

Free Fire Fury

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):
-> Top 4 squads 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 points |
| 11th place & 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!

Contact Details :

For Competition and Registrations:

BATTLE GROUNDS MOBILE INDIA

Battle Grounds Mobile India

Event Overview :

- PRAVAAH'26 presents an epic showdown in the world of BGMI (Battle Grounds Mobile India).
- The event will be played in Squad Mode and conducted over 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 for each kill; Position points awarded accordingly.

Position 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 place | 1 points |

| | |
|--------|-----------------|
| 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: 24th January 2026, 11:00 PM.
- WhatsApp Groups: Created for all team leaders with further details.
- Tournament Date: 25th January 2026.

Benefits :

- Prizes worth 5k for the Top 2 Teams.
- Certificates from PRAVAAH'26, IIT Bhubaneswar for all team members.

Contact Details :

For Competition and Registrations:

SWAYAM - +91 824 928 0613

HARSHA - +91 891 937 7916

VALORANT

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. PRAVAAH'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
- Corrode
- Sunset
- Bind
- Breeze
- Icebox
- Haven
- Pearl

CONTACT DETAILS :

For Competition and Registrations:

CON: V SANJAY KARTHIKEYAN

PHN NO: 8885354169

CLASHROYAL

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 .
- Players can switch decks in the tournament as they wish (not restricted to a single deck throughout).

Registration & Entry Fees

- A WhatsApp group will be created with registered phone numbers, where each participant must submit their player 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 (ensures 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
- Tournament tag and password will be shared in the WhatsApp group to maintain fairness.

Additional Rules

- Players must remain available throughout the tournament to avoid matchmaking issues. PRAVAAH 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.

Prizes :

- Total Prize Pool: Rs. 6500/
- 1st Place: Rs. 3000/
- 2nd Place: Rs. 2000/
- 3rd Place: Rs. 1500/

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.

Contact Details

For Competition and Registrations:

Parmeshwar:7901693117

Meme mania

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

TREKKON

Trekkon - FASTEST LINE FOLLOWER

Date of the event

February 07,sunday

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

Kick-Off : Robo-Soccer Tournament

Date of the event

February 05, Friday

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 : 6300602558

Robo Race

Robo-Race

Date of the event

February 05,friday

“Speed on straights comes from the machine; mastery in corners comes from the driver.” — Colin McRae

Introduction:

Build, race, fail, refine, and do it all over again — nothing matches the thrill of pushing toward the finish line, especially when it's *your* bot tearing up the track and fighting to be the best.

Team Specification and Eligibility:

Eligibility: Students from any recognized engineering college or institute may participate, and all participants are required to carry their valid ID cards.

Team Specification: Each team can have a maximum of four members.

Team Name: Every team must register with an appropriate name, which cannot be changed after submission. Each team must also nominate a Team Representative (Leader) at the time of registration.

Task:

- Construct a manually controlled wireless robot capable of completing the race track while competing against an opponent in a knockout race.
- Participants must guide their bots through a course containing obstacles that may be active (posing potential structural damage) or passive (increasing the difficulty of the path).
- The player whose bot finishes the track in the minimum time will be declared the winner.
- Multiple checkpoints are placed along the track, and bots must pass through them in the specified order; revisiting cleared checkpoints is permitted if required.
- Details regarding time penalties will be announced at the beginning of the round.

- The robot must not cause any damage to the arena and must strictly follow all event rules and regulations.

General Rules:

- The robot must be wireless and operated entirely through manual control.
- The bot's dimensions should not exceed 25 cm × 25 cm (length × width), and its height must be under 20 cm.
- The maximum allowed weight of the robot is 5 kg.
- Use of readymade LEGO kits or similar prefabricated kits is strictly prohibited.
- The robot is required to follow and complete the full race track; taking shortcuts is not allowed.
- In case of any rule-related disputes or ambiguities, the decision of the organizers and jury will be final and binding.
- The organizers hold the authority to amend or update the rules whenever necessary.

