



The Annual & Technopreneurship fest of  
IIT Bhubaneswar

# PRAVAAH' 26

## RULEBOOK

FEB 5-FEB 8



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## FREE FIRE FURY

### About Free Fire Max Tournament:

Hello Survivors! It's time to show your talent in the ultimate Free Fire Max Tournament conducted by PRAAVAH. This competition is completely SQUAD MODE(four member team) and will be conducted in three rounds.

#### Round 1 :

- Matches will be played in Battle Royale format.
- Each team will play one BR match, and the top 3 (only according to placement) from each pool (one room = 12 squads) will qualify for Round 2.

#### Round 2 :

- Matches will be played in Battle Royale format.
- Each qualified team will play three BR matches. The top 4 (based on scoring) will qualify for the next round.
- Selection Criteria (based on registrations):
  - 1 pool: Top 4 squads qualify.
  - 2 pools: Top 2 from each pool qualify.
  - Only an even number of teams will be qualified accordingly.

#### Round 3 :

- Qualified teams will compete in Clash Squad format.
- If 4 teams qualify:
  - Room 1: Team 1 vs. Team 2
  - Room 2: Team 3 vs. Team 4
  - Room 3 (Final): Room 1 Winner vs. Room 2 Winner
- A similar decision will be taken in case of unforeseen situations.

\*Round formats are subjected to change based on registrations, and will be communicated clearly if any before the event.

#### Map Selection :

- Battle Royale Format : Bermuda and Purgatory.
- Clash Squad Format : Only Bermuda.

## Scoring (Points Distribution) :

- **Round 1:** Selection is based only on placement (kill points are not considered).
- **Round 2:** Points Distribution:
  - 1 point per kill

## **Position Points:**

POSITIONS	POINTS
1st place	12 points
2nd place	9 points
3rd place	8 points
4th place	7 points
5th place	6 points
6th place	5 points
7th place	4 points
8th place	3 points
9th place	2 points
10th place	1 point
11th & 12th place	0 points

- **Round 3:** The winner of the Clash Squad match wins the tournament.

## Cheating & Fair Play :

- Any form of cheating, teaming up, hacking, or exploiting game mechanics will result in immediate disqualification.
- All participants must adhere to fair play and good sportsmanship.
- Emulators are not allowed.

## Spectators :

- Only authorized tournament organizers are allowed to spectate matches.
- Streaming by participants is encouraged but not mandatory.



### **Equipment :**

- Players are responsible for their own devices and internet connections.
- Teams must be punctual for matches. Delays due to technical issues may lead to penalties or disqualification.
- Minimum Level 40 is required to participate.

### **Tournament Admin Decisions :**

- All decisions made by tournament administrators are final.
- For any disputes, proper screenshots must be provided as proof.

### **Prizes :**

- Total Prize Pool: Rs. 6500/-
  - 1st Place: Rs. 3000/-
  - 2nd Place: Rs. 2000/-
  - 3rd Place: Rs. 1500/-
- Certificates from PRAAVAH, IIT Bhubaneswar, for all participants who qualify for Round 3.
- Goodies will be awarded to the best participants.

### **Timeline & Schedule :**

- Registration Deadline: 7:00 PM,
- WhatsApp Groups: Created for all team leaders with further details.
- Tournament Date: 26th January 2026.

### **Registration Fees :**

- The registration fee is INR 100/-.
- You can register directly using the provided link.

Let the battles begin—may the best players win!



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# PRAVAAH

## Contact Details:

For Competition and Registration:  
Chakradhar-9392754488



## BATTLE GROUNDS MOBILE INDIA

### Event Overview :

- PRAVAAH'26 presents an epic showdown in the world of BGMI (Battle Grounds Mobile India).
- The event is a SQUAD MODE competition conducted in 3 matches. Players can register either as a squad (2-4 players) or as a solo player. Solo players will play alone, but the gameplay will follow squad-mode rules.
- **Online-based Squad Mode tournament (no LAN matches).**

### Tournament Details :

- Matches in Battle Royale Mode on Erangel, Sanhok and Miramar.
- Registered Teams play 3 classic mode matches.
- **All teams will be eligible to play all three matches.**
- **Matches will be conducted using advanced room cards.**
- Players are required to be present at least 20 minutes before each of the three matches. Late arrival may result in a penalty or disqualification.
- The top 2 teams based on overall points (position & kills) are the final winners.

### Scoring :

- 2 points per kill; position points distributed as specified.

### Placement points :

POSITIONS	POINTS
1st place	15 points
2nd place	12 points
3rd place	10 points
4th place	8 points
5th place	6 points
6th place	4 points
7th place	2 points
8-12th places	1 point
Others	0 points



### **Cheating and Fair Play :**

- Any form of cheating, teaming up, hacking, or exploiting game mechanics results in immediate disqualification.
- Participants must adhere to fair play and good sportsmanship.

### **Spectators :**

- Only authorized tournament organizers can spectate matches.
- Participant streaming is encouraged but not mandatory.

### **Equipment :**

- Players are responsible for devices and internet connections.
- Teams must be punctual; technical delays may lead to penalties or disqualification.

### **Tournament Admin Decisions :**

- All decisions by admins are final.
- Screenshots are required as proof for arguments (in case of server glitches).

### **Timeline & Schedule :**

- Registration Deadline: 24<sup>th</sup> January 2026, 11:00PM.
- WhatsApp Groups: Created for all team leaders with further details.
- Tournament Date: 25th January 2026.

### **Benefits :**

- Prizes worth 5k for the Top 3 Teams.
- Certificates from PRAVAAH'26, IIT Bhubaneswar for all team members.

### **Contact Details :**

For Competition and Registrations:

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## ***CLASH ROYALE TOURNAMENT***

PRAVAAH'26 presents the Clash Royale Tournament, providing participants with a competitive platform to showcase their strategic skills in head-to-head matches for exciting rewards. Players are encouraged to prepare their decks, refine their strategies, and ensure their cards are upgraded. The tournament promises a fair and engaging competitive experience for all participants.

### **Player Requirements :**

- No specific requirements.
- Evolved cards and champion cards can be used.
- A player can switch decks in the tournament as they wish (not restricted to a single deck throughout the tournament).

### **Registration & Entry Fees :**

- Registration will be done through Unstop.
- A WhatsApp group will be created with the registered phone numbers, where each participant must submit their profile name and tag.
- Entry fee for each player: Rs.100/-

### **Rules & Working :**

The tournament format depends on the number of participants.

- If there are 50 or fewer players, the tournament will have one round.
- If there are more than 50 players, the tournament will have two rounds.
- The tournament will follow the Classic Clash Royale format.

#### **Round 1:**

- Duration: 1 hour
- Preparation/Joining Time: 30 minutes
- Battle Type: NORMAL BATTLES (to ensure players can create their own decks without game mode constraints).
- Level Cap: Tournament standard levels will be maintained for fairness (level 11).



- Maximum Losses Allowed: 5
- The tournament tag and password will be shared in the WhatsApp group containing all participants.

### **Additional Rules**

- Players must remain available throughout the tournament to avoid matchmaking issues. PRAVAAN is not responsible if a player is unable to match due to inactivity.
- Players failing to enter the tournament within the given timeframe will be disqualified immediately.

### **Fair Play :**

- Any form of cheating or hacking will result in immediate disqualification.

