# WOLF OF DALAL STREET

## ABOUT EVENT

All of us know who the Wolves of Wallstreet are, but what about our Dalal Street? You think you can become one? Then here's an opportunity for you to prove that, you indeed are The Wolf of Dalal Street.

## REGISTRATION

## TEAM REQUIREMENTS:

- Participants should register themselves in the StockGro app and register for thecompetition through the link provided.
- No participant can use their own money in the competition.

## REGISTRATION METHOD

Registrations are open on the official SOSC website (https://codeblaze.sosc.org.in/)

## REGISTRATION FEES:

Fee for the online platform (if required)

## COMPETITION RULES

- The event will consist of 1 round. Participants need to trade stocks in the time that the market is open.
- Participants need to register in the required app as a user as well as to the competition hosted, and also in a google form (for us to keep track).
- When the market opens, the participants can start trading.
- Participants will be given some amount of dummy money (at around 10 Lakhs INR), with which they have to start trading.
- The app ranks the participants based on the profits they've made.
- They can view which position they are in currently in the app itself and trade accordingly.
- Participants cannot invest their own money for trading and shall trade only with the dummy money provided initially.
- The participants with the highest profit at the end of the day will be declared winners. The winners will be decided by the app itself.
- Any kind of tie will also be handled by the app itself.

## GENERAL RULES:

1. Phone Usage: Participants are allowed to use their own phones during the event for purposes permitted by the organizers. Any usage beyond the specified event purposes may result in disqualification.

2. No Team Communication: Teams are strictly prohibited from communicating with other teams during the event. Collaboration between teams is not allowed.

3. Organizer's Final Decision: The decision of the event organizers is considered final in all matters related to the event, including rule interpretation and dispute resolution.

4. Foul Play Disqualification: In the event of foul play, a team found to be violating the rules, engaging in unfair practices, or attempting to gain an unfair advantage will be disqualified from the competition.

## JUDGING CRITERIA:

1. Time: The winner will be decided primarily based on the time it takes each team to complete all rounds and challenges. Teams that finish all rounds faster will have an advantage.
2. Success in Rounds: If more teams complete all rounds in the same amount of time, the teams' success in individual rounds will be considered. Teams that perform better in earlier rounds will be favoured.

## CONTACT INFORMATION:

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