Mobility:

- The robot may use rolling mechanisms (such as wheels, tracks, or full-body rolling) or walking mechanisms (linear-actuated legs without rolling) for movement.
- Any form of motion that causes the robot to lose continuous contact with the ground is strictly prohibited.

Gameplay Rules:

- Each robot is permitted to compete only once in the event.
- The organizing committee will not be held responsible for any damage to robots, whether on or off the track.
- Participants must not assume rules or conditions not explicitly stated and should seek clarification from the organizers if in doubt.
- Entry into the arena is allowed only with prior permission from the organizers.

- Once the race begins, players are not allowed to touch or interfere with the robot without explicit authorization.
- Only one designated individual may control the robot, and their identity must be informed to the organizers in advance.
- Any violation of rules or inappropriate conduct will lead to immediate disqualification.

Prizes : Total prize worth 20,000

CONTACT DETAILS :

For Competition and Registrations related Queries:

Vasista : 6300602558

ML Hackathon

Data Science Hackathon

Date of the event
February 05, Friday

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

Web Hackathon

Web Hackathon

Date of the event
February 06, Friday

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

Bplan

B plan

Date of the event: February 06, saturday

PRIZEMONEY:

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 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

Enigma

ENIGMA

Date of the event

February 06,saturday

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 consisting of a **maximum of two participants**. It will be conducted in offline mode.
- **Round 1** is a problem-solving round where teams must analyze and 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

- **Prize money worth ₹10,000** along with goodies will be awarded to the top teams.
- **Certificates from Pravaah'26, IIT Bhubaneswar** will be provided to all 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-related and registration queries, please contact:

Revathi :9381452021

Email: events.pravaah@iitbbs.ac.in

General quiz

SCI-BIZ-TECH QUIZ

Date of the event

February 05, Friday

SCI-BIZ-TECH Quiz is an open quiz competition where teams are required to answer questions covering a wide range of topics related to science, business, and technology. The quiz provides participants with an opportunity to test their knowledge, improve analytical thinking, and compete in an intellectually stimulating environment.

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](#)

science and technology quiz

SCIENCE & TECHNOLOGY 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](#)

Startup expo

STARTUP EXPO

Date of the event

February 06,saturday

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 10×10 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.

Revathi : 9381452021

Email: events.pravaah@iitbbs.ac.in

Innovation Expo

INNOVATION EXPO

Date of the event

February 06, Friday

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

MARCATUS:

Date of the event

February 05, Friday

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 :

Solo dance

SOLO DANCE COMPETITION

Date of the event

February 07,sunday

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

IPL Auction

IPL AUCTION

Date of the event

February 07,sunday

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 registration-related queries:

Group dance

GROUP DANCE COMPETITION

Date of the event

February 07,sunday

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

STREET BATTLE

Date of the event

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

- **Synchronization and Execution:** 35%
- **Energy:** 30%
- **Expressions and Body Language :** 25%
- **Overall impact :** 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

SPOTLIGHT (MONOACT)

Event Type : Offline

Date : February 06, 2026

Venue : Community Centre

Prize Money : Prizes worth 6500

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:

Abhinay

ABHINAY(STAGE PLAY)

Date of the event

February 05, Friday

Event Type : Offline

Venue : Community Centre

Prize Money : Prizes worth

Number of Participants in a team: maximum 30 (including backstage and crew members)

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: 10%
- Creativity and Stage Setting: 15%
- Overall Impact: 5%

CONTACT DETAILS :

For Competition and Registrations related Queries:

Tamasha

TAMASHA (NUKKAD)

Date of the event

February 06,saturday

Event Type: Offline

Venue: BB Court

Prize Money: Prizes worth

Number of Participants in a team: 5–30

Time Limit: 15–30 minutes (from empty stage to empty stage)

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 Modulation:** 40%
- **Direction and Coherence in Execution:** 20%
- **Creativity and Overall Impact:** 20%

CONTACT DETAILS:

For all queries related to competition details and registrations:

Fashion Show

FASHION SHOW

Date: February 05 2026

Venue: Auditorium

Prize Pool: Prizes worth ₹10,000

Number of Teams per College: No limit

Number 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:

A maximum of 15 minutes is allotted per team, including stage setup. Marks will be deducted for every minute exceeding the time limit.

