



SAVISKAR

CODE FOR A GREENER PLANET **2025**

TECHNICAL EVENTS

#RULEBOOK

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SAVISKAR
CODE FOR A GREENER PLANET **2025**

THE BEST MANAGER

TECHNICAL

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Shreyansh (7876858481)
Nitin Thakur (9882006140)

RULES

Eligibility :

**It is a Solo Event Open to Undergraduate
1-3 participants per College/University
allowed.**

Registration :

**Spot registrations are not allowed;
advance registration is mandatory.
Registration fee of ₹100 per entry.**

RULES

The Best Manager – Competition Rounds

Round 1 – Self-Pitch

(SWOT & Traits to be The Best Manager)

- 1. Each participant will introduce themselves as a future manager. You will present:**
- 2. A quick SWOT analysis (your Strengths, Weaknesses, Opportunities, and Threats).**
- 3. End with how this unique combination positions you as The Best Manager.**

Time:

5 minutes preparation | **3 minutes** presentation.

Judging Parameters:

Self-awareness, analytical clarity, communication, authenticity, and ability to connect traits with managerial effectiveness.

RULES

ROUND 2 – ROLE PLAY: CRISIS LEADERSHIP SIMULATION

Participants step into the shoes of a leader navigating a real-world crisis. Scenarios may include: Handling a sudden employee strike. Responding to a product failure or recall. Managing unexpected merger negotiations.

Time:

5 minutes preparation | **7–8 minutes** role-play.

Judges may add surprise twists to test adaptability.

Judging Parameters:

Leadership, presence of mind, negotiation skills, and strategic decision-making.

RULES

Round 3 – Case Study Challenge

Participants receive a concise business case or ethical dilemma. They will analyze the situation, frame possible solutions, and present a structured recommendation.

Time:

10 minutes preparation | **5 minutes** presentation.

Judging Parameters:

Logical reasoning, innovative problem-solving, clarity of structure, and managerial acumen.

Round 4 – Stress Interview

To test composure, quick thinking, confidence, and the ability to stay calm under stress, participants will face stress interview. Participants will face rapid-fire, situational, and even contradictory questions

Judging Parameters:

Emotional resilience, confidence, presence of mind, and professional demeanor.

RULES

Round 5 – Ethical Leadership (Grand Finale)

Each finalist draws a slip containing a challenging ethical dilemma like you discover financial malpractice in your team. Reporting it may cost you your promotion—what will you do? Or you are asked to lay off 10 employees to save costs. How will you decide fairly?

Time:

2 minutes to think | **3 minutes** to respond.

Judging Parameters:

Integrity, ethical judgment, balance between organizational goals and social responsibility.

General Rules & Guidelines

- Participants must report **15 minutes** before the scheduled start of each round. Latecomers may be disqualified.
- The use of mobile phones, internet, or external assistance during rounds is strictly prohibited.

RULES

- Professional etiquette and respect towards judges, peers, and organizers are mandatory.
- Any misconduct, foul language, or unethical behavior will lead to immediate disqualification.
- Judges' decisions will be final and binding.
- Surprise twists may be introduced to evaluate adaptability, presence of mind, and leadership under uncertainty.

Judging Criteria:

- Communication Skills & Clarity of Thought
- Problem-Solving & Decision-Making
- Leadership & Team Handling
- Creativity & Innovation
- Confidence, Ethics & Stress Management.

Shreyansh (7876858481)
Nitin Thakur (9882006140)

INVESTO PITCH-THE
PORTFOLIO CHALLENGE

TECHNICAL

RULES

Theme: Think, Build, Pitch – Be the Wealth Manager of Tomorrow

Step into the shoes of a wealth manager in Portfolio Master! Participants will receive a fictional client profile (risk-averse retiree, high-risk millennial, startup founder, etc.) and must design an investment portfolio tailored to the client's needs. The final challenge is to pitch the portfolio convincingly to judges acting as clients.

This event tests not only financial knowledge but also creativity, adaptability, and communication skills, making participants think like real-world portfolio managers.

Registration: Advance registration mandatory.

Registration fee of ₹100 per person.

Eligibility: Open to UG/PG management and finance students.

Team size: 2–3 members per team.

RULES

Competition Format

Round 1 – Portfolio Design

Teams are given a client profile (risk appetite, income, goals, time horizon). Teams must design a portfolio with asset allocation (equity, debt, mutual funds, bonds, gold, real estate, etc.)

Round 2 – Portfolio Pitch (Final Round)

Teams present their portfolio to a panel of judges within a time limit **(7–10 minutes)**.

Judging Criteria:

Relevance of portfolio to client needs.

Knowledge of financial instruments & allocation Strategy.

Creativity & adaptability in approach.

Pitching & communication skills.

Overall professionalism & presentation.

RULES

GENERAL RULES

- 1.** Teams must report at least **15 minutes** before the Event Starts.
- 2.** Use of internet for research during the preparation round is permitted (unless restricted by venue rules).
- 3.** Teams must bring their own laptops or devices for portfolio preparation.
- 4.** The pitch deck/slides must be submitted before presentations (if required by organizers).
- 5.** Any form of plagiarism or pre-made portfolios will lead to disqualification.
- 6.** Judges' decisions will be final and binding.
- 7.** Participants are expected to maintain professional conduct throughout the event

Time Limits

- Portfolio Preparation: **2 hours** (depending on event setup).
- Final Pitch: **7 minutes + 3 minutes** Q&A.

