



E-VENTURE – RULE BOOK

Galactic Glide

- 1) Teams must design and build their own RC aircraft (readymade models not allowed).
- 2) Only electric propulsion is permitted.
- 3) The same aircraft must be used in all rounds.
- 4) Each team gets two attempts; the best one will be counted.
- 5) Aircraft must fly safely and stay within the designated boundaries.
- 6) Participants must follow all safety instructions during flight.
- 7) Judges' and organizers' decisions will be final.
- 8) Eligibility: Open to all students across schools, colleges, and universities.
- 9) Team Size: A maximum of 4 members is allowed in one team.
- 10) Decision of the organizers shall be considered final and binding to all.
- 11) Number of winners are subject to change.
- 12) Registration fee is non-refundable.
- 13) Rules may be changed without prior intimation. Participants are, therefore, requested to check the official Pragyaa'26 website regularly for updates.
- 14) The results will be declared/ announced there only.
- 15) But the prizes will be distributed on the third day.

Chess

Rules:

- 1) Touch-Move Rule: If you touch your piece, you must move it (if a legal move exists). To adjust pieces, you must say "j'adoube" or "I adjust" first.
- 2) One Hand: Moves must be made with only one hand.

- 3) Chess Clocks: Time controls are standard; making moves, pressing the clock, and stopping the clock must be done with the same hand.
- 4) Illegal Moves: Cannot make a move that leaves or puts your own king in check.

An illegal move might result in penalties (e.g., opponent gets extra time).

- 5) Check/Checkmate: King in attack must be resolved (move, block, capture) to avoid checkmate.

Eligibility:

- 1) All participants must register before the given deadline.
- 2) Players must report to the venue at least 10–15 minutes before the start of their match.
- 3) Late arrival beyond the allowed grace time (usually 10 minutes) may result in a forfeit.

Behaviour and fair play:

- 1) Strict prohibition of cheating (including electronic devices).
- 2) Good sportsmanship is expected—handshake before and after the game.
- 3) Disrespectful behaviour may lead to disqualification.

Prize and ranking:

Ranking typically follows:

- 1) Points scored
- 2) Buchholz / Tie-break system
- 3) Head-to-head result
- 4) Prize distribution will follow the official announcement by organisers.

Innoverse

Rules:

- 1) The exhibition is open to all branches and years of engineering, diploma, and science students as per Pragyaa guidelines.
- 2) Participants may register individually or in teams (team size as specified by organizers).

- 3) A team must provide complete project details during registration, including title, category, and resources needed.
- 4) Once registered, team members cannot be changed without prior approval from event coordinators.

Project categories:

- 1) Technovision: AI, Cyber system & intelligent automation
- 2) Energize & mobility: Renewable systems, transportation & aerospace innovation
- 3) Sustainability & health: Civil infrastructure, waste management & med tech.

Project Requirements:

Every team must present:

- 1) A working prototype or simulation/model
- 2) A poster or chart describing problem statement, methodology, results, and conclusion
- 3) A short presentation (3–5 minutes) for judges
- 4) Projects must be original; plagiarized or purchased models will lead to disqualification.
- 5) Teams must ensure proper documentation (report/manual), if asked by the committee.

Judging & Evaluation:

Projects will be evaluated by an expert panel based on:

- 1) Innovation & Creativity
- 2) Technical Implementation
- 3) Practicality / Societal Impact
- 4) Originality
- 5) Working Demonstration
- 6) Presentation & Clarity
- 7) Design and User Experience
- 8) Problem-Solving Approach

- 9) The judges' decision will be final and binding.

Code of Conduct:

- 1) Participants must maintain discipline and professional behaviour.
- 2) Arguments with judges, coordinators, or volunteers will not be tolerated.
- 3) Misconduct, misrepresentation, or unethical behaviour may lead to disqualification.
- 4) Use of offensive content or unsafe demonstrations is prohibited.
- 5) Tampering with another team's stall or equipment.
- 6) Use of harmful chemicals, explosives, or dangerous tools without permission.
- 7) Unauthorized use of extra power supply or external devices.
- 8) Leaving the stall unattended during judging rounds. 9) Presenting someone else's project as your own.

Krishi Pragya

Eligibility & Participation

- 1) Open to engineering, diploma, agriculture, polytechnic students, and rural innovators.
- 2) Participants may register individually or in teams (team size specified by coordinators).
- 3) Teams must submit basic project details: title, category, problem addressed, and resource requirements.
- 4) Once submitted, team composition cannot be changed without official approval.

Project Domains / Categories

Projects must address challenges related to agriculture, such as:

- 1) Farm mechanization & automation
- 2) IoT-based smart farming
- 3) Water management & irrigation systems

- 4) Precision agriculture & crop monitoring
- 5) Soil health, fertilizers & productivity solutions
- 6) Post-harvest processing & storage
- 7) Renewable energy in agriculture
- 8) Low-cost tools & farmer-friendly innovations
- 9) Sustainable & eco-friendly farming practices
- 10) Agri-supply chain & rural development solutions

Project Requirements

Each project must include:

- 1) A working prototype or detailed simulation/model
- 2) A poster/presentation board explaining:
 - 3) Problem statement
 - 4) Objective
 - 5) Methodology / Working
 - 6) Results & impact
 - 7) Future scope
- 8) A 3–5 minute demo/pitch for judges
- 9) Supporting documents (report/manual) if requested
- 3) Projects must be original; plagiarism or copied concepts will result in disqualification.