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:

- Any stunts that pose a risk to life are strictly forbidden.
- Exceeding the allotted time will result in strict penalties.

- The use of any substance or prop that may be hazardous or could alter the stage conditions for subsequent teams (such as spilling liquids affecting stage dryness) is not allowed.
- Live narration is permitted during the performance.
- Any form of music, with or without lyrics, may be used.
- Evaluation will be based on overall presentation, with special emphasis on costumes, hairstyles, and accessories, particularly their alignment with the theme.
- Vulgar or inappropriate content is strictly prohibited.
- In cases of obscenity or objectionable content, the judges' interpretation and decision will be final and binding.

PENALTY:

- **15–16 minutes:** 10 marks will be deducted.
- **16–17 minutes:** 20 marks will be deducted.
- **Beyond 17 minutes:** Music will be stopped, and an additional penalty of 35 marks will be imposed.

JUDGING CRITERIA:

- **Ramp Walk and Choreography:** 35%
- **Costumes:** 35%
- **Theme Relevance:** 15%
- **Stage Presence and Overall Impact:** 15%

ACCOMMODATION AND GUIDELINES:

- Green rooms will be made available for costume changes, ensuring comfort and convenience for all participants.

CONTACT DETAILS:

For competition-related and registration queries, please contact:

Sai Sree:6303954701

Email: events.pravaah@iitbbs.ac.in

Unplugged

Unplugged:

Date:

Venue:

Prize Pool: 20K

Event Description:

“Music enriches the universe, lifts the mind, fuels imagination, and adds meaning to life.”

Unplugged provides the perfect stage for solo singers to shine. Whether you perform a soulful melody, a powerful rock number, or a creatively improvised piece, this competition celebrates originality and expression. If your voice can enchant and move an audience, this is your moment to step forward and perform.

Rules and Regulations:

General Rules:

- This is an individual event-only solo performances are allowed.
- There are no limits on the number of participants per college.
- Participants can perform any number of songs or a mashup within the given time limit.
- No restrictions on genre or language-perform in the style that best represents you.
- Vocalists can play an instrument alongside their singing.
- Recorded backtracks and karaoke tracks are allowed but must be submitted on time to avoid disqualification.
- Originality and improvisation are encouraged-make the performance your own!
- The judges' decision will be final and cannot be contested.
- The organizers reserve the right to modify rules on the day of the event if necessary. Participants will be informed in advance of any changes.

Competition Format:

- Each participant will have a total of 5 minutes, including setup and soundcheck, for their performance.
- The best performances will be chosen based on the judging criteria.
- The decision of the judges and event coordinators will be final and binding.

Judging Criteria:

Participants will be evaluated on the following aspects:

1. Vocal Quality & Clarity (30 points)
2. Expression & Stage Presence (25 points)
3. Originality & Improvisation (20 points)
4. Technical Skill (15 points)
5. Overall Impact (10 points)

Penalty:

- Exceeding the time limit will result in deduction of marks at the discretion of the judges.
- Failure to submit backtracks/karaoke on time will result in disqualification.

CONTACT DETAILS :

Pair on Stage

Pair on Stage

Date:

Venue: Community Centre

Prize Pool: Prizes worth 15K

Event Description:

Two artists, one stage, and endless musical expression. *Pair on Stage* is a duet competition that welcomes any mix of vocalists and instrumentalists. With complete freedom of genre, participants can highlight their musical coordination, technical skill, and creativity. From soulful melodies to energetic performances or captivating instrumentals, this platform invites you to impress and engage the audience with your best act.

