



SIGMA



SCIENCE association

GOING ON WITH EXCEL IN A ERP ENVIRONMENT

PARADESIGN





2026

RULEBOOK

25th
March



26th
March

SIGMA'26

PERPLEXING PARADIGMS

MARCH 2025

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SHOW IT OFF



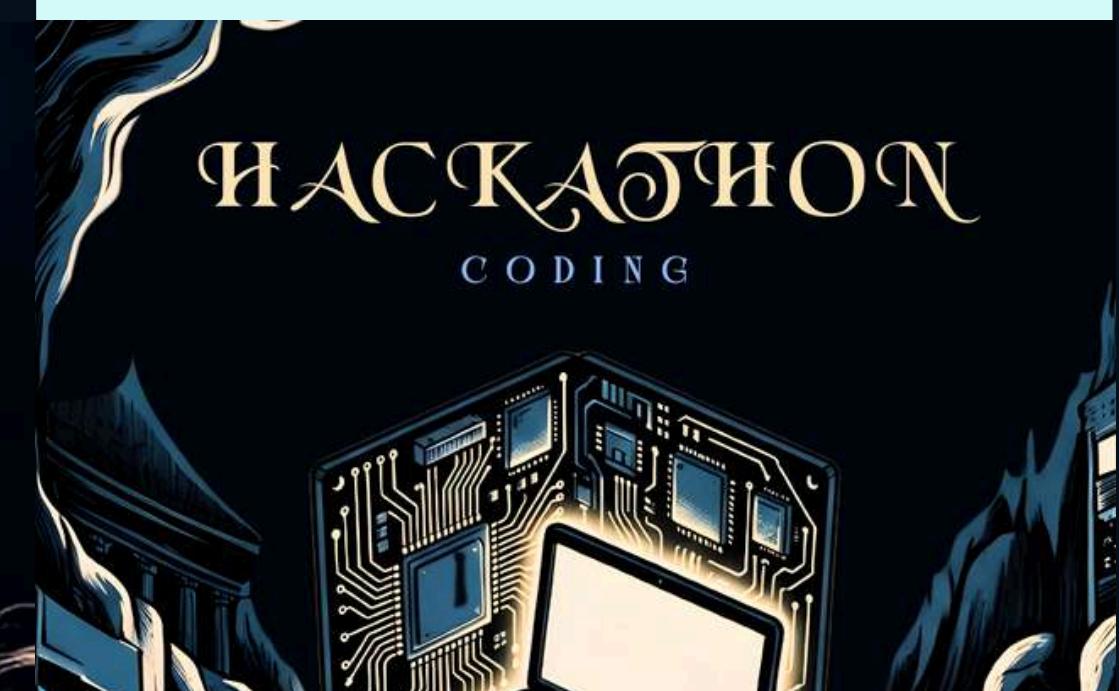
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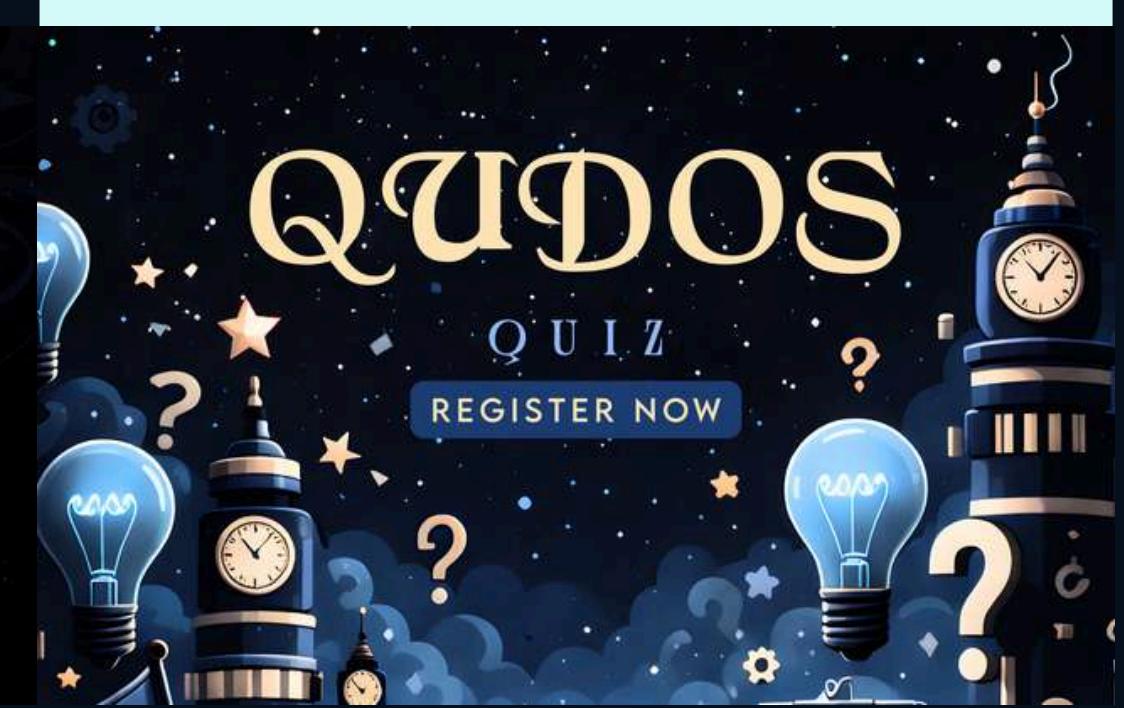
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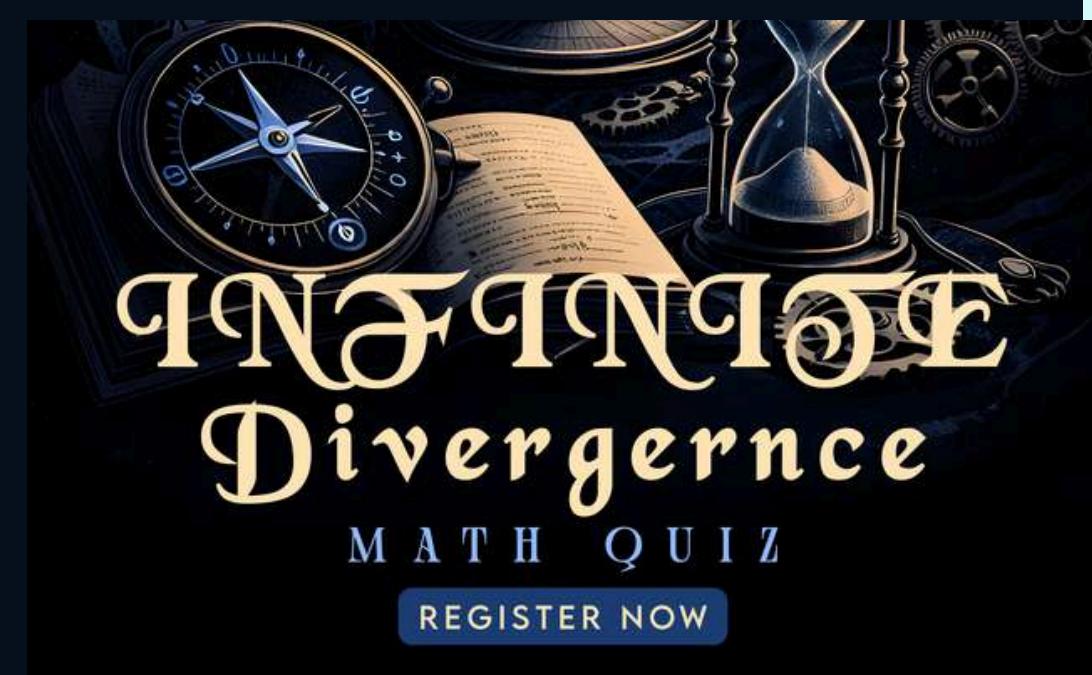
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SHOW TOOT