### **Tournament Admin Decisions :**

- All decisions made by the tournament administrators are **final**.
- Appeals may be considered but are subject to the discretion of the organizers.
- Proper proof is required for any claims of mistaken decisions.

### **Prizes :**

Prizes worth **Rs. 6500/-** will be distributed among the top 3 positions:

- **1st Place:** Rs. 3000/-
- **2nd Place:** Rs. 2000/-
- **3rd Place:** Rs. 1500/-

### **Contact Details :**

For Competition and Registrations:

Parmeshwar:7901693117



## VALORANT

### **INTRODUCTION :**

Valorant gaming event that brings together the brightest and most skilled players on our campus. We invite you to participate in a thrilling display of tactical prowess, teamwork, and intense competition. PRAVAANH'26 invites you to compete with other kill-hungry players to emerge victorious in its Valorant Tournament. Do you have it in you to "Defy the limits"?

### **TOURNAMENT PROCEDURE :**

- The tournament will be held ONLINE over a single day and the date and time of which will be uploaded on the website.
- The tournament will consist of many rounds depending on the number of participating teams.

### **ROUND FORMAT :**

- Round1 : KNOCKOUT
- Round2: QUALIFIERS
- Round3: FINALS.
- The map will be decided on the spot from the pool of maps given. (2 maps will be chosen by the teams and the third map will be chosen by the organizers).

### **RULES AND REGULATIONS :**

- Registration will be done on the website itself.
- It is a 5 Players Team Tournament, with no substitutes.
- Each team must present 1 representative as a captain. He/she is responsible for his/her team and will be responsible for choosing maps and all communication with authorities must be done through the team captain.
- The entire squad should be online before 15 minutes of the match.

- Any absence of a player, late arrival, disconnection, or network-related issue (including high ping, packet loss, game crash, power failure, or ISP problems) will not be considered a valid reason for match delay, reschedule, or restart.
- If a team is unable to field the required number of players at the match start time, or if a player disconnects during the match, the match will continue as is, and the affected team will bear full responsibility for the outcome.
- The match will have the same rules as Standard matches. The first team to win 13 rounds (in-game) will be declared the victor of the match and will advance.
- All fixtures are knockouts and only one map is played, except for finals where it is a best of 3 round ,where maps change for every round.
- The map in each match played will be picked through a map vote.
- “OVERTIME” – In case of a draw after 24 rounds, Teams must win 2 consecutive rounds to claim victory, with each overtime set consisting of 2 rounds (one attacking, one defending side).
- Players are not allowed to use any form of custom game files during the official matches.
- Indulging in malpractice like aimbot, wallhack, etc. leads to a permanent disqualification of the team.
- Minor changes can be done in rules which will be informed to all the participants before the tournament.

## **MAPS :**

- Ascent
- Split
- Fracture
- Bind
- Breeze
- Icebox
- Haven
- Pearl



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# PRAVAAH

## CONTACT DETAILS :

For Competition and Registrations:

CON: V SANJAY KARTHIKEYAN

PHN NO: 8885354169



## *Trekkon - FASTEST LINE FOLLOWER*

### **INTRODUCTION :**

The competition follows a single rule—any robot that deviates from the line is immediately disqualified. The challenge is to design a precise and obedient robot dedicated entirely to line tracking.

Participants are required to develop an autonomous robot that follows a black line on a white track, with the objective of achieving maximum speed to outperform competitors and reach the finish first.

### **General Rules :**

- The robot must begin behind the starting point and must adhere to the black line throughout the track.
- Team size: 1 to 4 members.
- The robot must be autonomous and not made from any ready-made kit.
- Size restrictions:
  - The bot must fit within a 20cm x 20cm x 20cm cube.
  - Max weight: 5kg (5% tolerance allowed).
- Power restrictions:
  - Batteries must be sealed, immobilized electrolyte type (gel cell, lithium, NiCad, or dry cells).
  - The maximum voltage anywhere in the robot should not exceed 12V DC.
- The bot must not emit infrared light, but optical sensors (e.g., infrared distance sensors) are allowed if they don't interfere with other bots.
- Reflective infrared materials are not allowed on the bot's exterior. If painted, it must be matte.
- No magnetic interference should be generated that could affect other robots.
- The robot must be capable of movement in multiple directions.
- Any robotic parts or materials can be used if the bot meets the specifications and is originally designed and constructed by the team (ready-made robots are not allowed).



- The track will have a white surface with a black guiding line and may include crossed, curved.
- Organizer decisions are final.

### **Start and Restart Rules :**

- Only the team leader can handle the robot during gameplay.
- The robot will be placed at the starting point with referee approval.
- A restart is allowed if the robot:
  - Loses the line or stops midway.
  - Fails to follow directions.
- During a restart, the robot must be placed back at the start.
- Reprogramming or adding/removing parts is not allowed during the race, but sensor adjustments are allowed with referee approval.
- Race clock resets on restart, but the competition clock continues.
- Maximum of 3 restarts per round.

### **Mandatory Restart Conditions :**

A robot must restart if:

- It fails to start after pressing the Start Button for 1 minute.
- It is touched by a human without referee approval.
- It moves out of the arena.
- The referee orders a restart.

**Prizes :** Total prize worth 20000/-

### **CONTACT DETAILS :**

For Competition and Registrations related Queries:

Vasishta : 6300602558



## ROBO SOCCER

### Introduction :

Kick-Off is a robotic football competition where autonomous bots face each other, demanding high levels of accuracy and precision in ball control.

### Event Format :

The competition consists of three rounds:

- **Round 1: Qualifiers**

- Teams shoot goals from five fixed locations in the arena.
- Only one attempt per location is allowed.
- The goal is to score maximum goals in the shortest time.
- Top teams advance to the next round.

- **Round 2: Knockout**

- Selected teams are divided into two groups.
- Teams compete in elimination matches.
- The highest-scoring team from each group advances to the finals.

- **Round 3: Finals**

- Two finalist teams compete in a match of two 3-minute halves.
- A 1-minute break is allowed between halves.
- The team with the most goals wins.

### Judging Criteria :

- **Round 1:**

- **100 points per goal.**
- **2 bonus points** for every second saved from the 5-minute time limit.
- In case of a **tie**, the team with more goals ranks higher.

- **Round 2:**

- The team with the **most goals wins**.
- In case of a tie, teams take **three penalty kicks** from different positions.
- If still tied, an **additional penalty round** may be held.

### Robot & Team Specifications :

- Team Composition:

- Max 5 members (all must be students from an authorized college).



- **Robot Design:**

- Max size: 30cm x 30cm x 15cm.
- Max weight: 15kg (extra points for robots under 5kg).
- Robots can be wired or wireless (adjustable frequency for wireless bots).
- Max voltage: 12V across any two points.
- No ball-holding mechanisms allowed (robots must push or shoot the ball).

- **Arena Specifications:**

- **Field size:** 120cm x 200cm.
- **Goalpost:** 40cm x 20cm.
- **D-area:** 60cm x 45cm.
- **Ball:** Tennis ball (max 100g).