Swapnil (7087557352)

Yashika (9992905004)



CASE COMPETITION CHALLENGE

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Riya (9015170229)
Ritika (8894380257)

RULES

Team Size: 4–5 members per team

Round 1: Case Briefing (20 pts) – Teams receive a short crisis case . They analyze and draft a quick response plan.

Round 2: Boardroom Discussion (30 pts) – Teams discuss among themselves and present their crisis management strategy in front of judges.

Round 3: Role-Play (50 pts) – Teams face cross-questioning from a mock “press panel” (judges/other participants) to defend their decisions.

Rubrics: Problem Analysis (25), Decision-Making (25), Team Coordination (25), Communication & Defense (25).

Riya (9015170229)

Ritika (8894380257)

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MOBILE APP DEVELOPEMENT

TECHNICAL

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Mr Paras (99929 32798)
Ms Ruchika (6230571551)

RULES

Team Composition:

- 1.** Teams can consist of **2-5 members**. Each team should designate a team leader.

Registration and Submission:

- 1.** All teams must register by the deadline through online mode.
- 2.** Developed APP must be Submitted within through online mode. late submissions will not be accepted.
- 3.** Teams must provide detailed documentation of their app, including the concept, functionality, and technical details.

Development Platform and Tools:

- 1.** Teams are free to choose any platform (Android, iOS, cross-platform).
- 2.** Use of third-party libraries or frameworks must be declared.
- 3.** Plagiarism or direct copying of code from existing apps is prohibited.

RULES

Theme or Problem Statement:

- 1. Apps must align with the given theme or problem State**
- 2. Any deviation from the theme without prior approval may lead to disqualification.**

Originality:

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

Time Limits:

- 1. Teams must complete the app within the event's time constraints.**
- 2. Extensions will not be provided unless an emergency situation arises**

RULES

Presentation:

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

Judging Criteria:

- 1. Innovation and Creativity**
- 2. Functionality and Usability**
- 3. Technical Complexity**
- 4. Design and User Interface**
- 5. Relevance to the theme**
- 6. Quality of Presentation and Documentation**

RULES

Code of Conduct:

- 1. Teams must adhere to ethical practices and respect other participants.**
- 2. Discrimination, harassment, or offensive behavior will not be tolerated.**

Data Usage and Privacy:

- 1. If the app handles personal data, teams must ensure privacy policies are in place.**
- 2. Any misuse of personal data can lead to disqualification.**

Mentoring and External Help:

- 1. Teams can receive guidance from mentors, but the majority of the development must be done by students.**
 - a) Use of external development services or outsourcing is not allowed.**

RULES

Ownership:

- 1. 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:

- 1. The event organizers are not responsible for any technical issues or loss of data.**
- 2. Teams are encouraged to back up their work regularly.**

RULES

Disqualification:

**Violating any of the above rules
can result in
immediate disqualification.
The decision of the judges and
organizers will be final.**

**Mr Paras (99929 32798)
Ms Ruchika (6230571551)**

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DRONATHON

TECHNICAL

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Ishmeet (7087234730)
Ghaarvi (9050790615)

RULES

Rules & Regulation

- 1. Online registration required with team details, drone specs, and category.**
- 2. Drone size 6–12 inches, weight 2.5–7 kg, max flight time 35 minutes.**
- 3. Only analog control drones allowed, no digital systems permitted.**
- 4. Categories: Obstacle Course, Drone Hopping, Precision Landing, Freestyle.**
- 5. Only self-assembled drones allowed, no commercial drones permitted.**
- 6. All drones must pass pre-flight inspection before flying.**
- 7. Drones may be armed only inside the flying zone.**

RULES

- 8. Unsafe flying, interference, telemetry use, or VR goggles lead to Disqualification**
- 9. Teams must bring their own drones, batteries, and spares.**
- 10. Scoring based on speed, accuracy, innovation, safety, and presentation.**
- 11. Judges' decisions are final with awards for performance, speed, design, and safety.**
- 12. Teams must maintain fairness and sportsmanship at all times.**
- 13. Organizers may change rules, liability waivers required, weather may affect events.**

Ishmeet (7087234730)

Ghaarvi (9050790615)

FORENSIC EVIDENCE RESEARCH

TECHNICAL

RULES

- 1. Teams can have 1 to 3 members. Each team must register before the event.**
- 2. Participants must locate and document forensic evidence hidden within the designated area as accurately and quickly as possible**
- 3. There is no minimum time; participants must submit their findings within the maximum time. (Maximum time allowed: 15 minutes.)**
- 4. Participants must bring their own non-electronic tools such as gloves, foot covers, face masks, tweezers, magnifying glasses, brushes, and measuring tapes.**
- 5. Electronic devices (phones, tablets, cameras) are not allowed unless specifically provided by the organizers.**
- 6. There are two rounds in this competition**




RULES

Round 1: Evidence Identification (Easy Round)
Find and note down the maximum number of forensic evidence pieces.
- No sketches required.

Round 2: Detailed Documentation (Advanced Round)
Find the forensic evidence and provide a rough sketch or landmark for each piece found.