PAPER PRESENTATION

REGISTER NOW

SHOW IT OFF:

Convert your thoughts and your knowledge with some research into a presentation amongst all the other curious and buzzing young minds where Sigma brings you the chance to showcase your wonderful presentation skills. Ignite your interests in research and become unstoppable.

STRUCTURE

This is an offline paper presentation event. Online prelims may be conducted if the number of registrations exceed the predetermined cap.

FORMAT

1-3 per team

Duration: 8+2 minutes

RULES

- Only one participant from each team should register in the circulated Google Form.
- Multiple teams can participate from a single institution.
- Cross college teams are not allowed.
- Participants must carry their ID cards of respective institutions, a copy of their presentation on a pen drive on the day of the event.
- The paper should not be directly copied from particular source.
- The paper should be within 4000 – 4500 Words. The abstract should include the title of the paper, name(s) and details of the author(s), 3 to 5 keywords.
- The abstract of the paper should be submitted by 18th March, 2026 in a PDF format. The PDFs must be named in the following format: SHOW-IT-OFF_<name of the team>_ABSTRACT.
- The complete paper should be submitted by 21st March, 2026 in PDF format. The PDFs must be named in the following format: SHOW-IT-OFF_<name of the team>.

- All entries must be sent to sigmasubmission2026@gmail.com . The subject of the mail should contain the name of the event ‘SHOW IT OFF’.
- The team will have to prepare a presentation on the chosen topic.
- Each team will get 8 + 2 minutes to present their paper.
- Another 2 minutes will be given for rebuttals.
- The teams might be penalised for exceeding the time limit.
- Marks will be based upon the richness of the topic and the capability of handling rebuttals.
- Decision of the Judge(s) shall be final and binding.
- The organising committee reserves the right to modify the rules at any point of the time.
- Venue and timings are subject to change. Prior notifications will be given.

JUDGING CRITERIA

- Time will be recorded, whoever solves the final (or highest) level first will be the winner.
- In case of a tie-breaker, there will be a bonus problem. Whoever solves it first wins.
- The decision of the judge(s) is final and binding



EUREKA

PAPER PRESENTATION

REGISTER NOW

EUREKA:

Like the spark which made Archimedes leap, ignite your hidden talents and creativity. Time has come for you to shine with your innovative models, in 'Eureka' where Sigma brings you the chance to connect with fellow creatives, thinkers and lastly, give your imagination a form.

STRUCTURE

This is an intra-college, offline Model Presentation Competition. Online prelims may be conducted if the number of registrations exceed the predetermined cap.

FORMAT

2-5 participants per team.

RULES

- Competitors have to arrive 30 mins prior to the start of the event.
- The model must be founded on unique concepts related to any area of science. If a specific source was used as inspiration for the model, it must be properly cited or acknowledged.
- Additionally, a paragraph of 80 to 100 words should be included as the model's description within your model.
- The team is required to bring everything needed for the model presentation. (For models that need electricity, try to create batteryoperated models)
- Per team only 1 person will be allowed to give the presentation on the model.
- Besides the presenter only one team member will be allowed to be present on the venue for working of the model.
- No time constraints are being imposed on presentation time (But it is advised not to drag it more than 15 minutes).
- An abstract for the model must be submitted by 19th March, 2026. Abstract should include Title, Name(s) and Details of the author(s).

- The top promising ideas will be selected and the corresponding teams shall be invited to present their models in front of a distinguished panel on the day of the event.
- All files that are submitted should be in PDF format with the file name of the format: ..pdf.
- All files should be mailed to sigmasubmission2026@gmail.com.
- Subject line should be of the same format as file name.
- Decisions of the Judge(s) shall be final and binding.
- Venues and timings might be subject to change. You'll be notified prior to the event in case that happens.
- The Organizing Committee reserves the right to modify the rules of the event at any given point of time.