**Rules & Regulations :**

- Failure to meet specifications can lead to disqualification.
- Robots cannot be modified between rounds (only repairs like wiring/soldering are allowed).
- Participants must bring their own batteries (no charging facilities provided).
- Warnings for fouls:
  - Intentional ramming or match-fixing gets a warning.
  - Second warning results in disqualification.
- Fouls inside the D-area result in a penalty kick.
- If the ball goes out of the arena, a free kick is awarded.
- Organizers have the right to modify rules, and their decisions are final.
- Damaged robots during a match are the team's responsibility, but a 2-minute repair time may be granted for circuit failures.

**Prizes :** Total prize worth 20,000/-

**CONTACT DETAILS :**

For Competition and Registrations related Queries:

Vasista : 6300 602 558



## DATA SCIENCE HACKATHON

This hackathon evaluates participants' data science and machine learning skills through a single, fully offline 24-hour hackathon.

### Eligibility

- Open to all college students
- Individual or team participation (up to 4 members)
- Conducted entirely offline

### Hackathon Format

- Single-round, 24-hour offline hackathon
- Common problem statement announced at the venue
- Solutions must be developed from scratch during the hackathon
- All work and submissions must be completed within campus premises
- Teams may submit early and leave; no changes allowed after submission and exit
- Pre-existing code is not allowed except:
  - Open-source libraries
  - Frameworks
  - Public datasets

### Submission

- Upload final work to a well-documented GitHub repository before the deadline
- Must include:
  - Complete source code
  - Dataset(s) used
  - Project report (PDF/Markdown): problem statement, model, metrics, results
- No presentation or demo round; evaluation is based only on the GitHub submission

### Team Guidelines

- Maximum 4 members per team
- Teams must be finalized before the hackathon
- One representative for official communication



## Project Guidelines

- Projects must be original and developed during the hackathon
- External tools/resources must be disclosed
- Ethical AI practices and responsible data usage are mandatory
- Only new work will be evaluated if prior work is extended

## Judging Criteria

- Technical Accuracy – 50%
- Innovation & Creativity – 20%
- Execution & Functionality – 15%
- Clarity & Documentation – 15%
- Tie-breaker: Higher Technical Accuracy

## Prizes

- Single-round evaluation
- Total Prize Pool: ₹20,000
- Distribution announced during the event

## Rules & Conduct

- No bots, AI assistants, or external help
- No plagiarism or code reuse (except permitted tools)
- Maintain respectful and inclusive conduct
- Violations may lead to immediate disqualification

## General Terms

- Physical presence is mandatory
- Organizers' and judges' decisions are final and binding

## Venue

- UHL, IIT Bhubaneswar,

## Point of Contact

- Rohith Marpina
- 9848482121
- events.pravaah@iitbbs.ac.in



## B-PLAN

**DATE OF THE EVENT:** February 06, saturday

**PRIZEMONEY: 10000**

**VENUE:** lalithagiri hall of residence

B-plan is a Business Plan Making competition designed to encourage new innovative business venture plans and allow the participants to develop their entrepreneurial skills and knowledge for developing their business model. The participant should briefly present the Business Model of a company.

### **RULES:**

- The number of participants in a team should NOT exceed 3.
- Each team should choose a company and prepare their B-Plan such that their presentation time is less than 8 minutes.
- The company chosen by the participating team NEEDS NOT exist.
- Plagiarism is strictly NOT entertained. If found, the team will be disqualified.
- Decisions of the Team Pravaah'26 will be final in all other cases.

### **JUDGING CRITERIA:**

The Judgement is completely based on the team's presentation.

### **BENEFITS :**

- The participants will get suggestions to transform their idea into reality.
- Cash Prizes worth 10K + goodies and other incentives.
- Certificates from Pravaah'26, IIT Bhubaneswar to all the team members.
- Goodies will be provided to the best participants.

### **TIMELINE :**

- Timeline will be released soon



## **CONTACT DETAILS :**

For Competition and Registrations related Queries:

Renuka : 9110357304

Email: [events.pravaah@iitbbs.ac.in](mailto:events.pravaah@iitbbs.ac.in)



## ENIGMA

Enigma is a case-based challenge competition in which teams are required to solve real-time business problems. The event provides participants with an opportunity to enhance their analytical and problem-solving skills while gaining exposure to real-world industry scenarios.

### **STRUCTURE :**

- Enigma is a two-round team competition with each team having at most 2 participants.
- Round 1 a problem-solving contest where each team has to solve a real-time business case.
- Details regarding Round 2 will be communicated to the teams that qualify for the second round.

### **RULES :**

- A team must not have more than **two participants**.
- Each team is required to submit **only one final solution** for each given problem statement.
- **Plagiarism is strictly discouraged** and may lead to disqualification.
- The decisions taken by **Team Pravaah'26** shall be **final and binding** in all matters.

### **BENEFITS :**

- **Prizes worth 10k** and goodies to Top Teams.
- **Certificates** from **Pravaah'26, IIT Bhubaneswar** will be provided to team members.
- Special goodies will be awarded to the **best-performing participants**.

### **TIMELINE :**

- The detailed timeline of the competition will be announced soon.

### **CONTACT DETAILS :**

For Competition and Registrations related Queries:

Revathi :9381452021

Email: [events.pravaah@iitbbs.ac.in](mailto:events.pravaah@iitbbs.ac.in)



## STARTUP EXPO

The Startup Expo at Pravaah'26, IIT Bhubaneswar serves as an interactive platform aimed at encouraging entrepreneurial development and innovation. The event provides aspiring entrepreneurs, startups, and early-stage businesses an opportunity to present their ideas, products, and services to a diverse audience comprising students, investors, industry professionals, and potential customers.

### STRUCTURE

The Startup Expo will be conducted in an exhibition-style format where each registered team or startup will be allotted an individual stall to showcase their venture, interact with visitors, and promote their products or services.

### RULES

Each team or startup must register in advance to participate in the expo.

Participants will be allotted a dedicated stall measuring  $10 \times 10$  ft for displaying their startup.

Any additional requirements such as tables, chairs, display boards, or power supply must be communicated beforehand and will be provided subject to availability.

Startups intending to sell products or services during the expo must adhere to the specified terms and conditions.

### BENEFITS

Participants gain extensive exposure by showcasing their startups to students, professionals, and industry experts.

Startups can sell their products or services and collect real-time customer feedback to refine their offerings.

The event offers valuable networking opportunities with potential customers, mentors, collaborators, and investors.

Certificates from Pravaah'26, IIT Bhubaneswar will be awarded to all participating teams, adding credibility to their entrepreneurial journey.

### TIMELINE

The detailed timeline of the expo will be announced soon.

### CONTACT DETAILS

For startup participation, stall allocation, and event-related queries, please contact the organizing team.

### CONTACT DETAILS :

For Competition and Registrations related Queries:

Vikram : 9618140743      Email: [events.pravaah@iitbbs.ac.in](mailto:events.pravaah@iitbbs.ac.in)



## INNOVATION EXPO

The Innovation Expo is an event aimed at promoting innovative entrepreneurship by providing participants with a platform to present their projects or ideas. The competition encourages creative thinking, originality, and practical problem-solving, while offering valuable exposure to academic and industry evaluation.

### STRUCTURE

The Innovation Expo is a two-round competition.

Round 1 is an online screening round in which each team is required to submit a graphical abstract of their project. Teams that qualify will be notified within two days after the abstract submission deadline.