- 1. Each correctly identified and documented evidence will earn 10 points.**
- 2. Bonus points for the first team to find all evidences or for detailed and accurate documentation.**
- 3. Incorrect or fabricated evidence submissions will result in point deductions.**
- 4. Teams must respect the competition area and not disturb evidence unnecessarily.**
- 5. Any form of cheating or misconduct will lead to immediate disqualification.**
- 6. Judges' decisions will be final.**

Lakshay (8168652465)
Akshant (7807273793)



FORMULATION

TECHNICAL

RULES

1. Eligibility

Open to undergraduate, postgraduate, and research scholars students in Pharmacy and related disciplines.

Individual or team participation is allowed (maximum **2 members per team).**

Max. **10 team can take participate in this event.**

2. Formulation Guidelines

- **The formulation should address a real-world pharmaceutical/health care challenge (e.g., drug delivery, patient compliance, cost-effectiveness, sustainability).**

RULES

- **Only novel, innovative, or modified formulations are allowed (not direct copies of existing products).**
- **Use of safe, permissible excipients is mandatory. Hazardous/controlled substances are not permitted.**

3. Presentation

- **Each team will be given 8–10 minutes for oral/poster/ppt presentation, followed by 2–3 minutes Q&A.**
- **Presentation should cover:**
 - **Problem statement**
 - **Novelty of formulation**
 - **Materials & methods (brief)**
 - **Expected/observed outcomes**
 - **Applications & future scope**

RULES

4. Evaluation Criteria

Entries will be judged based on:
Innovation & originality – 30%

Technical soundness & feasibility – 25%

Practical applicability/real-world relevance – 20%

Presentation & clarity – 15%

Sustainability/cost-effectiveness – 10%

RULES

5. General Rules

- **Plagiarism or marketed formulation will lead to disqualification.**
- **The decision of the judges will be final and binding.**
- **Teams must adhere to allotted time slots.**
- **All formulations/models must comply with basic safety and ethical standards.**
- **Participants must carry their college ID card.**

6. Awards & Recognition

- **Prizes for Best Innovative Formulation, Most Feasible Formulation, and Best Presentation.**
- **Certificates will be provided to all participants.**

Sudhanshu (7528973579)

Kritika (7876584974)

ROBO RACE

TECHNICAL

RULES

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.**

RULES

- **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.**

R U L E S

Event Type: Group Event

Team Size: Maximum of **3** members in a team

- Team members must be from the 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.

RULES

Event Judging Criteria: There will be **2** rounds.

Round 1

- Robots need to complete the arena track in minimum time from start to finish end.
- Those who will qualify this round in minimum time will be shortlisted 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.
- The Robot who completes the track in minimum time will be declared as Winner.

Pintu Kumar (7986813261)
Prakhar Kansal (9478560608)

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HACKATHON

TECHNICAL

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Hrithik Kumar (9007924535)
Sunita Yadav (9007924535)

RULES

Eligibility:

- 1.** Open to all students currently enrolled in universities, colleges, or technical institutes.
- 2.** Teams should consist of **2-4** participants unless otherwise specified.

Registration:

- 1.** Teams must register through the official form before the deadline.
- 2.** Incomplete or late entries will not be considered.

Participation Fees:

- 1.** Participation is completely free.
- 2.** There are no registration charges for any participant.

RULES

Accommodation:

- 1. Details regarding check-in and stay will be shared with registered teams later on.**

Code of Conduct:

- 2. All participants must maintain a professional and respectful environment.**
- 3. Any form of harassment, plagiarism, or unethical behavior will lead to disqualification.**

Team Participation:

- 1. A participant can be part of only one team.**
- 2. Changing teams after registration is not allowed unless approved by the organizing committee.**

RULES

Technical Rules

- 1.** The judging process will assess entries based on several criteria, including innovation, where creativity in approach and problem-solving will be encouraged; technical implementation, focusing on the correctness, efficiency, and robustness of the solution; and user experience, which will take into account interface design, documentation, and ease of use.
- 2.** Additionally, participants will be evaluated on their ability to clearly explain and demonstrate their work during the final round.

RULES

- 3. The judges' decision will be final and binding, and all participants are expected to respect the outcome.**
- 4. Participants are strictly prohibited from using plagiarized or copied content. Any breach of the event's code of conduct, including the use of unfair means such as hacking or tampering with other teams' work, will lead to disqualification. Failure to meet submission requirements or deadlines may also result in exclusion from the competition.**

RULES

- 5. While participants retain full ownership of their ideas and code, they grant the organizers of Vaultheist the right to showcase or use their work for event promotion purposes. Furthermore, the organizing committee reserves the right to amend, modify, or cancel rules in case of unforeseen circumstances to ensure the smooth conduct of the event.**
- 6. All participants are expected to comply with local laws and university regulations during the course of the event.**

RULES

- 7. Open-source libraries are allowed with proper attribution.**
- 8. All problem statements and requirements will be shared at the beginning of the event.**
- 9. Participants are expected to solve the problem using code, algorithms, or applicable technologies.**
- 10. Participants can use any programming language, framework, or tool unless explicitly restricted in the problem statement**

RULES

By participating, individuals agree to abide by these rules, ensuring a fair, transparent, and enjoyable experience for all involved. The hackathon will be conducted continuously for a duration of 24 hours, during which all teams are expected to work on their projects without interruption

Hrithik Kumar (9007924535)
Sunita Yadav (9007924535)

BUG HUNT

TECHNICAL

RULES

The contest will be conducted in two structured stages:

Round 1 –

Elimination Round

(debugging/logic challenge to filter participants)/Capture the Flag (CTF)

Round 2 –

Final Round: Winner Deciding Coding Challenge (2 hours, determines the top winners)