JUDGING CRITERIA

The model will be judged based on the following:

- The concept attached to it
- Problem Statement of the model
- Originality and Distinctiveness of the model
- Impact of the model
- Its real-world application

HACKATHON

C O D I N G



REGISTER NOW

HACKATHON:

System. Out. Println

"Are you ready to rule the digital world ? From path breaking codes to cryptic algorithms and more , challenge the inner geek in you to a premier coding event."

STRUCTURE

This will be an offline coding event. A prelims may be conducted if the number of participants exceed the limit.

FORMAT

Individual participation.

Duration: 1.5 hours

RULES

- The contest will have 5 questions and a bonus question.
- The contest will be held on the HackerRank platform.
- Usage of any mobile, cell phone or any other digital devices are not allowed during the event.
- Any participant using unfair means would be immediately disqualified.
- Participants can choose from any one language Java, C++ or C.
- No extra time will be provided for anyone.



INNOVATION HUB

BUSINESS MODEL
PRESENTATION

REGISTER NOW

INNOVATION HUB:

Looking for a chance to turn your original creations into profitable ventures? At Innovation Hub, we bridge the gap between creativity and commerce, shaping your ideas into sustainable business models with expert financial analysis. A dream come true for innovators and visionaries where ground-breaking inventions meet real-world applications. Ready to gift a life to your ideas? The future starts here!

STRUCTURE

This is an offline event. Online prelims may be conducted if the number of registrations exceed the predetermined cap.

FORMAT

2-4 persons per team.

RULES

- A word document (abstract) containing a brief description of the idea of the startup has to be sent by 19th March, 2026.
- The top promising ideas will be selected and the corresponding teams shall be invited to present their ideas in front of a distinguished panel on the day of the event.
- The names of the selected teams shall be put up on our social platforms and confirmation emails will be sent at the respective email IDs.
- The selected teams shall be required to send their final presentation by 22nd March, 2026 in a .pdf/.pptx format.
- All files to be sent should have the file name of the format Innovation Hub<name of the team>.
- The subject of the mail should be containing the event name "Innovation Hub".
- All entries are to be sent at sigmasubmission2026@gmail.com latest by the above mentioned dates.
- The teams shall be given 10 minutes to present their ideas.

- Another 2 minutes will be given for a rebuttal by the judges and the other teams.
- The second round will be a brainstorming session where a specific problem will be given and the teams would be required to come up with strategies to tackle the situation.
- Teams would be provided 15 minutes for the second round.
- 5 minutes would be given to each team to present their ideas in the second round.
- Teams would also be expected to think of an innovative name for their start up and mention it in the final presentation.
- Only the team leader will be required to register for the whole team and provide the necessary details of the team members.
- Decisions of the Judge(s) shall be final and binding.
- The Organizing Committee reserves the right to modify the rules of the event at any given point of time.
- Venues and timings might be subject to change.
- You'll be informed prior to the event in case that happens.

JUDGING CRITERIA

- Innovation and uniqueness of the idea
- Market analysis
- Feasibility of model
- Financial projections
- Presentation skill
- Sustainability and social impact



REGISTER NOW

POSΤΕΡΦΕΦΙΑ

POSTER MAKING

POSTERPEDIA:

Dive into a world where facts are adorned in colours and science meets art. Whether it is the slick elegance of a mathematical equation or the intricate beauty of genetic codes, a single stroke of your creativity can transform a complex concepts into a visual masterpiece.

STRUCTURE

This is an inter-college, offline Poster Presentation Competition. Online prelims may be conducted if the number of registrations exceed the predetermined cap.

FORMAT

2-4 persons per team.

RULES

- Only one participant from each team should register in the circulated Google Form.
- Multiple teams can participate from a single institution.
- Cross college teams are not allowed.
- Participants must carry their ID cards of respective institutions, their poster and any other necessary items on the day of the event.
- Thumbtacks or thread for hanging the poster will be provided.
- Poster size: 3ft * 4ft . Poster number, logo of presenters' institution and logo of SIGMA must be clearly displayed above the title of the poster.
- Poster must have proper eyelets for hanging (poster clips will not be provided by SIGMA, it must be carried by the participants if they feel the requirement).

- All graphics and text used on the poster should be clearly visible from a distance of 1 to 1.5 metres.
- All graphics and textual information must be properly cited on the poster.
- An abstract must be submitted by 19th March, 2025. Abstract should include Title, Name(s), Details of the author(s) and 3-5 keywords. It should be of 400-500 words.
- All files that are submitted should be in PDF format with the file name of the format: ..pdf.
- All files should be mailed to sigmasubmission2026@gmail.com . Subject line should be of the same format as file name.
- On the day of the competition, a total of 13 minutes will be allotted to each team. 8 minutes must be utilised for them to present, the rest 5 minutes will be reserved for the judge(s) to ask questions.
- Decision of the judge(s) shall be final and binding.
- Venues and timings are subject to change. You'll be notified prior to the event in case that happens.
- The Organizing Committee reserves the right to modify the rules of the event at any given point of time.

