

TECHNICAL CHAMPIONSHIP

OVERVIEW:

Technical Championship is a prestigious award presented to the college that demonstrates overall excellence across all the competitions in MindSpark'24. The title is awarded based on the cumulative points system, with each competition contributing towards the final tally. Technical Championship is a Rolling Trophy awarded to the college based on the performance of their students in different competitions organized by MindSpark'24.

COMPETITIONS:

MindSpark'24 consists of 40+ events divided into three categories:

- i) Technical Competitions
- ii) Non-Technical Competitions
- iii) Flagship Competitions

Distribution of the competitions in above categories is specified below:

FLAGSHIP COMPETITONS:

SR. NO.	EVENT	MODULE
1	HACKATHON	HACKATHON
2	IDEATHON	IDEATHON
3	PIXELVERSE	PIXELVERSE
4	BOT WRESTLING	
5	ROBOFALCONARY	
6	ROBORACES	
7	ROBO-ROYALE	ROBOTICA
8	ROBOWARS	
9	SEARCH N DESTROY	
10	VIRTUAL ROBOTICS	

TECHNICAL COMPETITONS:

SR. NO.	EVENT	MODULE	
1	FLIP IT	CODIFICA	
2	CODE JUNKIE		
3	RETRACER		
4	WEBSCAPE		
5	DASHBOARD DERBY	DASHBOARD DERBY	
6	FOX HUNT	FOX HUNT	
7	GAME OF INNOVATION	GAME OF INNOVATIONS	
8	ASSEMBLIX	POTENTIA	
9	FUSION ID	POTENTIA	
10	EDIFEX		
11	SURVEY	STRUKTURA	
12	UTOPIA		
13	ON THE ETCH	SUBSTANTIA	
14	CIRCUIT FIXER		
15	ELECTRADE	VOLTUS	
16	MICROAPPS		

NON-TECHNICAL COMPETITONS:

SR. NO.	EVENT	MODULE	
1	FANDOM	AMUZIA	
2	FLASH		
3	TAKE OFF	AMONICA	
4	THE WRIGHT TURN	AVIONICA	
5	TECH DE BAIT		
6	TORQUEST	ILLUMINATI	
7	WORLD-WIZE		
8	DELTA SIGMA PI		
9	INTEGRATION BEE	LOGICA	
10	PUZZLER		
11	GOOGLER	PRODIGIUM	
12	SHERLOCKED	TKODIOIOM	

SCORING SYSTEM:

Scoring will be based on the points scored by the students of the respective college as per following:

FOR FLAGSHIP COMPETITONS:

Competition	Winner	1st Runner Up	2 nd Runner Up	Participation
HACKATHON	100	75	50	20
PIXELVERSE	100	75	50	20
IDEATHON	100	75	50	20
ROBOWARS	100	75	50	20
ROBO-ROYALE	100	75	50	20
BOT WRESTLING	100	75	50	20
ROBORACES	100	75	50	20
SEARCH N DESTROY	100	75	50	20
ROBO- FALCONARY	100	75	50	20
VIRTUAL ROBOTICS	75	50	25	10

FOR TECHNICAL COMPETITONS:

WINNER	75
1 ST RUNNER UP	50
2 ND RUNNER UP	25
PARTICIPATION	10

FOR NON-TECHNICAL COMPETITONS:

WINNER	60
1 ST RUNNER UP	40
2 ND RUNNER UP	20
PARTICIPATION	05

POINTS ALLOCATION FOR INTER-COLLEGE TEAMS:

If a team consists of participants from more than one college, each participating college will be awarded the full points earned by the team.

TIE-BREAKING CRITERIA:

In the case of identical scores of two or more colleges at the conclusion of all the competitions, the following Tie-Breaker criteria shall be applied sequentially:

1. Number of first place finishes:

The college with the greater number of 1st place finishes across all competitions shall be declared the winner.

2. Number of second place finishes:

If the tie remains after applying the first criterion, the college with the greater number of 2nd place finishes across all competitions shall be declared the winner.

3. Number of third place finishes:

If the tie persists after applying second criterion, the college with the greater number of 3rd place finishes across all competitions shall be declared the winner.

4. In the event all three criteria have been applied and there is still a tie, MindSpark'24 team reserves the right to introduce a further criterion or award co-winners if required, at its own discretion.

RULES & REGULATIONS:

- 1. All participants must have a valid college ID and Registration receipt.
- 2. Participation in the workshops or webinars will not be counted for participation points.
- 3. Each competition will have its own specific rules, but the overall scoring system will follow the guidelines provided above.
- 4. No points will be awarded for any competition where a participant or team fails to participate due to late arrival or late submission and no appeals will be entertained regarding this matter. No exceptions will be made under any circumstances.
- 5. Any misbehaviour or violation of code of conduct of MindSpark'24 will lead to disqualification from Technical Championship.
- 6. All decisions made by the MindSpark'24 are final and binding. No appeals regarding the subjective judgment of performance will be entertained.

- 7. If any participant or team is caught engaging in cheating, use of unauthorized devices or resources, tampering with other participants' work or receiving external help during the competition, it will lead to direct disqualification of the team/participant.
- 8. The MindSpark'24 team reserves the right to change any or all the above rules as they deem fit.

EVENTS & OPERATIONS HEADS:

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