RULES

Schedule

- **9:00 AM – 9:45 AM → Registrations & Verification**
- **10:00 AM – 11:00 AM → Round 1**
- **12:15 PM – 2:15 PM → Round 2**
- **2:30 PM – 3:30 PM → Result Compilation & Prize Distribution**

Contest Guidelines

1. Eligibility

- **Open to all UG/PG students across colleges.**
- **Participation will be strictly individual. Teams are not allowed.**

RULES

2. Contest Structure

Round 1 (1 Hour)

- **Debugging/logic-based challenge/ capture the Flag Challenge with Elimination**

Round 2 (2 hours)

- **5 coding problems of increasing difficulty.**
- **Allowed languages: C++, Java, Python, JavaScript.**
- **Decides the final top 3 winners.**
- **Evaluation based on correctness, efficiency, and time.**

RULES

3. TECHNICAL SETUP

COLLEGE LABS (WITH INTERNET-ENABLED PCS) AND PARTICIPANTS' CONTEST HOSTED ON AN ONLINE PLATFORM (HACKERRANK).

EVALUATION PARAMETERS

ROUND 1: NUMBER OF BUGS FIXED / PROBLEMS SOLVED IN GIVEN TIME/FLAGS CAPTURED (SPEED + CORRECTNESS).

ROUND 2:

- **CORRECTNESS OF SOLUTIONS.**
- **EFFICIENCY (TIME & SPACE COMPLEXITY).**
- **SUBMISSION TIME (TIE-BREAKER).**

THE JUDGES' DECISION WILL BE FINAL AND BINDING.

RULES

Certificates of Participation: To all participants

Code of Conduct

Do's:

- **Bring your college ID: Mandatory for participation.**
- **Be on time: Arrive at least 15 minutes before registration starts.**

RULES

Dont's:

- **No plagiarism:** Do not copy solutions from others or online sources.
- **No external help:** Collaboration or assistance is strictly prohibited.
- **No unauthorized electronic gadgets:** Mobile phones, smartwatches, or other gadgets are not allowed.
- **Do not leave the venue unnecessarily:** Leaving the contest area during the competition is not allowed.
- **No unfair means:** Cheating will lead to immediate disqualification.
- **No disruptive behavior:** Maintain silence and avoid disturbing other participants.

RULES

Do not argue with proctors or staff: Their decisions during the contest are final.

Do not tamper with others' setups: Do not interfere with other participants' work or equipment.

Parag Shrivastava (9399306411)
Krishanu Mishra (748875996)

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WHY?

THINKATHON 2.0

TECHNICAL

WHY?

Akshata Bhardwaj (7087482805)
Aman Sinha (7061468162)

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RULES

Team Composition:

- 1. Each team must consist of a minimum of 2 members and a maximum of 4 members.**
- 2. 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.**

RULES

Content Guidelines for Pitch: The elevator pitch must clearly address the following key areas:

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

RULES

Business Plan Presentation: When presenting your business plan, the following elements should be covered:

1. Funding Requirements: Outline how much funding is required to launch and scale your business.

2. Current and Projected Financials: Provide a snapshot of current financials (if applicable) and financial projections for the next 1-3 years.

3. Application of Funds: Provide a broad breakdown of how the funds will be utilized (e.g., product development, marketing, operations).

4. Scaling Strategy: Outline how you intend to grow the business beyond the initial phase, including plans for customer acquisition, scaling operations, and expansion strategies

RULES

Evaluation Criteria:

Teams will be evaluated on the following factors:

- 1. Clarity of Problem and Solution:** How well is the problem identified, and how innovative is the proposed solution?
- 2. Market Understanding:** Does the team demonstrate a solid understanding of the target market and its needs?
- 3. Feasibility and Scalability:** How practical and scalable is the business model?
- 4. Financial Viability:** Are the financial projections and funding requirements realistic and well justified?
- 5. Presentation Skills:** How effectively does the team communicate their business idea within the given timeframe?

RULES

Competition Rules:

- 1. The use of Institute or Department names in any part of the presentation or by the presenters is strictly prohibited.**
- 2. Teams must submit their final pitch decks and any additional materials at least 24 hours prior to the event for review.**
- 3. No plagiarism is allowed. All content and ideas must be original or properly attributed.**
- 4. The judges' decision will be final and binding. No disputes regarding the judging process will be entertained.**

RULES

Time Management:

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

Prizes and Recognition:

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

RULES

Code of Conduct:

- 1. All participants are expected to maintain professional behavior throughout the competition.**
- 2. 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.

Akshata Bhardwaj (7087482805)
Aman Sinha (7061468162)

**TECHXHIBIT :
PROJECT DISPLAY**

T E C H N I C A L

RULES

Eligibility

- Teams must consist of a minimum of **2** and a maximum of **5** members.
- Each participant can be part of only one team. Cross-registration in multiple teams is not allowed.
- Teams are encouraged to have members with diverse skills (technical, design, presentation), but the project must be a collective effort of the registered members only.