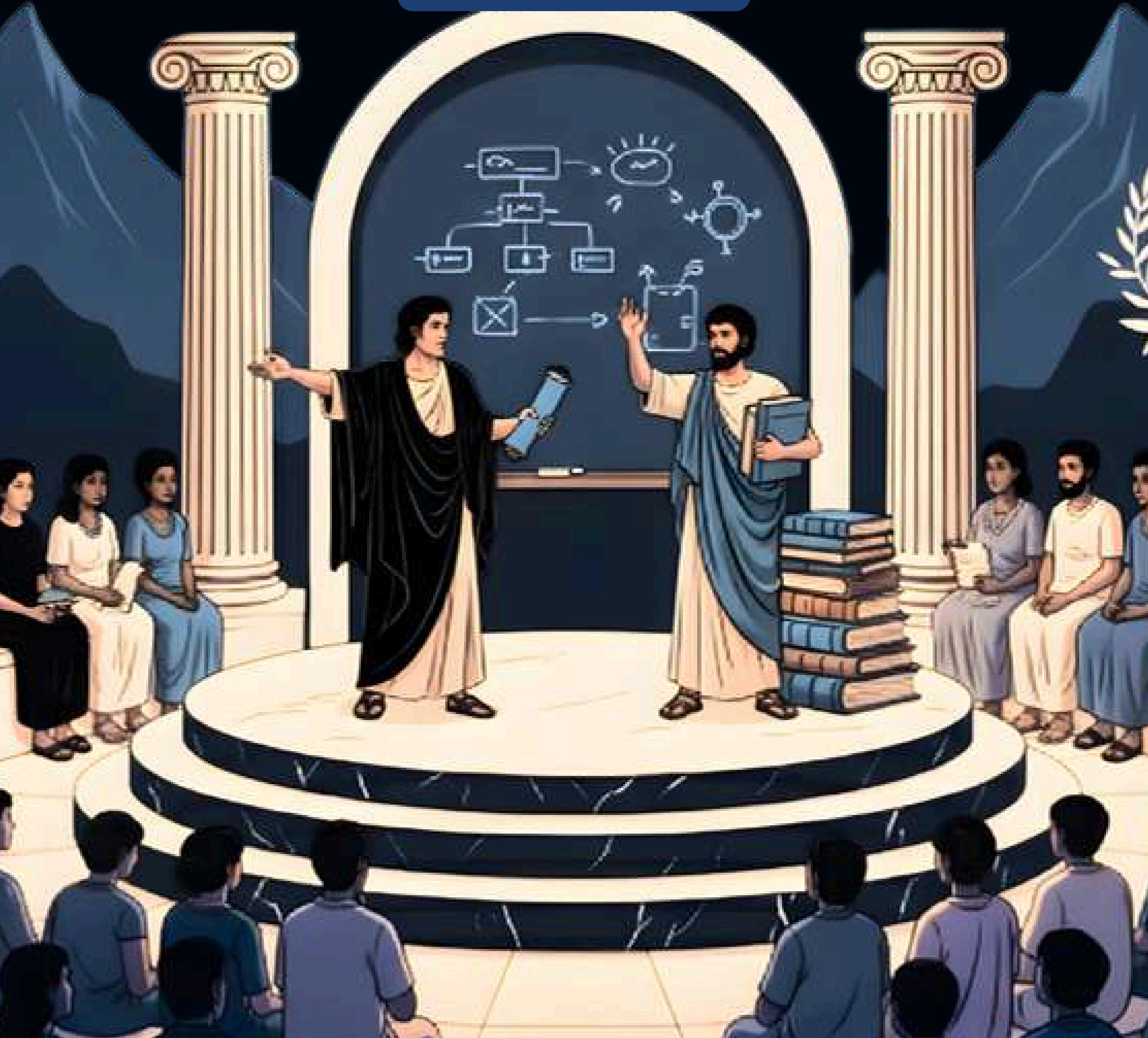
JUDGING CRITERIA

- Richness of topic
- Presentation
- Delivery
- Handling of Rebuttal / Questions from the Judge(s)

CHAIN REACTION

DEBATE

REGISTER NOW



CHAIN REACTION:

Think fast, argue smart, and defend your ideas with logic and evidence at Chain Reaction. Every argument fuels the next, creating a dynamic chain of reasoning, rebuttal, and discovery. With science as your weapon and critical thinking as your strategy, do you have what it takes to tackle pressing scientific issues and challenge perspectives? Let the debate begin!

STRUCTURE

This is an offline event. There will be 2 rounds (1 screening round and 1 final round).

FORMAT

Individual event.

RULES

- Since this is a single participant event, no team is required. The screening round will have department- specific screening questions in order to understand the capability of the participant to connect their subject knowledge with the current innovations in the Science world. The best two responses from each department from each college will be shortlisted who will debate their opinions collectively in a final face-off.
- The motion will be announced 2 days prior to the debate. The participants would be allotted sides and they would have to conduct subject specific research to oppose or propose the given motions according to the side allotted.
- On the day of the event, the house would be divided into two sides; one group proposing the motion and the other group opposing the motion. Each side will have at least one student from each department, and if possible from each college (will depend on the screening round and subsequent qualifications). This helps everyone get a holistic view on the topic in question.

- Each speaker will be given 5 minutes to speak. The first warning bell shall be rung at the end of 3.5 minutes, and the second will be rung at the end of the 4.5. **THE FINAL BELL WILL BE RUNG AT 5 THMINUTE.** Negative marking upon exceeding the time limit shall be on the discretion of the judges.
- In these 5 minutes, the speaker is required to present points which are relevant and related to the subject of their expertise. Kindly note that the capability of the speaker to provide a subject specific perspective to the said topic would be an important judgement criteria.
- After the speech, each speaker would be subjected to at most three rebuttals from the opposition team. The first rebuttal preferably needs to be from the opposing student from the same department, not necessarily from the same college. In case the participant is able to answer the question in less than a 1.5 minutes the second and third question can be asked by anyone from the opposition. If the first question is not answered in under 1.5 minute, points maybe be deducted based on the discretion of the judges and the priority for the next question would be given to another participant from the same department, again not necessarily from the same college. If another participant from the same department is not there in the team anyone from the opposition can ask the question.
- Use of non-parliamentary language is strictly prohibited.
- The Organizing Committee reserves the right to modify the rules at any given point.

JUDGING CRITERIA

- Content
- Delivery and oration
- Subject integration with the topic
- Rebuttals
- Ability to stick to the time allotted.