Round 2 will be conducted offline during PRAVAAH. Teams shortlisted from Round 1 will present their graphical abstract along with a table-top model or plant before the judges during the Expo.

### RULES

Every team must register to be eligible for participation.

A team may consist of a maximum of five members.

The registration and Round 1 submission must be completed before the specified deadline.

The project idea must be original and must not be copied from any existing source. Improvement or optimization of existing ideas is permitted.

The decisions taken by Team Pravaah shall be final and binding in all matters.

### SUBMISSION FORMAT

Each team must submit a single PDF file containing the graphical abstract and a detailed project description.

The PDF file should be named as .

Example: *Internet marketing.pdf*

The file must be emailed to **events.pravaah@iitbbs.ac.in** on or before the specified deadline with the subject line:

“Innovation Expo Submission |

Example: *Innovation Expo Submission | Internet marketing*



The email must also include team member details, including name, phone number, and email ID.

## BENEFITS

Cash prizes worth ₹10,000 will be awarded to the top teams.

Participants gain an opportunity to showcase their projects and receive expert feedback from professors of IIT Bhubaneswar.

Certificates from Pravaah, IIT Bhubaneswar will be provided to all team members for each round.

## TIMELINE

The detailed timeline of the competition will be announced soon.



## MARCATUS

### **ROUND 1:**

- The team can consist of at most 2 members.
- The round will consist of a set of questions with straightforward answers. (One-word answer)
- The letter of the answer for each question is the same as the question number, you will get the password to enter the meeting.
- Example- If the 2nd question answer is AMBANI, then your 2nd letter in the password is M.
- The qualification scenario to round 2 will be intimated at the time of event.

### **ROUND 2:**

- People Will Now Get to Select 1 Item from Each of The Slots We Present Based on Your Rankings from The Previous Round.
- Now, You Will Have to Create a Product Using the Items You Acquired Earlier, Then Present a Marketing Pitch to Sell the Product.
- You Can Present Your Marketing Strategy in The Form of A Presentation, Case Study, Speech, or Whatever Suits You Best!

### **BENEFITS :**

- Prizes Worth 10k + Goodies Will Be Awarded to the Top Teams.
- Certificates from Pravaah'26, IIT Bhubaneswar to All the Participants Qualified for Round 2
- Goodies Will Be Provided to The Best Participants.

### **TIMELINE :**

- Timeline will be released soon.

### **CONTACT DETAILS :**

For Competition and Registrations related Queries:

Madhuri: 7672047503

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**IPL AUCTION**

IPL Auction is a virtual bidding competition conducted over two rounds. Both rounds will be held offline during Pravaah'26. In Round 1, each team will be required to answer a set of questions related to IPL cricket matches and players. Teams qualifying from Round 1 will be provided with the names of ten IPL teams along with virtual money, which can be used to bid for players in the auction.

**STRUCTURE**

- IPL Auction is a **two-round team competition**.
- **Round 1** consists of a question-based assessment related to IPL matches and players.
- The **top ten teams** from Round 1 will qualify for **Round 2**.
- In **Round 2**, qualified teams will participate in a **virtual player auction** using the allotted virtual money.
- All rules and details related to Round 2 will be **informed during the competition**.

**RULES**

- Each team must **register with a team name**.
- A team must consist of a **minimum of three and a maximum of five participants**.
- Each team must designate **one team leader**, who will be the **only member allowed to take the exam**.
- **Late submissions** of answers will **not be considered**.
- The decisions taken by **Team Pravaah'26** shall be **final and binding in all matters**.

**BENEFITS**

- Prize pool worth **₹10,000** will be awarded to the **top teams from Round 2**.
- Certificates from **Pravaah'26, IIT Bhubaneswar** will be provided to all teams selected for Round 2.

**TIMELINE :**

- The detailed timeline of the event will be **released soon**.

**CONTACT DETAILS**

For Competition and Registrations related Queries:

Chakradhar:9392754488

Email: [events.pravaah@iitbbs.ac.in](mailto:events.pravaah@iitbbs.ac.in)



## ***Solo Dance***

**Date: February 07 ,2026**

The Solo Dance Competition is a performance-based event that provides participants with an opportunity to showcase their talent, creativity, and expression through dance on stage.

### **RULES**

- All dance forms are permitted.
- Participants may perform to either a single song or a medley of songs.
- The time limit for each performance is 1 minute 30 seconds to 4 minutes, including entry and exit.
- The selected song or medley must be submitted to the Organizing Committee by 11:59 PM of the day before conducting the event.
- Participants must ensure that the stage remains undamaged at all times.
- The use of props is permitted, provided they do not cause any damage to the stage.
- An ‘empty/clean stage’ is stipulated as the requirement for a team to ensure that they retrieve all items they bring onto the stage upon their departure from it.
- The use of powders, nails, fire, water, or any hazardous materials is strictly prohibited.

### **JUDGING CRITERIA**

- Choreography: 30%
- Energy: 25%
- Creativity (Costumes, Props, etc.): 15%
- Expressions and Body Language: 20%
- Technicality: 10%



## BENEFITS

- Winners will receive mementos, T-shirts, and certificates.
- All participants will be awarded certificates of participation.

## TIMELINE

The detailed timeline of the event will be released soon.

## CONTACT DETAILS

For competition and registration-related queries:

CON: V SANJAY KARTHIKEYAN

PHN NO: 8885354169

CON: CHITRANJALI

PHN NO: 9618280062

**GROUP DANCE****Date: February 07, Sunday****Venue: Auditorium**

The Group Dance Competition is a performance-based event that provides participants with an opportunity to showcase coordination, creativity, and collective expression through group choreography on stage.

**RULES**

Team Size: 4-30 per team

- All dance forms are permitted.
- Participants may perform to either a single song or a medley of songs.
- The time limit for each performance is 5 to 12 minutes, including entry and exit.
- The selected song or medley must be submitted to the Organizing Committee by 11:59 PM the day before conducting the event.
- Participants must ensure that the stage remains undamaged throughout the performance.
- The use of props is permitted, provided they do not cause any damage to the stage.
- An ‘empty/clean stage’ is stipulated as the requirement for a team to ensure that they retrieve all items they bring onto the stage upon their departure from it.
- If a stage is found not clean, then the culprit team will be given a deduction of 20 Score Points.
- The use of powders, nails, fire, water, or any hazardous materials is strictly prohibited.

**Judging Criteria :**

- **Coordination:** 25%
- **Choreography:** 20%
- **Energy:** 20%
- **Creativity (Costumes, Props, etc.):** 10%
- **Expressions and Body Language:** 15%
- **Technicality:** 10%

**Benefits:**

- Winning teams will receive mementos, T-shirts, and certificates.
- All participants will be awarded certificates of participation.

**Timeline:**

- The detailed timeline of the event will be released soon.

**Contact Details:**

For competition and registration-related queries:

CON: V SANJAY KARTHIKEYAN

PHN NO: 8885354169

CON: CHITRANJALI

PHN NO: 9618280062



## **STREET BATTLE**

**Date: February 07,sunday**

Street Battle is a competitive dance event where participants go head-to-head in a high-energy battle format. The event provides dancers with an opportunity to showcase their skills, creativity, and stage presence in a dynamic and competitive environment

**Rules:**

- Each battle will be a street-style dance face-off, eliminative in nature.
- This is an individual participation event, and each participant will compete solo.
- All dance forms are permitted.
- Participants will compete against each other in three rounds, with the final decision resting with the judges.
- Participants must ensure that the performance area remains undamaged at all times.
- The use of props is permitted, provided they do not cause any damage to the performance area.
- The use of powders, nails, fire, water, or any hazardous materials is strictly prohibited.