RULES

Project Scope

- **Projects should fall under the broad umbrella of technology, engineering, or innovation. They may be:**
- **Software-based solutions (applications, AI/ML systems, web or mobile platforms, etc.)**
- **Hardware prototypes (IoT devices, robots, electronics, sensors, etc.)**
- **Hybrid systems combining hardware and software.**

RULES

- **Every project must emphasize originality and creativity. Replication of existing work without significant improvement or new application will not be encouraged.**
- **Teams must ensure that the project is designed, developed, and executed by the members themselves.**
- **Projects should preferably highlight real-world applicability or provide innovative approaches to existing problems.**

RULES

Technical Display Setup :

- **Teams are responsible for bringing all other resources necessary for their display. This includes but is not limited to:**
- **Laptops or desktops**
- **Hardware prototypes, circuits, sensors, or models**
- **Poster for their project (**A4/ A3** size)**
- **Organizers will not supply additional equipment on the day of the event.**
- **Setup must be completed before the official start time of the event. Late entries or incomplete setups may lead to disqualification or penalties.**
- **Teams must ensure that their setup is safe, stable, and does not endanger anyone in the event space.**

RULES

Presentation Standards :

- **Every team is required to present their project to a panel of judges and, where applicable and audience.**
- **The presentation should be:**
- **Well-structured – with a clear introduction, methodology, results, and conclusion.**
- **Concise – within the time limit allotted (to be announced in advance). Teams exceeding the time will be stopped.**
- **Technically accurate – demonstrating an understanding of the project's concepts, design, and execution.**

RULES

Key elements that must be explained:

- **Problem Statement / Motivation – What issue is being solved? Why is it important?**
- **Project Architecture / Design – Flowcharts, diagrams, or block structures.**
- **Implementation Details – Software tools, programming languages, frameworks,**
- **hardware modules, or techniques used.**

RULES

- **Demonstration –**
 - **A live demo (if feasible) or recorded video/prototype walkthrough.**
- **Applications & Impact –**
 - **Real-world relevance, target audience, and scalability.**
 - **Teams are encouraged to use visual aids (slides, posters, or prototypes) to make their explanation clearer and engaging.**

RULES

Evaluation Criteria

- Projects will be scored by the judging panel based on the following parameters:

Technical Innovation (20%) –

- How unique and advanced is the idea from a technological perspective?

Creativity & Originality (20%) –

- Does the project bring a fresh perspective or innovative solution?

Feasibility & Practical Impact (20%) –

Can the project be realistically implemented or applied in real-life situations?

RULES

4. Design & Implementation Quality (20%) – How well is the project structured, coded, or built? Is it stable, functional, and efficient?

5. Presentation & Communication (20%) – How effectively does the team convey their idea, explain technical details, and engage the audience

- Judges may also ask questions to test the depth of technical knowledge. Teams are expected to answer confidently and with clarity.
- The decisions of the judging panel are final and binding. Requests for reconsideration will not be entertained.

RULES

Code of Conduct

All participants are expected to uphold the values of fairness, professionalism, and mutual respect.

Don'ts:

Cheating, plagiarism, or presenting someone else's work as your own.

Use of unsafe, hazardous, or inflammable materials.

Disruptive behavior, disrespect towards judges, organizers, or fellow participants.

Any team found guilty of unethical practices will face immediate disqualification.

Teams must also ensure that their project or display does not violate safety, privacy, or ethical standards.

RULES

General Instructions

Teams should report to the venue at least **30 minutes before the scheduled start.**

Each team should appoint a representative to communicate with organizers regarding logistics. Participants are encouraged to network, share ideas, and explore collaborations, but must avoid interfering with other teams' displays.

**Khushboo (7206323088)
Bharat (9888141077)**

**MICROSCOPY
MARATHON**

TECHNICAL

RULES

1. General Guidelines

- The quiz will be conducted under the supervision of the Quiz Master.
- All participants must maintain discipline and scientific integrity.
- Any misconduct or use of unfair means may lead to disqualification.
- The decision of the Quiz Master/Judges will be final and binding.

2. Team Formation

- Each team shall consist of **2-4** members.
- Teams must register before the deadline; late entries will not be entertained.
- Once a team is registered, no changes in team composition will be allowed.
- Each team must select a team leader for communication with the organizers.

RULES

3. Rounds Structure

- **Preliminary Round (Written/MCQ):** All registered teams participate; top teams qualify for the final round.
- **Final Round (On Stage/Oral)** will include:
 - **Image Identification Round** (histology/microscopy images)
 - **Technique Round** (questions on principles, staining, magnification, resolution)
 - **Rapid Fire Round** (quick questions on microbiology and microscopy)
 - **Buzzer Round** (fastest answer wins)

4. Rules of Questioning

- Each question carries fixed marks (commonly **5 or 10**).
- No negative marking unless specified.
- Teams must answer within a given time limit (e.g., **30 seconds**).
- If unanswered, the question may be passed to the next team.
- In buzzer rounds, the fastest team must answer immediately; wrong answers may attract a penalty.

RULES

5. Tie-Breaker Rules

- In case of a tie, an additional tie-breaker round will be conducted.
- Tie-breakers may include sudden-death questions or additional microscopy image identifications.

6. Scoring System

- Correct Answer: +**10** points
- Passed Answer: +**5** points
- Wrong Answer (in buzzer): -**5** points
- Bonus Question: +**15** points
- No Attempt: **0** points

7. Conduct & Discipline

- Use of mobile phones, smart watches, or internet during the quiz is strictly prohibited.
- Team members must not communicate with the audience during rounds.
- Any malpractice will lead to disqualification.

RULES

8. Roles & Responsibilities

- **Quiz Master:** Conducts the quiz and resolves disputes.
- **Judges/Scorers:** Keep records and ensure fairness.
- **Timekeeper:** Monitors time limits for answers.
- **Volunteers:** Assist with logistics and audience management.