CHESS SUMMIT

C H E S S

REGISTER NOW



CHESS SUMMIT:

A battle of the mightiest minds where possibilities know no bounds and endless tactics unwind on the display. A duel of chess like no other for the fate of the queen decides the tide of the ruin. Ride your dark horse to victory or await the Trojan ancestry.

STRUCTURE

This is an offline Chess competition following the main format “Swiss League System”. With the top 8 of Swiss League, there will be a bonus event of freestyle chess.

TYPE OF PARTICIPATION

Individual event.

FORMAT

Swiss League: 6 Rounds

Time Control: 5+2

Freestyle: 3-round knockout system. Players will play twice (alternating colours) in each round.

Time Control: 5+2

RULES

- All matches shall be conducted according to standard rules.
- Touch-and-Move rule will be strictly followed.
- In case of a tie, tie-break rules (Buchholz, head-to-head, blitz playoff, Armageddon, etc.) will be applied.
- Arbitrator's decision shall be final and binding in all matters.
- Use of mobile phones, smartwatches or electronic devices during the game is strictly prohibited.
- Any form of cheating, misbehaviour or disturbance will lead to immediate disqualification.
- Players must maintain silence & discipline inside the playing hall.
- Top 8 finishers of Swiss League qualify for Freestyle knockout.
- Organisers reserve the right to modify rules if necessary.



PLAY. WIN.
REPEAT.

E - GAMING

REGISTER NOW

PLAY. WIN. REPEAT.:

The thrill of the game ignites once more as legends rise and records shatter across the world—from Haaland's historic feats to Chelsea's triumphant run. Now is your chance to step onto the digital pitch, outmanoeuvre your rivals, and claim your throne in the ultimate eFootball showdown of Pro-Evolution Soccer: an online football battle where skill, speed, team management and pro-strategies decide the champion.

PES RULEPAGE

RULES

Tournament Format:

- The tournament will be held online in knockout mode.
- The format may change depending on the number of players.

Match Setup:

- Each round will consist of 1 game between the 2 players (there will be no home/away games).
- Team type: dream team, match type: standard
- Both home and away players must be in excellent condition.
- 3 interval and (5+1) substitution is allowed (1 extra time substitute).
- All matches will have extra time and penalty shootout.
- Players can decide who will create the match room.

Match Deadline:

- If both players fail to play their match by the deadline, the match will be considered null and void, and neither player will qualify for the next round.

Match Duration:

- Each match will be 6 minutes long, except for the final, which will be 10 minutes.
- The duration may be adjusted if both players agree.

Post-Match Reporting:

- The winner must send a screenshot of the result to the group with the caption: "Won vs @mention (opponent's name)".

Fair Play:

- The use of hacks or any kind of misconduct may result in disqualification.

- All players must maintain a sportsmanship. Unnecessary pause is strictly prohibited.

Network Issues:

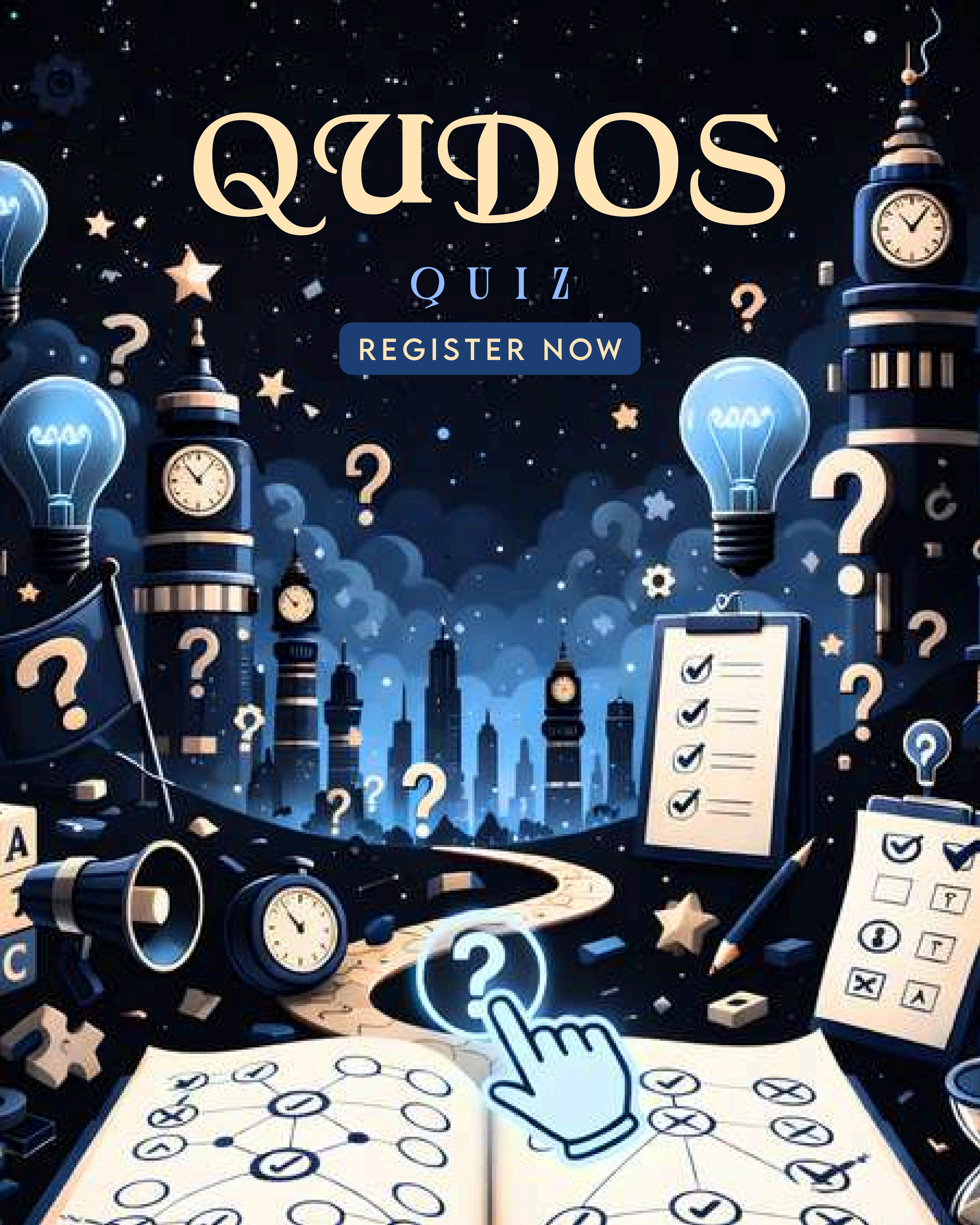
- Lag or Disconnection: If a player faces severe lag or gets disconnected during the match, they must notify the organiser immediately.
- A rematch will be considered based on the circumstances.
- Players are expected to have a reliable internet connection for optimal gameplay.

