute can participate in the competition. Basis of preference is first come first basis.
- Students of Any College and Institute are allowed.
- Every participant in this competition must be a college/university student.
- Participation of the participants shall be based on the draw of lots on the spot. This draw of lots shall determine whether the participant will be speak for/against the motion.
- Students interested in participation shall carry their Identity Cards of their College and Institute with them at the competition.

Language:

- The debate will be conducted in English only.

Code of Conduct:

- Participants must maintain decorum during the debate. Any form of offensive language or personal attacks will lead to immediate disqualification.
- The decision of the judges is final and binding.

Structure of the Debate :

Team Composition:

- Each team will consist of two members: one for the motion (Proposition) and one against the motion (Opposition).

Rounds:

- The competition will follow a knockout, depending on the number of teams.
- There will be a knockout round, a semi-final round and a final round.

Debate Topic:

- Topic will be announced 7 days prior to the assigned date of debate. The topic for the knock-out round and semi-final round shall be the same. However, the topic for final round shall be different.

Structure of the Debate :

Speaking Time :

- Each speaker will have a total of 5 minutes to present their arguments.

- A warning bell will be rung at the 4-minute mark, with a final bell at 5 minutes. Exceeding the time limit will lead to deduction of points.

Rebuttal:

- Each team will be allowed a 3-minute rebuttal after the opponents' arguments.
- Rebuttals should focus on countering the opponents' points.
- In the final round, there shall be an open Q&A session. The questions will be asked by the audience.

Judging Criteria :

Criteria:

- **Content (40%):** The strength and clarity of arguments, depth of research, and evidence.
- **Delivery (30%):** Presentation style, body language, clarity of speech, and use of language.
- **Rebuttal (20%):** Ability to counter the opponent's arguments logically and persuasively.
- **Time Management (10%):** Adherence to the allotted time for speeches and rebuttals.

Penalties:

- Exceeding the time limit: -5 points.
- Use of offensive or disrespectful language: disqualification or deduction at the discretion of judges.

Tie-Breaking:

- **Tie Breaker:** In the case of a tie, an additional round of rebuttal (2 minutes per team) will be held to determine the winner.

Conduct and Dress Code

- **Dress Code:** Participants are expected to be dressed formally during the competition.
- **Misconduct:** Any misconduct, including disruptive behavior, will result in immediate disqualification.

Prizes and Certificates

Awards:

- Prizes will be awarded to the top two speakers.
- Certificates of participation will be provided to all participants.

Results:

- Results will be declared at the end of each round, and the final results will be announced immediately after the completion of the event.

Debate topic for knock-out and semi-final round-

"News channel- Breaking rules to give breaking news"

Debate topic for final round

"Whether Religion and Technology contrary or consistent to each other"?

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