9. Prizes & Recognition

- Prizes will be awarded to Winner, 1st Runner-up, and 2nd Runner-up.
- Certificates of participation will be given to all participants.
- Special prizes may be awarded for Best Team Spirit or Audience Round.

10. Disclaimer

- The organizing committee reserves the right to make changes in rules, rounds, or format if necessary.
- The decision of the Quiz Master/Judges shall be final and binding.

Vanshika (8571986632)
Parvesh (7015042073)

SAVISKAR
CODE FOR A GREENER PLANET **2025**

PRAYOG :
THE EXPERIMENT
TO EXPERIENCE

TECHNICAL

WWW.SAVISKAR.CO.IN

Divyansh (8194937325)
Khushi (9992572006)

R U L E S

Introduction:

Prayog is an immersive experience designed to push boundaries, spark creativity, and foster innovation. This rule book outlines the guidelines and expectations for participants.

Participation Rules:

- 1. Registration: Participants must register in advance with their details and team information (if applicable).**
- 2. Age Restrictions: Check specific event requirements for age restrictions.**
- 3. Conduct: Participants must behave respectfully and professionally.**
- 4. Safety First: Follow safety instructions and guidelines provided by event staff.**
- 5. Equipment Usage: Use equipment and materials as instructed.**
- 6. Collaboration: Work with your team (if applicable) to achieve common goals.**

RULES

Evaluation Criteria:

- 1. Innovation:** Originality and creativity of solutions.
- 2. Problem-Solving:** Effectiveness in addressing challenges.
- 3. Teamwork:** Collaboration and communication within teams.

Additional Rules:

- 1. Intellectual Property:** Participants may be required to share their ideas and solutions.
- 2. Feedback:** Constructive feedback is encouraged.

Penalties:

- 1. Non-Compliance:** Failure to follow rules may result in penalties or disqualification.

Disclaimer:

By participating, individuals acknowledge that they have read, understood, and agreed to follow these rules

Divyansh (8194937325)
Khushi (9992572006)

SAVISKAR
CODE FOR A GREENER PLANET **2025**

NATIONAL MUN

TECHNICAL

WWW.SAVISKAR.CO.IN

Komalpreet (8437909176)
Ansh Puri (7888990294)

RULES

UNITED NATION GENERAL ASSEMBLY (UNGA)

AGENDA: THE ROLE OF SOCIAL MEDIA IN SPREADING MISINFORMATION AND INCITING VIOLENCE DRESS

CODE: WESTERN FORMALS **PURPOSE:** The United Nations General Assembly (UNGA) is a platform where all member states come together to discuss and find solutions to global issues. Delegates will represent countries and engage in debate, negotiation, and drafting of resolutions to address challenges affecting humanity.

MEMBERSHIP: All participating countries are members of the committee. Each delegate must represent the views and policies of their assigned country throughout the sessions. Note: While the actual UNGA consists of **193** Member states, we have restricted the list to **75** countries due to limited delegate seats.

LANGUAGE: English will be the official language.

RULES

PROCEDURE:

- **Roll Call:** Confirm attendance at the start of the session.
- **Debate:** Includes moderated and unmoderated caucuses for formal discussion and informal negotiation.
- **Draft Resolutions:** Delegates submit resolutions with sponsors and signatories, followed by debate, amendments, and voting.
- **Voting:** Resolutions require a simple majority. Permanent members have veto power.
- **Code of Conduct:** Maintain diplomatic language, respect speaking turns, and collaborate while defending national positions.

REGISTRATION AND PAYMENT: Registration Fee: Registration fee will include (Delegate Kit, Lunch, Awards and Cash Prizes For Winners and Participation Certificates)

1000/- for school and CGC-J Students (Without accommodation).

1500/- for external participants from Universities and Colleges (Without accommodation).

R U L E S

1050/- Accommodation Charges
(Per Night).

Pay to this Account:

Name of Account: Chandigarh Law

College Account Number:

50100500904350

Bank Name: HDFC

Branch: Landran-Sirhind Road,
Jhanjeri (Mohali), Punjab.

IFSC Code: HDFC0003578

Payment: Registration is confirmed
only after completing the payment
process. **Refund Policy: Payments**
are non-refundable in any case.

RULES

UNITED NATION SECURITY COUNCIL (UNSC)

AGENDA: PROTECTION OF WOMEN, GIRLS AND CHILDREN'S IN CONFLICT AND POST CONFLICT SITUATIONS BETWEEN COUNTRIES

DRESS CODE: WESTERN FORMALS

PURPOSE: The United Nations Security Council (UNSC) is tasked with maintaining international peace and security. Delegates will represent member states and work through debate, negotiation, and resolution drafting to address global issues.

MEMBERSHIP: The committee includes **15** members - **5** permanent and **10** non-permanent members. Delegates must represent their assigned country's interests during the simulation.

LANGUAGE: English will be the official language.

RULES

PROCEDURE:

- **Roll Call:** Confirm attendance at the start of the session.
- **Debate:** Includes moderated and unmoderated caucuses for formal discussion and informal negotiation.
- **Draft Resolutions:** Delegates submit resolutions with sponsors and signatories, followed by debate, amendments, and voting.
- **Voting:** Resolutions require a simple majority. Permanent members have veto power.
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process.

