

## RULEBOOK

### How it works:

- Students can form a team of 2 to 4, with participants pursuing any engineering stream, studying in any year.
- A participant cannot be a part of more than one team and each team can work only on one problem statement.
- All types of solutions including hardware, software, hypothesis and prototype are allowed.
- To ensure level-playing field, teams are requested to start working on the implementation after their abstract gets shortlisted for the final round.
- Participants who are shortlisted for the final round should be ready to stay at the campus for two days and one night. A nominal fee will be collected from each participant for food and refreshments.
- Submissions and Presentations of each phase will be reviewed and assessed by a diverse panel of judges (experts) from different streams.
- All information regarding this event will be intimated to the team leader through their registered Email or message (whatsapp). So, kindly provide correct information in registration forms.

### Phase 1 - Abstract submission

1. For abstract submission, download and edit the template provided, retaining the format.
2. For InnoWel participants: A team can work only on the problem chosen at the time of registration and it can't be altered for any cause later.

3. For **IDEATE . INNOVATE . INVESTIGATE** Idea-o-lite

participants: Teams must ensure that the problem they are addressing is inline with the given theme.

4. Post Abstraction Submission, the abstracts will be audited and the teams will be promoted to the Final round respectively.

## **Phase 2 - Final presentation**

1. Participants are expected to report to the college campus with their respective powerpoint presentations along with their working models, posters, prototypes, models and other relevant materials required.
2. The projects under the development stage are also accepted.
3. A total time of 15 minutes will be allotted for each team. 10 minutes for presenting your solution for the chosen problem. 3-5 minutes for responding to the questions from the Judging panel.
4. All team members are expected to be present during the entire presentation. (Active involvement of entire team will be a good brownie point)

If your implementation involves coding, the following rules must be adhered :

1. Teams can use open-source libraries, frameworks etc in their projects. Working on a project before the event or completely open-sourcing the code from the internet and using it in your project, is against the spirit of the rules and is prohibited.
2. Team Leader should create a Github account with their team name and upload the final working code in a new repository. This submission should be functional to be reviewed by the judges.

3. The IDEATE . INNOVATE . INVESTIGATE developers of the solution will own all the rights to their idea and solution. However, all code needs to be in Github (as mentioned above) so that it can be evaluated by the judges.

If your implementation involves a working model, then the following prerequisites must be accompanied:

1. The working model must be developed in such a way that it must function whenever called upon.
2. Make sure all the necessary equipment of the working model is available.