Rules and Regulations:

General Rules:

- Only two performers are allowed on stage during the act; no additional members are permitted.
- Use of pre-recorded backing tracks or soundtracks is strictly not allowed.
- At least one participant must produce sound using a physical musical instrument.
- Virtual instruments are not permitted for sound generation; however, DAWs and audio interfaces may be used when controlled through a physical instrument.
- Virtual amplifiers and audio plugins may be used for sound processing and modification.
- The total performance duration must not exceed 10 minutes, inclusive of soundcheck.
- If the performance exceeds 11 minutes, the sound will be cut off and the team will be required to exit the stage.
- DAW looping is allowed.

Competition Format:

- Each team will be given a maximum of 10 minutes, including setup and soundcheck, to perform.
- Top performers will be selected based on the predefined judging criteria.
- Decisions made by the judges and event coordinators are final and not subject to appeal.

Judging Criteria:

Performances will be assessed using the following parameters:

1. **Song Choice:** 10 points
2. **Musical Arrangement:** 15 points
3. **Creativity and Originality:** 20 points
4. **Technical Excellence and Individual Skill:** 30 points

5. Coordination and Synchronization: 25 points

Penalty (PRAVAAH):

- Exceeding the allotted time will attract a penalty of 10 marks for every 30 seconds.
- Once the performance crosses the 11-minute mark, the sound will be stopped and the team will be required to vacate the stage.

Contact Details:

For all queries related to competition details and registrations:

NAAD (BATTLE OF BANDS

NAAD (BATTLE OF BANDS)

NAAD (Battle of Bands) is a high-energy musical competition presented at Pravaah, IIT Bhubaneswar. The event celebrates the power of live music by bringing together talented bands from across the country to compete for recognition and glory. Marked by intense competition and electrifying performances, NAAD provides a grand stage for bands driven by passion, creativity, and musical excellence to leave a lasting impact on the audience.

EVENT DETAILS

Venue: Auditorium

Prize Pool: ₹30,000

Date: To be announced

STRUCTURE

NAAD is a two-round band competition.

Round 1 – Preliminaries:

Each band will be allotted a total of 20 minutes, including setup time. Based on the judges' evaluation, the top five bands from this round will qualify for the finals.

Round 2 – Finale:

Finalist bands will be allotted 30–40 minutes for their performance. The winning band will be crowned the NAAD (Battle of Bands) Champion.

RULES

There is no restriction on the number of participating bands from a single college.

Bands may perform any genre or style of music without limitation.

Each band must consist of a minimum of 3 and a maximum of 12 members.

A minimum of three instruments must be used during the performance.

Teams must bring their own instruments. A standard drum kit (5-piece drum kit, 2 crash cymbals, 1 ride cymbal, 1 hi-hat, and a double pedal) may be provided.

Pre-recorded tracks are strictly prohibited. DAWs and audio interfaces may be used only if sound is generated through physical instruments.

DAW looping is not permitted.

Virtual instruments are not allowed for sound generation. However, virtual amplifiers and plugins may be used for sound modification.

All bands must report and sign in at the venue by 9:00 AM for orientation.

Performance schedules and time slots will be allotted during registration at 9:30 AM. Bands are advised to arrive early.

Bands will be disqualified if all members are not present backstage at least 15 minutes prior to their performance.

The order of performances will be decided by the event coordinators.

The organizing team reserves the right to modify the rules on the day of the event, with prior notification to participants.

The organizers shall not be responsible for equipment malfunction, injuries, or circumstances beyond control.

The decisions of the judges and event coordinators shall be final and non-appealable.

JUDGING CRITERIA

Bands will be evaluated on the following parameters:

Synchronization and Clarity – 30 points

Technical Excellence and Individual Skill – 25 points

Stage Presence and Audience Interaction – 15 points

Song Selection – 15 points

Originality – 15 points

PENALTY

A penalty of 5 marks will be deducted for every 30 seconds exceeding the allotted performance time.

Sound output will be cut off at the 22nd minute in Round 1 and at the 42nd minute in Round 2.

BENEFITS

Prize money worth ₹30,000 will be awarded to the winning and top-performing bands.

Participants gain an opportunity to perform on a prestigious stage and compete against top bands from across the country.