RULES

UNITED NATION HUMAN RIGHTS COUNCIL (UNHRC)

AGENDA: PROTECTION OF HUAMN RIGHTS IN THE AGE OF ARTIFICIAL INTELLIGENCE

DRESS CODE: WESTERN FORMALS

PURPOSE: The United Nations Human Rights Council (UNHRC) is dedicated to promoting and protecting human rights around the world. Delegates will represent member states and work together to discuss human rights challenges, propose solutions, and draft resolutions that uphold dignity and equality.

MEMBERSHIP: The committee consists of **47** member states, which are elected by the UNGA to serve staggered **3** years term. These are the seats in the committee, and each delegate must represent their assigned country's policies and stance on human rights issues.

LANGUAGE: English will be the official language.

RULES

PROCEDURE:

- **Roll Call:** Confirm attendance at the start of the session.
- **Debate:** Includes moderated and unmoderated caucuses for formal discussion and informal negotiation.
- **Draft Resolutions:** Delegates submit resolutions with sponsors and signatories, followed by debate, amendments, and voting.
- **Voting:** Resolutions require a simple majority. Permanent members have veto power.
- **Code of Conduct:** Maintain diplomatic language, respect speaking turns, and collaborate while defending national positions.

REGISTRATION AND PAYMENT: Registration Fee:
Registration fee will include (Delegate Kit, Lunch, Awards and Cash Prizes For Winners and Participation Certificates)

1000/- for school and CGC-J Students (Without accommodation).

1500/- for external participants from Universities and Colleges (Without accommodation). **1050/-** Accommodation Charges (Per Night).

R U L E S

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RULES

INTERNATIONAL COURT OF JUSTICE (ICJ)

AGENDA: INDIA VS PAKISTAN ON INDUS WATERS DISPUTE

DRESS CODE: ADVOCATE'S ATTIRE

PURPOSE: The International Court of Judges (ICJ) committee at CLC MUN will focus on resolving legal disputes based on the India vs Pakistan on Indus Waters Dispute. The committee will simulate courtroom proceedings where teams present arguments, counter-arguments, and legal interpretations in a structured format.

TEAM AND STRUCTURE:

- Per team will consist of **3** Persons: **1** Seniors Advocate, **1** Junior Advocate and **1** Researcher.
- The committee will consist of **4** teams only, representing India and Pakistan.
- The event will have **2** rounds: Semi Final Round on **14th** October, 2025: All **4** teams participate, and **2** teams will be selected to move forward.

RULES

- **Final Round (15th October 2025):** The top **2** teams will compete, and the winner will be awarded the prize.

REGISTRATION AND PAYMENT:

Registration Fee: Registration fee will include (Delegate Kit, Lunch, Awards and Cash Prizes For Winners and Participation Certificates) **1500/-** per team which will consist of **3** persons for CGC-J Students (Without accommodation). **1500/-** per team which will consist of **3** persons for external participants from Universities and Colleges (Without accommodation). **1050/-** Accommodation Charges (Per Night).

Pay to this Account:

Name of Account: Chandigarh Law College

Account Number: 50100500904350

Bank Name: HDFC

Branch: Landran-Sirhind Road, Jhanjeri (Mohali), Punjab.

IFSC Code: HDFC0003578

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Refund Policy: Payments are non-refundable in any case.

RULES

INTERNATIONAL PRESS (IP)

PHOTOGRAPHY AND JOURNALISM

DRESS CODE: WESTERN FORMALS

PURPOSE: The International Press Committee is designed to simulate the role of the media in global affairs. Participants will engage in Photography and Journalism activities, covering the events, debates, and proceedings of the CLC Model United Nations.

CATEGORIES: Participants can take part in the following two areas:

- **Photography:** Capturing key moments of the event including debates, interactions, and behind-the-scenes activities.
- **Journalism:** Reporting on the sessions, writing articles, conducting interviews, and preparing news bulletins covering the committee's proceedings.

R U L E S

SUBMISSION GUIDELINES:

- **Participants must submit their photographs and articles by the time which is informed by the Judge.**
- **All submissions should include the participant's name and committee details.**
- **Articles must be well-structured, fact-based, and clearly written in English.**

JUDGING CRITERIA:

- **Creativity and relevance of photographs.**
- **Accuracy, clarity, and professionalism in journalism reports.**
- **Ethical reporting and responsible media behaviour.**

RULES

REGISTRATION AND PAYMENT:

Registration Fee:

Registration fee will include (Delegate Kit, Lunch, Awards and Cash Prizes For Winners and Participation Certificates)

1000/- for school and CGC-J Students (Without accommodation).

1500/- for external participants from Universities and Colleges (Without accommodation).

1050/- Accommodation Charges (Per Night).

RULES

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College

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RULES

ALL INDIA POLITICAL PARTIES MEET (AIPPM)

AGENDA: YOUTH REPRESENTATION FOR SUSTAINABLE GOVERNANCE

DRESS CODE: INDIAN TRADITIONAL FORMALS

PURPOSE: The All India Political Parties Meet (AIPPM) committee is a platform where representatives of various political parties come together to discuss national issues, deliberate policies, and build consensus on governance matters. Delegates will simulate party debates, policy discussions, and alliance-building, reflecting the political dynamics of India.

MEMBERSHIP: Each delegate will represent a political party and must advocate for that party's policies, vision, and approach to key national issues while participating in structured debates and negotiations.

LANGUAGE: Hindi, Punjabi and English will be the language.