The organising committee has the right to change the rules at any time. Players will be notified in advance if any changes occur and the **organising committee's** decision is **final**.

QUOTOS

QUIZ

REGISTER NOW

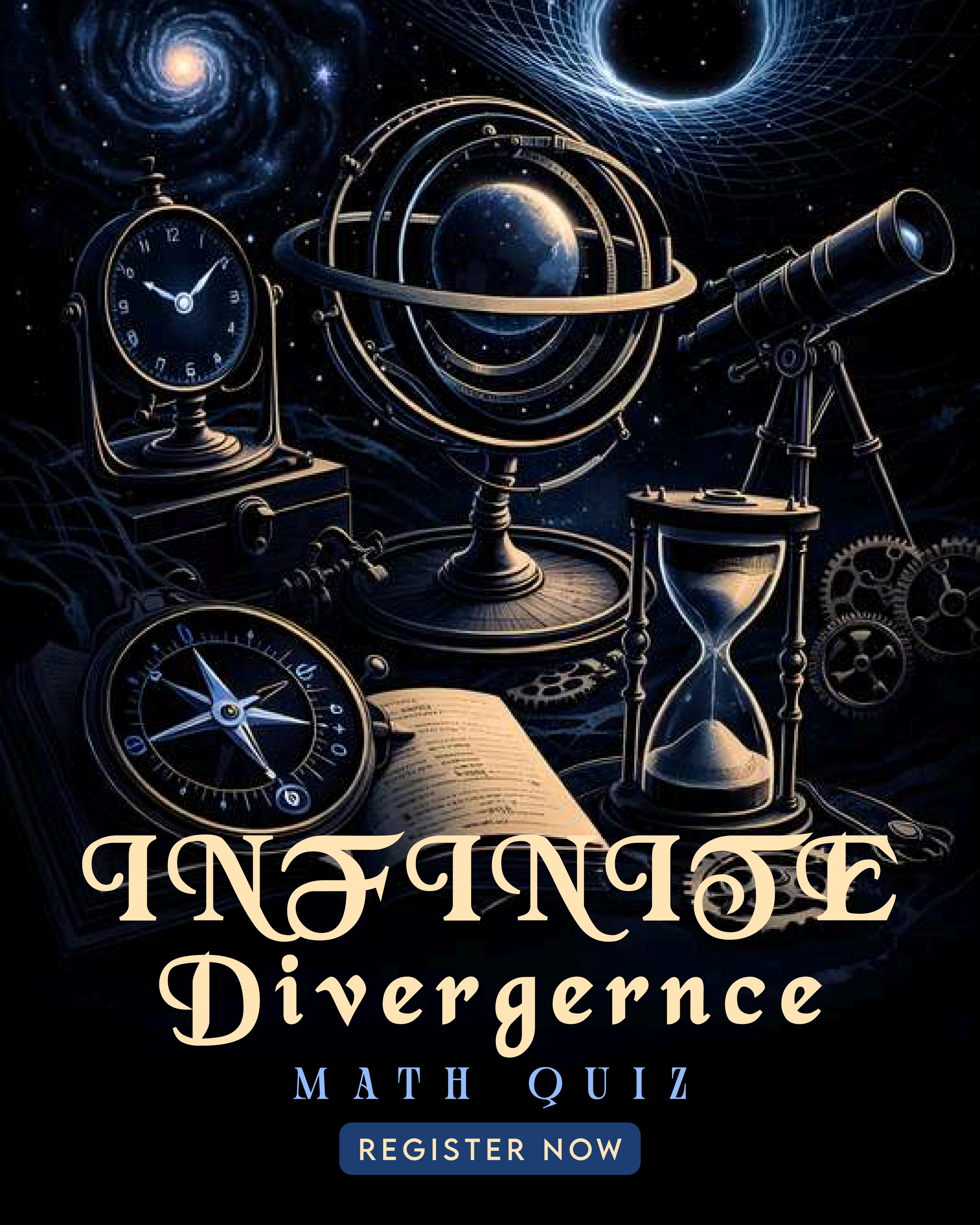


QUDOS:

Calling all knowledge enthusiasts! Immerse into a world of discovery with an exhilarating challenge designed for true science lovers. This is the ultimate quiz that encompasses every branch of science along with your chance to showcase your intellect and curiosity. Do you have what it takes to navigate this labyrinth of mind-bending questions? Step up, embrace the challenge, and prove your brilliance!

RULES

- Every Participant should be Under-25.
- Maximum Team Size is 3 members. Duos and Lone wolves are also welcome.
- Cross-institute teams are allowed.
- This will be a Science and Technology Quiz which also includes topics ranging from Sports, Literature, Art, Movies, and Entertainment having a Science connection. So essentially it will be a General Science Quiz.
- Prelims will be conducted before the Finals. 8 teams from the prelims will proceed to the finals.
- Rules for the Finals in general and also for the particular rounds will be announced just before each round commences.
- All rules are subject to change by the organizers..