Certificates from Pravaah, IIT Bhubaneswar will be provided to all participating band members.

TIMELINE

The detailed timeline of the event will be announced soon.

CONTACT DETAILS

For event-related and registration queries, please contact the NAAD event coordinators.

Face Painting

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

View Finder

ViewFinder

Infra Pulse – Capture the vibe of the architecture.

Judging Criteria:

- Creativity (40%)
 - Composition and framing (30%)
 - Reflection of theme (30%)
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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%)
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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 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 certificates.
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CONTACT DETAILS :

For Competition and Registrations related Queries:

Sasank : 8247342775

Baman Teja : 6304640345

FlowFrames

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.>_<Name> (e.g., 1050012_BamanTeja) to prevent loss.
4. Caption: Each photograph must have a caption in Hindi or English. Entries without a caption in the email will not be accepted.
5. Entry Limit: Only one entry per participant is allowed. Multiple entries will lead to disqualification.
6. Format: Photographs must be in jpg or jpeg format.
7. Editing: No editing of photographs is allowed. Edited entries will be Discarded.
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.
 - 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 (for each theme)
- Runner up – 1500 + certificate (for each theme)
- All other participants with participation certificates.

CONTACT DETAILS :

For Competition and Registrations related Queries:

Sasank : 8247342775

Baman Teja : 6304640345

51hr Short Film

51-Hour Filmmaking Competition

Date of the event

February 05, Friday

Event Details:

- Number of Teams per Institute: No upper limit
- Team Size: Each team must have between 4 and 17 participants
- Time Limit: Films must be between 3 and 8 minutes long, including credits
- Theme Announcement: The theme will be disclosed at the start of the event

Event Description:

- Teams are required to conceptualize, film, and edit a short movie within a span of 51 hours.
- A brief synopsis, not exceeding 100 words, must be submitted along with the completed film.
- All submissions will be collected in offline mode.

Submission Deadline:

- Entries must be submitted within 51 hours from the time the theme is announced.

Submission Requirements:

- The final edited film file.
- A set of raw video clips used in the final cut; the organizers may request specific clips for authenticity verification.

Rules:

- **Content Guidelines:** The film must be suitable for public viewing and must not contain vulgar or obscene material.
- **Screening Sequence:** The order of screening will be determined through a random draw.
- **Judging Process:** Judges will share their feedback only after all films have been screened.
- **Subtitles:** English subtitles are compulsory if any dialogue is in a language other than English.

- **Synopsis Compliance:** Submission of a synopsis (maximum 100 words) is mandatory; failure to submit it will result in a 10-point deduction.
- **Location Restriction:** Filming must take place only within the designated areas of IIT Bhubaneswar. Any violation will lead to disqualification.

Music Usage:

- Use of copyrighted songs with lyrics is strictly forbidden and will attract a penalty ranging from 5 to 10 points.
- Instrumental tracks, non-lyrical portions of songs, or ambient background sounds may be used, provided proper credits are mentioned.
- Original poems or musical compositions created exclusively for the film are encouraged; failure to credit such original work will result in an 8-point penalty.

Anonymity:

- The film must not directly or indirectly reveal the name of the institution responsible for its creation.

Technical Resources:

- The organizing team will not supply computers, editing hardware, or software; teams must arrange their own resources.

Penalties:

- **Exceeding Time Limit:** A deduction of 10 points will be applied for every additional minute. Films longer than 10 minutes will not be evaluated.
- **Late Submissions:**
 - Up to 15 minutes late: 5-point deduction
 - Up to 30 minutes late: 10-point deduction
 - Up to 60 minutes late: 20-point deduction
 - More than 90 minutes late: Entry will be rejected
- **Theme Deviation:** Judges may deduct up to 30 points if the film does not adequately reflect the assigned theme.
- **Subtitle Violation:** If dialogues in languages other than English are presented without subtitles, a penalty of 10 points will be imposed.