**Judging Criteria :**

Choreography -35%

Energy -30%

Expressions and Body Language -25%

Technicality -10%

**Benefits:**

The winner will receive a cash prize worth ₹6,000, along with T-shirts and certificates.

**Timeline:**

The detailed timeline of the event will be released soon.

**Contact Details:**

For competition and registration-related queries:

CON: V SANJAY KARTHIKEYAN

PHN NO: 8885354169

CON: CHITRANJALI

PHN NO: 9618280062



## SPOTLIGHT (*MONOACT*)

**Venue : Community Centre**

**Event Type : Offline**

**Prize Money : Prizes worth 6500**

**Date : February 06, 2026**

### **Rules and Penalties :**

1. The act has to be in **English or Hindi, or both**. A few words in any other language are allowed.
2. Any props required for the act must be brought by the participants. Any other requirements must be informed beforehand and are subject to availability.
3. **Vulgarity and obscenity** are strictly prohibited and can lead to disqualification.
4. Content of any kind that is harmful to the interests or beliefs of specific groups, including but not limited to **social, economic, religious, gender, or political groups**, is strictly punishable and can lead to disqualification of the team. In case of dispute, the decision of the judge will be final.
5. Participants need to come with a **laptop** and are expected to appoint an individual to manage sound during the performance within the team's limit.
6. An '**empty/clean stage**' is stipulated as the requirement for a team to ensure that they retrieve all items they bring onto the stage upon their departure from it.

### **Penalties:**

7. If a stage is found **not clean**, the culprit team will be given a **deduction of 30 score points**.
8. If a stage is found **damaged**, the culprit team will face **disqualification**.



## 9. Penalties for extension of time limit:

>10:00 to 11:00 – 5 score points deducted

>11:00 to 12:00 – 10 score points deducted

>12:00 to 13:00 – 15 score points deducted

>13:00 – Performance will be stopped and participants will be asked to leave the stage, along with 30 score points deducted

## Judging Criteria:

- Script and Direction: 35%
- Acting: 35%
- Lights and Music: 10%
- Creativity and Stage Setting: 15%
- Overall Impact: 5%

## CONTACT DETAILS :

For Competition and Registrations related Queries:

Mohan - 7075948589

***ABHINAY(STAGE PLAY)*****Event Type : Offline****Date of the event****February 05, Friday****Venue : Community Centre****Prize Money : Prizes worth 10000/-****Duration: 45–60 minutes from empty stage to empty stage (wings excluded).****RULES :**

- The play should only be in English or Hindi or both, but a few words (including slang) of other languages are allowed for a minute.
- Both original and adapted scripts are allowed.
- Participants need to come with their own laptop and are expected to appoint an individual to manage sound during the performance within the team's limit.
- Vulgarity and Obscenity are strictly prohibited and can lead to disqualification.
- Content of any kind that is harmful to the interests or beliefs of specific, but not limited to, social, economic, religious, gender, or political groups is strictly punishable and can lead to disqualification of the team. In case of dispute, the decision of the judge will be final.
- The time expended because of applause interruption will not be added to the play timing.
- An ‘empty/clean stage’ is stipulated as the requirement for a team to ensure that they retrieve all items they bring onto the stage upon their departure from it.
- Total play is of 100 points



- If a stage is found not clean, then the culprit team will be given a deduction of 30 Score Points.
- If a stage is found damaged, then the culprit team will face disqualification.
- Penalties for extension of time limit:
  - a. >60:00 to 61:00 = 5 Score Points deducted
  - b. >61:00 to 62:00 = 10 Score Points deducted
  - c. >62:00 to 63:00 = 15 Score Points deducted
  - d. >63:00 to 64:00 = 20 Score Points deducted
  - e. >64:00 to 65:00 = 25 Score Points deducted and so on.
  - f. >70:00 = Performance will be stopped, and participants will be asked to leave the stage, along with disqualification.

### **JUDGING CRITERIA :**

- Script and Direction - 35%
- Acting - 35%
- Lights and Music - 15%
- Creativity and Stage Setting - 10%
- Overall Impact - 5%

### **CONTACT DETAILS :**

For Competition and Registrations related Queries:

Chakri : 9392754488



# PRAVAAH

## TAMASHA (NUKKAD)

Date of the event

February 06,saturday

Venue : BB Court

Prize Money : Prizes worth 10k

### RULES :

- The act should be either in English or Hindi or both, but a few words (including slang) of other languages are allowed. Both original and adapted scripts are allowed.
- The time expended because of applause interruption will not be added to the play time.
- Content of any kind that is harmful to the interests or beliefs of specific but not limited to social, economic, religious, gender, or political groups is strictly punishable and can lead to disqualification of the Team. In case of dispute, the decision of the judge will be final. Vulgarity and Obscenity are strictly prohibited and can lead to disqualification.
- Spilling of powdery substance, fluids, usage of fire, props, or any substance that might damage the stage or adversely affect the performance of other teams is strictly not allowed. Any team found using it would face a penalty of **30 Score Points**. The teams will be expected to restore the stage to its original condition within the set time limit in case any prop or substance that causes temporary changes is used (e.g., in case of spilling powdered substances, the stage will need to be cleaned up by the team).
- If a stage is found not clean or is damaged, then the team will be given a deduction of 30 Score Points.
- The Performance Area is a taped 30 ft × 30 ft. Everything shall be done in this given area, including performance, keeping props, etc. No performer or prop is allowed to re-enter the performance area after stepping out. 'Stepping out' here would mean that any body part of the performer OR any prop is lying outside the boundary. Penalty of 5 Score Points deduction for every instance of 'coming back' after 'stepping out' as described above.

- **Penalties for extension of time limit:**

- a. >30:00 to 31:00 = 5 Score Points deducted
- b. >31:00 to 32:00 = 10 Score Points deducted
- c. >32:00 to 33:00 = 15 Score Points deducted
- d. >33:00 to 34:00 = 20 Score Points deducted
- e. >34:00 to 35:00 = 25 Score Points deducted
- f. >35:00 = Performance will be stopped, and participants will be asked to leave the stage, along with 55 Score Points deducted

## **JUDGING CRITERIA :**

Script and Originality - 20%

Acting, Energy and Voice - 40%

Direction and coherence in implementation - 20%

Creativity and Overall impact - 20%

## **CONTACT DETAILS :**

For Competition and Registrations related Queries:

Jaswanth : 9490518952



## FASHION SHOW

**Date : February 05, 2026**

**Venue : Auditorium**

**Prize pool : Prizes worth 10,000/-**

**NO. OF TEAMS PER COLLEGE : No Limit**

**NO. OF PARTICIPANTS PER TEAM :**

- Each team must have a minimum of 6 and a maximum of 15 performers. In addition to performers, up to 3 extra members are allowed for roles such as makeup, narration, lighting, or backstage support.