A collage of nautical and astronomical instruments against a dark, star-filled background. It includes a pocket watch, a compass rose, a celestial globe, a telescope, and an hourglass, all set against a backdrop of swirling galaxies and stars.

INSTITUTE

Divergence

MATH QUIZ

REGISTER NOW

INFINITE DIVERGENCE:

Want to discover the enjoyable side of deep mathematical thinking? Presenting “Infinite Divergence”—the perfect opportunity to showcase your knowledge and engage in some thrilling competition with fellow math enthusiasts. Test your speed, accuracy, and intuition and prove your mastery of the infinite realm of mathematics. Join the challenge and claim victory!

STRUCTURE

This is an offline Mathematical Quiz event, consisting of three rounds, each with its subsequent eliminations. An online preliminary round can be conducted if the number of participants exceed a predetermined limit. The event will be Inter-College. Students from other institutes pursuing a bachelor degree are welcome.

FORMAT

Individual participation Duration: 2 hours

RULES

Round 1: (Solve for X)

In this round, certain facts regarding a particular mathematician would be given (usually 2-4 lines), and the contestants have to identify that mathematician. This round will be a buzzer round. If the first caller provides an incorrect answer then the second caller would be asked, and so on. The point structure should be-

For first call-

Correct Answer: +10

Incorrect Answer: -10 and a ban from the next question in that round.

For subsequent calls after the first

Correct Answer: +10

Incorrect Answer: -10

There would be 12 questions in totality. Top 8 participants would qualify to the next round.

There would be three star marked questions. In case of a draw, the contestant with better performance in those star marked question would proceed to the next round.

Round 2: (Spotlight on ‘U’)

In this round, each candidate will be given a mathematical problem which the contestant has to solve within 2 minutes. A correct answer within the stipulated time will give the contestant a +15, and an incorrect solution will amount for -10. Failing to provide an answer will account for a +0.

If the contestant provides a wrong answer or fails to present an answer, then the question will be open to the other contestants. In that case, any individual who presents a correct answer will be awarded a +10, any individual who presents an incorrect answer will be awarded a -10, and any individual who chooses not to answer will get +0.

After the completion of round 2, top 6 scorers will be promoted to the next and final round. In case of a draw to qualify, the individual with a higher score in round 2 shall proceed to the next round. If the draw still persists, the performances of those contestants concerned in the star marked questions of round 1 will be considered as tie-breaker.

Round 3: (Finite Convergence)

In this round, the remaining 6 contestants will be given 6 choices of mathematical topics. The combined score each individual in the first two rounds shall set the precedence for choice of the topics. Once a topic is chosen, subsequent contestants will not be able to choose that particular topic anymore.

After the choices are made, every participant will be given one question from the topic chosen by that individual.

Participants will have to devise a solution of that problem within 15 minutes. Maximum possible score in this round would be 20. Points will be awarded for reasoning, correctness and elegance of the solution. Wrongful calculations and/or erroneous logics shall result the contestant receiving a -10

Note: The above rules are provisional and are subjected to change by the organizers without prior notice.

After the three rounds, contestant with the highest score would be considered the winner of Infinite Divergence 2025

ODYSSEY OBSCUERA

TREASURE HUNT

REGISTER NOW



ODYSSEY OBSCUERA:

Ready to participate in the odyssey to uncover the secrets that lie hidden in obscure codes, masked by anagrams and locked behind layers of decryption? Unite your minds— solve the scientific riddles, crack the ciphers, and race against time to tread wisely, for every clue unravels the next mystery. Like the Squid Game, will your team be like Player 456 to outwit the obscurity, or get lost in the puzzle?

STRUCTURE

This is an intra college treasure hunt. There may be a prelim conducted if the number of teams exceed the predetermined cap.

FORMAT

4 per team

RULES

- Every member must have a working internet connection on their phones.
- The event will be restricted within the boundaries of a predetermined area which will be communicated later.
- Cross-departmental teaming among the same college is allowed.
- People found using any unfair means will be **STRICTLY DISQUALIFIED**.
- No splitting rule – the team members must stay together at all times; splitting up to solve clues faster will result in disqualification.
- Disruption Penalty – Any team caught tampering with clues, cross communicating with other teams or creating unnecessary disturbance will face immediate disqualification.