R U L E S

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Komalpreet (8437909176)

Ansh Puri (7888990294)

FRAME MAKING WORKSHOP &
COMPETITION / EYE MODELLING
COMPETITIONS

TECHNICAL

RULES

General Rules

Teams of **2-3** students only

Time limit: **2-3** hours

Focus on eco-friendly/sustainable materials/3D anatomical model

Judges' decision will be final

Format


- Teams must design and construct wearable eyeglass frames
- Emphasis on sustainability and environmental consciousness
- Final frames must be functional and aesthetically appealing
- Teams must construct a detailed **3D** eye model
- Model should show major anatomical structures
- Brief explanation (**5** minutes) of anatomical features
- Scoring (**50** Marks Total)
- Design innovation/ Construction quality: **8** marks
- Sustainability factor/ Anatomical accuracy: **15** marks
- Functionality and wearability/ Detail and precision: **12** marks
- Aesthetic appeal/ Artistic presentation: **8** marks
- Overall craftsmanship: **7** marks

RULES

Penalties

- **Use of non-eco-friendly materials / Major anatomical errors = -8 marks**
- **Non-wearable frame/ Incomplete model = -10 marks**
- **Poor construction quality/ Poor labelling/identification = -5 marks**

Rupanshi (9736562166)
Sachin (8727054827)



AD-O-MANIA (CREATIVE ADVERTISING)

T E C H N I C A L

WWW.SAVISKAR.CO.IN

Ms. Lata (6280085050)
Ms. Charul (9418670339)

R U L E S

Team Size: 3–4 members per team

Round 1: Idea Pitch (20 pts) –

Teams present ad concept in 2 minutes.

Round 2: Ad Creation (30 pts) –

Prepare a short role-play/skit/digital ad using Props.

Round 3: Final Pitch (50 pts) –

Convince judges why their ad campaign is the best.

Rubrics: Creativity (25), Clarity of Message (25), Presentation Skills (25), Innovation (25).

Ms. Lata (6280085050)

Ms. Charul (9418670339)

SAVISKAR
CODE FOR A GREENER PLANET **2025**



REVIVE TO SURVIVE
(CPR & BLS DRILL)

TECHNICAL

WWW.SAVISKAR.CO.IN

Vansh (9068148888)
Juhi (9041778340)

RULES

General Rules

- 1. Individual participation or teams of 2 members.**
- 2. Time limit: 5–7 minutes per drill.**
- 3. Only demonstration – no written component.**
- 4. Judges' decision will be final.**

Format

Participants will be given a mock cardiac arrest scenario on a manikin.

They must perform:

- Checking responsiveness and breathing**
- Calling for help/activating emergency response**
- Correct chest compressions and rescue breaths (as per latest BLS guidelines)**
- AED use (if available in setup)**
- Judges will evaluate technique, sequence, and response.**

RULES

Scoring (50 Marks Total)

- Correct sequence of steps – **15** marks
- Chest compression quality (depth, rate, recoil) – **15** marks
- Rescue breaths technique – **10** marks
- AED handling / calling for help – **5** marks
- Overall confidence & presence of mind – **5** marks.

Penalties

- Incorrect hand placement / shallow compressions = **-5** marks
- Skipping key BLS steps = **-5** marks

Vansh (9068148888)

Juhi (9041778340)

DIAGNOSTIC
CHALLENGE

TECHNICAL

RULES

1. GENERAL GUIDELINES

- The quiz will be conducted under the supervision of the Quiz Master.
- All participants must maintain discipline and sportsmanship throughout the event.
- Any misconduct or use of unfair means may lead to disqualification.
- The decision of the Quiz Master/Judges will be final and binding.

2. TEAM FORMATION

Each team shall consist of **2-4** members.

- Teams must register before the deadline; late entries will not be entertained.
- Once a team is registered, no changes in team composition will be allowed.
- Each team must select a team leader for communication with the organizers

3. ROUNDS STRUCTURE

- Preliminary Round (Written/MCQ): All registered teams participate; top teams qualify for the final round.
- Final Round (On Stage/Oral) may include: General Round, Pass Round, Visual/Audio Round, Rapid Fire, and Buzzer Round.

RULES

4. RULES OF QUESTIONING

- Each question carries fixed marks (commonly **5** or **10**).
- No negative marking unless specified.
- Teams must answer within a given time limit (e.g., **30** seconds).
- If unanswered, the question may be passed to the next team.
- In buzzer rounds, the fastest team must answer immediately; wrong answers may attract a penalty.

5. TIE-BREAKER RULES

- In case of a tie, a tie-breaker round will be conducted.
- Tie-breakers may include sudden-death questions or additional buzzer rounds.

6. SCORING SYSTEM

- Correct Answer: **+10** points
- Passed Answer: **+5** points
- Wrong Answer (in buzzer): **-5** points
- No Attempt: **0** points

7. CONDUCT & DISCIPLINE

- Use of mobile phones, smart watches, or internet during the quiz is strictly prohibited.
- Team members must not communicate with the audience during rounds.
- Any malpractice will lead to disqualification.

RULES

8. ROLES & RESPONSIBILITIES

- **Quiz Master:** Conducts the quiz and resolves disputes.
- **Judges/Scorers:** Keep records and ensure fairness.
- **Timekeeper:** Monitors time limits for answers.
- **Volunteers:** Assist with logistics and audience management.

Heymank (8289044518)

Aryan (7018917923)