**TIME LIMIT :** Maximum 15 minutes' including stage setup. (Marks will be reduced accordingly for every exceeding minute)

**DESCRIPTION :** Participants will present clothing and accessories on the runway, highlighting the latest designs for a broad audience

**Important Note:**

- All Participants must follow the dress code relevant to their chosen theme.
- Decency and appropriateness are mandatory.
- Outfits should reflect grace, elegance, and cultural sensitivity, creating a refined and respectful ambiance.
- Revealing or offensive attire is strictly prohibited.
- The objective is to host an enjoyable and sophisticated event that celebrates timeless fashion.
- Step onto the runway and express your creativity, embracing grace, style, and timeless elegance.

**THEME:- Open Theme – Open for All**

Participants are free to choose any concept, provided it aligns with the event guidelines and maintains decorum.

**RULES :**

- Stunts which pose any risk to life are not permitted. Exceeding the time limit will be strictly penalized.



- Using any substance (or prop) that poses danger or might alter the stage in any way for the next team is not allowed (e.g., spilling of liquid that will affect the dryness).
- Live Narration can be done during the performance.
- Any type of music (with or without lyrics) is allowed for the performance.
- Judging will be done on an overall basis, including costumes, hairstyle, and accessories most important being their relevance to the theme.
- Vulgarity is not allowed.
- Obscenity will be left to the judge's discretion, and their decision will be final and binding in case any part of the performance is found objectionable.

## **PENALTY:**

- 15-16 minutes: 10 marks deduction
- 16-17 minutes: 20 marks deduction
- After 17 minutes: Music will be stopped, along with an additional penalty of 35 marks

## **JUDGING CRITERIA :**

Ramp Walk + Choreography - 35%

Costumes - 35%

Theme Relevance - 15%

Stage Presence and Overall Impact - 15

## **ACCOMMODATION AND GUIDELINES:**

- Green rooms will be provided for changing purposes, ensuring convenience for all participants.

## **CONTACT DETAILS :**

For Competition and Registrations related Queries:

Sai Sree:6303954701

Email: [events.pravaah@iitbbs.ac.in](mailto:events.pravaah@iitbbs.ac.in)



## FACE PAINTING COMPETITION

**Date: 5th February, 2026**

**Prize Pool: Prizes worth Rs. 3000**

### **Rules:**

- This is an individual competition which will be conducted at the night.
- You need to submit your face painting photograph with a selfie stand in the google form QR at the time of event.
- Paints will be provided by the Pravaah Team.
- Only one submission is allowed per individual.
- Plagiarism is strictly prohibited.

### **Judging Criterion:**

- Creativity & Originality (30%)
- Relevance to the Theme (30%)
- Colour Palette (10%)
- Technique & Execution (30%)

### **Prize:**

- 1st: worth Rs.1500
- 2nd: worth Rs. 1000
- 3rd: worth Rs. 750

### **CONTACT DETAILS :**

For Competition and Registrations related Queries:

Tanvika

ph.no 9550966868



## ***VIEW FINDER***

**Infra Pulse** - Capture the vibe of institute's architecture.

**Judging Criteria:**

- Creativity (40%)
- Composition and framing (30%)
- Reflection of theme (30%)

**Motion and Emotion** - Depict motion along with emotion in your shots.

**Judging Criteria:**

- Storytelling through motion and emotion (40%)
- Technical skill (30%)
- Creativity and originality (30%)

**Altered Reality** - Use photoshop to edit and blend your shot(s) to make creative images.

**Judging Criteria:**

- Creativity and innovation (40%)
- Execution of editing techniques (40%)
- Concept and storytelling (20%)

**Rules :**

- Eligibility: Open to all students
- Submission Format: Edited/non-edited JPEG (with EXIF data), along with RAW image and a pdf of description.
- Editing Restrictions: Only global editing allowed
- Participants must submit original photographs, ensuring each image is within the past 6 months.
- DSLRs, cameras and smartphones are allowed.
- Participation in more than one theme is allowed, but multiple submissions for a particular theme is not allowed.

**Cash Pool :**

- First – 2000 + Memento + certificate (for each theme)
- Runner up – 1000 + certificate (for each theme)
- All other participants with participation certificate.

**CONTACT DETAILS :**

For Competition and Registrations related Queries:

Sasank : 8247342775

Baman Teja : 6304640345



## 51-HOUR FILM MAKING

### Event Details:

- Number of teams per institute: No Cap
- Number of participants per team: 4-17 members
- Time Limit: 3-8 minutes (including credits)
- Theme Announcement: Will be revealed at the beginning of the event

### Date of the event

**February 05, Friday**

### **Event Description:**

- Participants must write, shoot, and edit a short film within 51 hours.
- A short synopsis (max 100 words) must be submitted along with the final film.
- Submissions will be taken offline.

### Submission Deadline:

- 51 hours after the theme is announced.

### **Submission Requirements:**

- Final movie file
- A selection of raw footage used in the final edit (Organizers reserve the right to request specific raw clips for verification)

### Rules:

**Content Restrictions:** The film must be appropriate for public screening, with no vulgarity or obscenity.

**Screening Order:** Will be decided by a random draw.

**Judging Procedure:** Judges will provide feedback only after all screenings are completed.

**Subtitles:** English subtitles are mandatory if dialogues are in any language other than English.

**Synopsis Requirement:** A short synopsis (max 100 words) must be submitted with the film. Failure to do so will result in a 10-point penalty.

**Location Constraint:** The short film must be shot within the designated areas of IIT Bhubaneswar. Violation will result in disqualification.



- **Music Usage:**

- Use of copyrighted lyrical music is strictly prohibited and will result in a 5-10 point penalty.
- Participants may use instrumental music, non-lyrical segments of songs, or a mix of background sounds, provided proper credits are given.
- Original poems or compositions created specifically for the film are encouraged. Failure to credit such work will lead to an 8-point penalty.

- **Anonymity:** The film must not explicitly or implicitly mention the name of the institution that created it.

- **Technical Resources:** The organizing team will not provide any computers, hardware, or software for editing.

### **Penalties:**

1. Exceeding Time Limit: Deduction of 10 points per extra minute. Films exceeding 10 minutes will not be judged.

2. Late Submissions:

- Up to 15 minutes late: 5 points deduction
- Up to 30 minutes late: 10 points deduction
- Up to 60 minutes late: 20 points deduction

3. More than 90 minutes late: Submission will not be accepted.

4. Relevance to Theme: Judges may deduct up to 30 points if the film does not align with the given theme.

5. Subtitles Non-Compliance: If any dialogue is in a language other than English and lacks subtitles, a 10-point penalty will be applied.

### **Judging Criteria:**

Story & Screenplay - 25%

Cinematography & Direction - 30%

Editing (Sound, VFX, Foley, etc.) - 25%

Acting - 5%

Overall Impact (Production value, thematic relevance, etc.) - 15%



All decisions made by the judges and organizing team will be final and binding. Best of luck, and let your creativity shine!