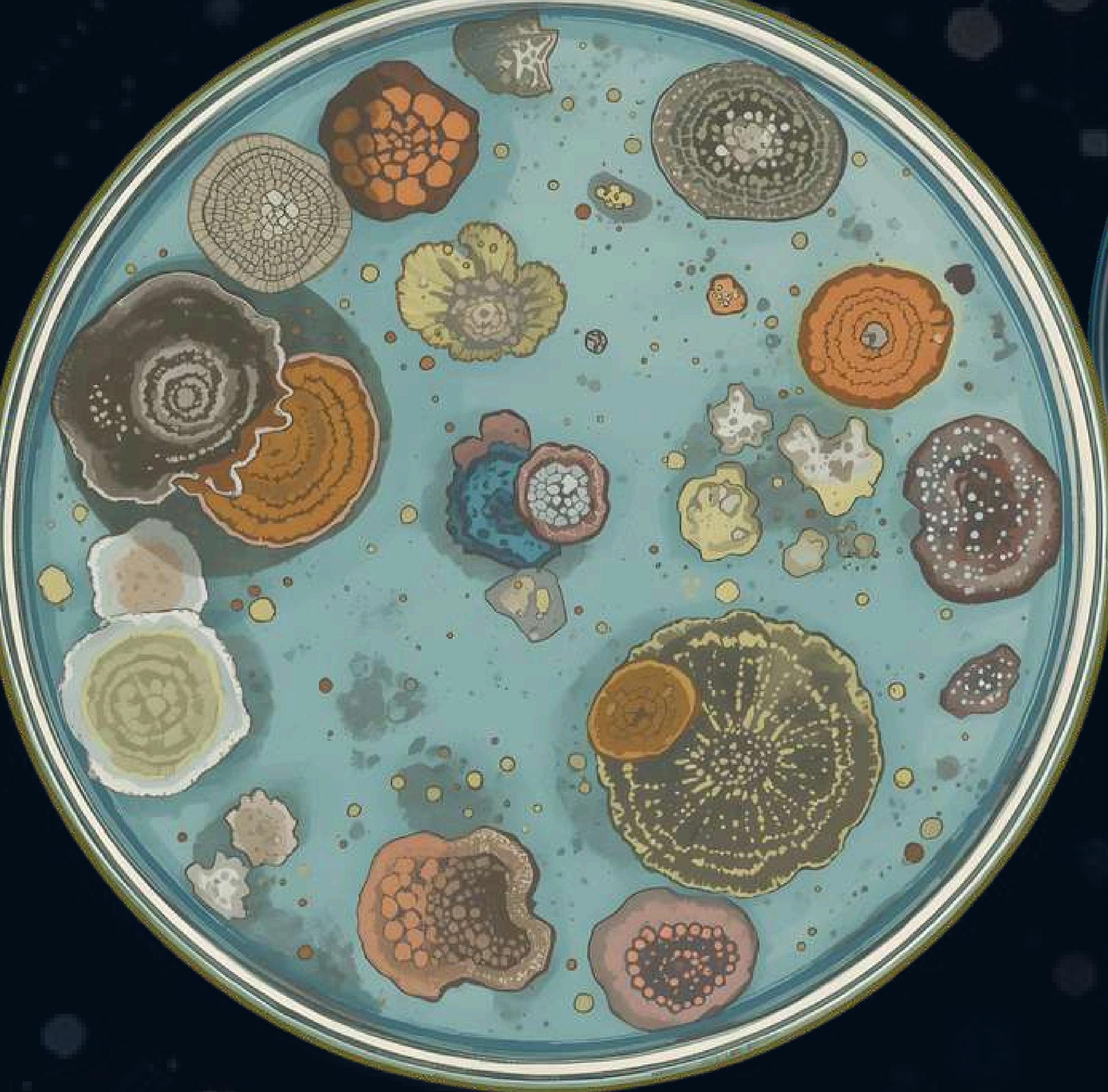
JUDGING CRITERIA

- **TIME** – Fastest to finish the entire treasure hunt wins.
- **DECODING CLUES** – Every clue carries certain point so a time tied together can be distinguished through this.
- **POINTS GUIDE** – Teams correctly solving the clues will be awarded points while incorrectly solving the clues will result in point deduction.
- Incomplete clues will be awarded no points

[REGISTER NOW](#)

STREAK YOUR MARK

PETRI PLATE
PAINTING



STREAK YOUR MARK:

Ever wondered what hides in an Eppendorf tube? Find out, streaking your mark, onto a petri plate and watch how a story is made out of it on the agar. Don't hesitate to let this tale be told, for now is the chance to observe how appealing a microbe's tale can be.

STRUCTURE

This is an offline petri plate painting event. Online prelims may be conducted if the number of registrations exceed the predetermined cap.

FORMAT

Individual event Duration: 2 hours

RULES

- The petri plates, nutrient media, and inoculation loop will be provided to the participants.
- The participants will also be provided with a set of microbial cultures. The microorganisms will only be disclosed on the day of the event (not before that).
- Participants must carry their own Lab Coats for the event. No lab coats will be provided.
- There is no theme for agar art.
- The agar plate will be incubated for 24 hrs.
- If agar base is destroyed, then the participant will be disqualified.
- The participants may be asked a few basic questions from biology to see how well versed they are with what they are doing.
- The Organizing committee reserves the right to modify the rules of the event at any given point of time.

JUDGING CRITERIA

- Ability to handle agar plates
- Visual impact

A central vintage camera with a large lens and a textured body is the focal point. Behind it, several other cameras of different models and colors are partially visible, some with film reels attached. The lighting is dramatic, highlighting the metallic textures and the intricate details of the cameras.

REGISTER NOW

LUMINO GENESIS

PHOTOGRAPHY

LUMINO GENESIS:

Observe, Illuminate & Inspire as you let your lens unravel the wonders—where nature's alchemy and human ingenuity collide. Capture transformations, reveal hidden wonders of science, and craft a visual tale that transcends the ordinary.

STRUCTURE

This is an online photography event.

FORMAT

Individual participation

Topic: **Ethereal Optics**

RULES

Eligibility:

- This is an inter college event, open to students from all participating institutions.

Theme Adherence:

- Participants must strictly follow the given theme while capturing their photographs.

Content Restrictions:

- Any form of obscenity will lead to immediate disqualification.
- The event will span two days, with a new topic revealed each day.

Equipment & Editing:

- Both mobile phones and DSLRs are allowed.
- Basic editing (such as colour enhancement and cropping) is permitted, as long as it does not compromise the authenticity of the photograph.
- Advanced editing, including creating illusions, manipulations, or adding/removing significant elements, is strictly prohibited.

Originality:

- Participants must submit their own creative work. Plagiarism in any form is not allowed.

Submission Requirements:

- A short write-up explaining how the photograph aligns with the theme must accompany each submission.
- The photo must be in JPG/JPEG format with a minimum file size of 1 mb.
- Files should be named as: Photography__<Name>_<College Name>.
- Submissions will be accepted via Google Forms only.
- Multiple entries are not allowed.

Judging:

- The decision of the judges will be final and binding.

JUDGING CRITERIA

- Components and Arrangements
- Focus and Sharpness
- Lighting
- Creativity and Relevance of the theme

CONACOS

FOR QUERIES

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