Judging Criteria:

- **Story and Screenplay:** 25%
- **Cinematography and Direction:** 30%
- **Editing (Sound, VFX, Foley, etc.):** 25%
- **Acting:** 5%
- **Overall Impact (Production quality, thematic relevance, etc.):** 15%

All decisions taken by the judges and the organizing committee shall be final and binding. Wishing all participants the very best—let your creativity stand out!

Prize Pool:

- **Winner:** Prizes worth ₹10,000
- **Runner-Up:** Prizes worth ₹4,000+2,000
- **Second Runner-Up:** Prizes worth ₹2,500+1,500

Contact Details:

For all queries related to competition details and registrations:

Parmeshwar

PH.NO: 7901693117

Yuva Shree

PH.NO:8520012120

COMPETATIVE CODING

Competitive Programming Contest Rulebook

This contest is designed to challenge participants on their problem-solving skills, Algorithms thinking, and coding proficiency through a single online competitive programming round.

Eligibility

- Open to **all college students**.
 - Participation is **individual**.
 - The contest will be conducted **online**.
 - The contest will be hosted on **HackerRank**.
 - Participation in the contest is **free of charge**.
 - All participants must complete registration before the contest begins.
 - **Total Prize Pool:** ₹5,000.
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Contest Format: Online Competitive Programming Contest

- The contest will be conducted on the **HackerRank platform**.
 - Contest duration is **2 hours**.
 - Participants will be provided with a set of **competitive programming problems** of varying difficulty levels.
 - Problems will test concepts including (but not limited to):
 - Data Structures
 - Algorithms
 - Mathematics
 - Logical reasoning
 - Participants must solve and submit solutions **within the allotted contest time**.
 - Submissions will be evaluated automatically by HackerRank based on **correctness, efficiency, and constraints**.
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Participation Rules

- The contest is strictly **individual**; team participation is not allowed.
 - Each participant is allowed to use **only one HackerRank account**.
 - Participants must not communicate or collaborate with others during the contest.
 - Use of external help, discussion forums, or code-sharing platforms during the contest is strictly prohibited.
 - **Use of Large Language Models (LLMs), AI assistants, or generative AI tools of any kind is strictly prohibited during the contest.**
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Scoring & Ranking

- Each problem carries a predefined score as set on HackerRank.
 - Rankings will be determined based on:
 - Total score achieved by the participant.
 - In case of a tie, HackerRank's default tie-breaking mechanism will be used:
 - **Sum of time of the first correct submission for all solved problems.**
 - If a tie still persists, HackerRank's internal ranking rules will apply.
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Prize Distribution

- The total prize pool of **₹5,000** will be distributed among top-ranking participants.
 - The prize distribution structure will be announced by the organizers.
 - Winners must comply with verification requirements to claim their prizes.
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Submission Requirements

- All problem solutions must be submitted **only through the HackerRank platform**.
 - Submissions made after the contest time ends will **not be considered**.
 - Only the **first correct submission time** for each problem will be used for scoring and tie-breaking.
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Prohibited Activities

- Use of multiple accounts or impersonation.
- Plagiarism, including copying code from other participants or external sources.
- Use of bots, scripts, automated tools, or AI-based assistance.
- Exploiting platform bugs or vulnerabilities.

Any violation of the above rules will result in **immediate disqualification**.

Code of Conduct

- Participants are expected to maintain a **fair, respectful, and professional environment**.
 - Any form of misconduct, abusive behavior, or rule violation may result in disqualification from the contest.
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General Terms

- Organizers reserve the right to modify contest rules, scoring methods, or prize distribution if required.
- Organizers reserve the right to disqualify any participant found violating the rules.
- All decisions made by the organizers and judging authorities are **final and binding**.
- The contest may be canceled or rescheduled in case of unforeseen circumstances.

BLAST OFF

BLAST OFF

DATE:

VENUE:

PRIZE POOL:

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

POC:

Tab 36

Tab 37 (orxobdixtcb4)

Tab 38 (e5qfrwbhwvqk)

Tab 37

Tab 38

Tab 39