### **Prize Pool:**

- Winner: Prizes worth Rs. 8,000
- Runner Up: Prizes worth Rs. 5,000
- 2nd Runner Up: Prizes worth Rs. 2,000

### **CONTACT DETAILS :**

For Competition and Registrations related Queries:

Parmeshwar

PH.NO: 7901693117

Yuva Shree

PH.NO:8520012120



## KAVYODAY (*Hindi Slam Poetry*)

**Event Type :** Online

**Duration :** 2 hour

**Total prize worth:** 6,000

### RULES :

- This is an online event where participants will recite pre-written poetry.
- The poetry piece must be their original work composed in Hindi only.
- Plagiarism of any kind will result in direct disqualification.
- Poetry must be composed before the event's commencement,
- While memorization is encouraged, participants are allowed to take a printed copy of their poem as a reference if needed.
- Each poet will be allotted a maximum of 5 minutes for reciting their piece, which may be extended upon request and approval from the judges.
- Crossing the time limit will lead to a deduction of points.
- Participants are strongly discouraged from using any additional props or sound effects, including background music.
- Participants must ensure that their poems refrain from containing any anti religious, racist, homophobic, or offensive language.
- They can express strong emotions in their poems, but it should be done in a manner that is civil and respectful.
- The organizers reserve the right to change the rulebook, without any updates communicated to participants.

### JUDGING CRITERIA :

Vocabulary and Poetry Language - 30%

Content and creativity - 20%

Performance style and diction - 30%

Overall impact - 20%

### CONTACT DETAILS :

For Competition and Registrations related Queries:

Anubhav Mishra - 9336075908



## MEME MANIA

Greetings from PRAVAAH,

Getting bored with your regular studies? Now it's time to invoke the memer inside you

and be the reason for laughter. Let's boost your hidden talent and showcase your  
meme-making skills.

And here we go!

We are delighted to inform you that Team PRAVAAH'26 is organizing a meme competition

### • RULES:

- Participants should register with the proper e-mail id and are requested to provide their contact number also.
- Participants must submit at least one meme (no limit on how many you can create) based on the given theme.
- Participants need to submit their memes via google form to the team PRAVAAH'26.
- It is mandatory to follow @iitbbs.pravaah and @mememania\_pravaah.
- Your memes will be posted on our Instagram handle @mememania\_pravaah as soon as we receive your memes.
- Memes that contain vulgarity, disrespect, or defame individuals, companies, or any other subjects won't be shared.

### SUBMISSION FORMAT:

1. Memes should be in .jpg or .jpeg or .mp4 format (i.e., in the form of photo or reel) with a file size less than 10 MB.
2. When submitting your entry: Save your file using the format "Name-of-the participant\_Theme-number\_Submission-number.file\_extension" For example, if your name is "Lorem" and you are submitting the 2nd meme for theme number 3, you should name the file "Lorem\_3\_2.jpg".

3. Remember to ensure that existing images are available for reuse without copyright infringement.

**BENEFITS:**

- Prizes worth 5K to the top 2 performers.
- Shoutout on Instagram – Top 3 memes will be posted on our Instagram page @iitbbs.pravaah
- Participation certificates for all (non-disqualified) entries shall also be provided.

**JUDGING CRITERIA:**

- A panel of judges will determine the top three memes ,their decision will be based on the following criteria:

Creativity -40%

Correctness of the Theme -30%

Amount of likes and shares the meme received -30%

- Needless to say, judges' decisions regarding winning entries or disqualifications (if any) shall be final and binding.

**THEME:**

- 1.Sleep & Night Life
2. When Engineering Hits Hard
3. Group Project Trauma
4. Confidence & Social Situations

**CONTACT DETAILS :**

For Competition and Registrations related Queries:

Sahithee :8074215773



## *Web Hackathon*

### Eligibility

- Open to all college students.
- Participants may register individually or in teams of up to 4 members.

### General Rules

- This is a completely **offline 24-hour hackathon**; all participants must be physically present at the venue.
- The hackathon theme and problem statement will be announced at the start of the event.
- All development must take place within the hackathon duration; pre-existing projects are not allowed.
- Use of third-party libraries, APIs, frameworks, and AI-generated assets is permitted **only if properly disclosed and credited**.

### Team Formation

- Each team must designate a **team leader** for communication with the organizers.
- Participants cannot be part of more than one team
- Teams cannot merge or split after registration.

### Development & Coding Guidelines

- Projects must be **original** and built entirely during the hackathon.
- Use of boilerplate code (e.g., UI templates) must be disclosed.
- Plagiarism, offensive content, or unethical practices will result in immediate disqualification.
- Submissions must be functional; non-working projects will not be evaluated.

### Submission Requirements

- Submissions must be completed before the deadline.
- Each team must submit
  - A working demo (hosted or locally runnable)
  - A GitHub repository with proper documentation
  - Slides (maximum 5) explaining the idea, tech stack, and implementation
  - Team details and member roles
- Late submissions will not be accepted



## Late Submission Policy

- Late submissions will be accepted with penalties applied as follows
  - : ○ Up to 2 minutes late: 10% penalty
  - Up to 5 minutes late: 25% penalty
  - Further delays will incur progressively higher penalties, as decided by the organizers.

## Git Commit Policy

- Git commits made after the allotted submission time will not be accepted
- . ● Any commits pushed after the deadline will be ignored, and penalties will be applied according to the late submission policy.

## Judging Criteria

Projects will be evaluated on

- : ● Innovation & Creativity – 20%
- Functionality & Execution – 30%
- Technical Implementation – 25%
- UI/UX Design – 15%
- Adherence to Theme – 10%
- Code of Conduct
- All participants must maintain respectful and professional behavior.
- External help, outsourcing, hacking, or cheating is strictly prohibited.
- Any concerns should be reported to the organizers immediately.

## Hardware & Internet Usage

- Participants must use their own devices.
- Cloud services may be used if disclosed.
- Organizers are not responsible for hardware failure or data loss.



## Intellectual Property

- Teams retain ownership of their projects.
- Organizers may showcase submissions for promotional purposes

### . Prizes

- Winners will be announced after evaluation.
- Total Prize Pool: ₹20,000

### Venue

- UHL, IIT Bhubaneswar

### Point of Contact

- Rohith Marpina
- 9848482121
- events.pravaah@iitbbs.ac.in



## ***GENERAL QUIZ***

### ***SCI-BIZ-TECH QUIZ***

#### **STRUCTURE**

- SCI-BIZ-TECH Quiz is a two-round team competition, consisting of a Preliminary Round followed by the Final Round.
- Each team may have a maximum of three participants.
- The Preliminary Round will consist of 20 questions.
- The top eight teams from the Preliminary Round will qualify for the Final Round.
- The rules and format of the Final Round will be explained on the spot

#### **RULES**

- The quiz is open to all participants, with questions centered around science, business, and technology.
- Each team must report at least 15 minutes before the scheduled start time of the quiz.
- Team composition cannot be changed once the quiz has commenced.
- The use of mobile phones or electronic devices during the quiz is strictly prohibited unless explicitly permitted by the Quiz Master (QM).
- In the event of a tie, the resolution will be carried out based on the rules decided by the Quiz Master (QM).
- The Quiz Master reserves the right to modify the rules, format, or structure of the quiz if deemed necessary.



- Any team found violating the rules or engaging in misconduct may be **disqualified at the discretion of the Quiz Master.**
- In case of any discrepancy or dispute, the **decision of the Quiz Master (QM) shall be final in all matters.**

## BENEFITS

- Prizes worth ₹10,000 will be awarded to the winning teams.
- Certificates will be provided to all participating team members.
- Participants will gain exposure to a competitive and intellectually enriching quiz environment

## TIMELINE

- The detailed timeline of the competition will be announced soon.

## CONTACT DETAILS

- For competition-related and registration queries, please contact:  
Sahithe  
PH.NO:8074215773

G.V.S.K.Balu

PH.NO:7672066619



## SCI & TECH QUIZ

### Date of the event

February 06, saturday

Science & technology Quiz is a quiz-based competition where participants are required to answer questions centered around Science and technology. The event provides participants with an opportunity to showcase their knowledge of science & technology while engaging in a competitive and entertaining quiz environment.

### STRUCTURE

- Science & technology Quiz is a **two-round competition**, consisting of a **Preliminary Round followed by a Final Round**.
- Participants may compete in **teams of up to two members** or participate individually as **lone wolves**.
- Both the **Preliminary Round and the Final Round** will be conducted in **offline mode**.
- The Preliminary Round will consist of **20 questions**, including **star-marked questions** to resolve ties.
- The **top eight teams** from the Preliminary Round will qualify for the Final Round.
- The rules and format of the Final Round will be **announced and explained on the spot**.

### RULES

All questions will be centered around **Science and technology**.

Participants forming teams must belong to the **same academic branch**.

Any use of unfair means, including but not limited to googling, cheating, or pairing with members of other teams for answers, will result in **immediate disqualification** and may attract **penalty points**.



- **Requests for delaying** any round of the quiz will **not be entertained**.
- In case of any discrepancy or disagreement, the **decision of the Quiz Master and the organizing team shall be final and binding**.

## BENEFITS

- Prizes worth **₹8,000** will be awarded to the winning teams.
- 
- **Certificates** will be provided to all participants.
- 
- Participants will gain exposure to a **competitive and engaging quiz experience** focused on cinema and performing arts.

## TIMELINE

- The detailed timeline of the competition will be announced soon.

## CONTACT DETAILS

- For competition-related and registration queries, please contact:  
**Hasini**  
PH.NO:8919881616

## G.V.S.K.Balu

PH.NO:7672066619



## ***FLOW FRAMES***

Photography is the art of seeing beauty in the everyday and preserving it through observation. Pravaah proudly presents FlowFrames, the photography event of Pravaah'26. Capture the spirit and energy of the three exhilarating days of Pravaah through your lens and stand a chance to win exciting prizes.

### **Instructions**

**Team Format:** Participants will participate individually.

### **Rules and Regulation**

1. **Timing and Location:** Photographs must be taken during Pravaah'26, held from February 5-8, 2026, at the IIT Bhubaneshwar campus.
2. **Originality:** All photographs must be original. Any suspicion of plagiarism will result in severe penalties.
3. **Naming Convention:** Rename your photos using the format: <Pravaah ID/Enrolment No.>\_<Image No.> (e.g., 1050012\_1)
4. **Caption:** Each photograph must have a caption in Hindi or English. Entries without a caption will not be accepted.
5. **Entry Limit:** Only three entries per participant is allowed. Multiple entries will lead to disqualification.
6. **Format:** Photographs must be in jpg or jpeg format.
7. **Editing:** Editing of photographs is allowed.
8. **Usage Rights:** By submitting your entry, you agree to allow Team Pravaah to use the photographs for marketing purposes.
9. **Watermarks:** Do not use watermarks on photographs.
10. **Final Decision:** In case of conflicts, the decision made by Team Pravaah is final and binding.



## Submission Guideline

- Kindly take photographs during the fest from February 5th to February 8th. You will need to send the images in the provided google form before 10th February.
- Make a zip file of the folder named with your Pravaah id in which it contains edited photo in folder named Final, Raw files with folder named Raw and captions of all the submissions in a single pdf format named captions.
- The top three entries will be awarded, and winners will be decided by Pravaah.

## Judging Criteria

- Submissions will be judged based on creativity, originality, and adherence to the theme.

## Cash Pool :

- First – 2500 + Memento + certificate
- Runner up – 1500 + certificate
- All other participants with participation certificates.

## CONTACT DETAILS :

For Competition and Registrations related Queries:

Sasank : 8247342775

Baman Teja : 6304640345



## COMPETITIVE CODING

### 1. Overview

This contest is designed to evaluate participants on problem-solving abilities, algorithmic thinking, and coding proficiency through a single online competitive programming round.

### 2. Eligibility

- Open to all college students.
- Individual participation only.
- Conducted entirely online on a coding platform designated by the organizers.
- Participation is free of charge.
- Registration must be completed before the contest begins.
- **Total Prize Pool: ₹5,000.**

### 3. Contest Format

- Hosted on an online programming platform specified by the organizing team.
- Contest duration: **2 hours.**
- Participants will receive programming problems of varying difficulty levels.
- Problems may test concepts including:

Data Structures

Algorithms

Mathematics

Logical reasoning



- Solutions must be submitted within the allotted contest duration.
- Submissions will be evaluated automatically based on:

Correctness

Efficiency

Adherence to constraints

#### **4. Participation Rules**

- Strictly individual participation.
- Only one account may be used per participant on the contest platform.
- No communication or collaboration with others during the contest.
- External help, discussion forums, or code-sharing platforms are not allowed
- Use of LLMs, AI assistants, or any generative AI tools is strictly prohibited.

#### **5. Scoring and Ranking**

- Each problem carries a predefined score.
- Rankings will be based on:

Total score achieved

Time-based tie-breaking rules of the contest platform

- If ties persist, the platform's internal ranking mechanism will apply.

#### **6. Prize Distribution**

- The prize pool of ₹5,000 will be distributed among top performers.



- Detailed prize structure will be announced by the organizers.
- Winners must complete required verification to claim prizes.

## 7. Submission Requirements

- All submissions must be made exclusively through the designated contest platform.
- Late submissions will not be accepted.
- Only the first correct submission time for each problem will count toward tie-breaking.

## 8. Prohibited Activities

- Using multiple accounts or impersonation.
- Plagiarism or copying code from others or external sources.
- Using bots, scripts, automated tools, or AI-based assistance.
- Exploiting platform bugs or vulnerabilities.
- Any violation will lead to immediate disqualification.

## 9. Code of Conduct

- Participants must maintain fairness, professionalism, and respect.
- Misconduct, abuse, or rule violations may result in disqualification.

## 10. General Terms

- The organizers reserve the right to revise rules, scoring criteria, or prize distribution if necessary.
- The organizers may disqualify participants found violating any rules.
- All decisions by organizers and judges are final and binding.
- The contest may be rescheduled or canceled due to unforeseen circumstances.



## ***BLAST OFF***

**Date : Feb 7**

**Venue:hockey ground**

**Prize Pool:10000/-**

### **RULES:**

- Participants needed to design the rocket with plastic water bottle, launching system will be provided by the pravaah team.
- Only one rocket per team is allowed
- Only water can be used for propulsion
- The rocket needs to hold a pressure of greater than 60psi
- Multiple staged rockets are not allowed. Minimum bottle size is 2 liters.
- Minimum diameter of the water bottle neck should be atleast 1.5 inch
- Two tries per team, but it can be reduced to one if time and weather doesn't permit
- Maximum 4 members can be in a team

### **JUDGING CRITERIA:**

- Farthest of the two tries will be counted as your final score
- The Top three teams would be ranked



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# PRAVAAH

POC: Veerendra - 6300564441

K.Renuka - 9110357304



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