Evaluation & Judging Criteria

Judges will evaluate based on:

- 1) Relevance to Agriculture / Rural Sector
- 2) Practicality & Farmer-Friendliness
- 3) Innovation & Technical Creativity

- 4) Cost-Effectiveness & Scalability
- 5) Sustainability & Environmental Impact
- 6) Working Demonstration / Prototype Efficiency
- 7) Presentation, Communication & Clarity
- 8) Overall Impact on Farming Community
- 9) The judges' decision will be final and binding.

Setup & Stall Guidelines

- 1) Each team will get a stall/space, power supply, and table as per availability.
- 2) Teams must complete setup before the event begins.
- 3) At least one member must be present at the stall at all times.
- 4) Participants are responsible for the safety and security of their tools and equipment.
- 5) Stalls must be kept neat, clean, and farmer-friendly for visitors.

Safety & Technical Guidelines

- 1) Projects involving electrical/mechanical components must ensure proper safety measures (insulation, secured components, stable structure).
- 2) No hazardous chemicals, fire-based experiments, or high-risk equipment without prior approval.
- 3) Tools, machinery, and equipment must be operated responsibly.
- 4) Participants are liable for any damage caused to property or surroundings.

Prohibited Actions

- 1) Copying or showcasing borrowed/purchased models.

- 2) Tampering with other teams' setups or project materials.
- 3) Using unsafe, harmful, or unauthorized materials.
- 4) Leaving stalls unattended during judging rounds.
- 5) Exceeding allocated power or using unapproved equipment.

Awards & Recognition

Awards may include:

- 1) Best Agricultural Innovation
- 2) Best Low-Cost Solution
- 3) Best Sustainable Idea
- 4) Best Working Model
- 5) Best Idea for Rural Development
- 6) Jury Special Awards (if applicable)
- 7) All participants will receive certificates as per Pragyaa policies.

Junior Scientist

Eligibility & Participation

- 1) The competition is open exclusively to school students from Class 1 to Class 10.
- 2) Students may participate individually or in teams (team size decided by organizers, usually 1–3 members).
- 3) A teacher/guardian must authorize the participation of students.
- 4) Schools must register through the official Pragyaa registration process.

Project Categories

Students may prepare projects from the following broad domains:

- 1) Science & Technology Models
- 2) Environmental Science & Sustainability
- 3) Physics / Chemistry / Biology Demonstrations
- 4) Innovative Working Models
- 5) Simple Machines & Mechanisms
- 6) Space, Energy, Robotics (Age-appropriate projects)
- 7) Everyday Science Applications
- 8) Creative Concepts / STEM Ideas
- 9) Projects must be safe and suitable for school-level understanding.

Project Requirements

Each team must prepare:

- 1) A working model, prototype, or demonstration

A display chart/poster explaining if possible:

- 1) Project title
- 2) Aim
- 3) Concept / scientific principle
- 4) Construction / working
- 5) Application / usefulness
- 6) A simple 2–3 minute explanation for judges
- 7) All models must be the own work of students. Assistance from teachers/parents should be minimal and only for safety.
- 8) Store-bought or pre-made kits will not be considered.

Stall Setup & Exhibition Conduct

- 1) Each team will be assigned a stall/table space.

- 2) Students must complete setup before the exhibition begins.
- 3) One participant or guardian/teacher must remain present at the stall during the event.
- 4) Stalls must be kept clean, attractive, and child-friendly.

Safety Guidelines

- 1) Only safe, non-hazardous experiments are allowed.

Strictly not allowed:

- 1) Fire, explosives, toxic chemicals
- 2) High-voltage devices
- 3) Sharp cutting tools without supervision
- 4) Experiments involving animals
- 5) Electrical projects must use low voltage (e.g., 5V/9V batteries).
- 6) Organizers may disallow unsafe models at any point.

Judging Criteria

Projects will be evaluated on:

- 1) Scientific Concept & Understanding
- 2) Creativity & Originality
- 3) Working Model / Demonstration
- 4) Practical Application
- 5) Clarity of Explanation
- 6) Presentation & Neatness
- 7) Age-Appropriate Innovation
- 8) Judges' decisions will be final and binding.

Certificates & Awards

1) All participants will receive Participation Certificates from Pragyaa 26.

Special awards may include:

2) Best Junior Scientist Award

3) Best Innovative Model

4) Best Scientific Explanation

Reelify-Reel making competition

VIDEOGRAPHY

1. Participants are supposed to make a video of duration of not more than 90 seconds which can showcase a visual story by the videographer or just an overall aesthetic from their point of view.
2. The use of background music apart from explicit music can be used.
3. The video can be in both horizontal and vertical formats.
4. Time-lapses, hyper-lapses, compilation is allowed.
5. The use of any kind of relevant video editing software is allowed.

Elimination Criteria

1. Firstly, participants that fail to adhere to any of the rules of the contest will be disqualified.
2. The participants who fail to meet the deadline for submissions will also not be considered.
3. The photographs or videos should adhere to the guidelines provided with regards to the theme and the type of photographs and videos that are to be submitted. Failure to meet this criterion will lead to disqualification.
4. Any manner of misconduct or misbehaviour on the participants' end will not be tolerated

Rules:

- 1) Post processing of pictures is allowed.
- 2) Any kind of Equipment WILL NOT BE PROVIDED.
- 3) Participants can take part in either or both the events.
- 4) Unprocessed files must also be submitted along with the gear (mobile model/camera model + lens + Exif's) used must be mentioned.
- 5) The event head/coordinators have the right to deny the participant from participating in the event if participants break above mentioned rules.
- 6) Rules may be changed without any prior intimation. Participants are requested to check the MindSpark'25 website (www.mind-spark.org) regularly for updates.

Important Notes:

- 1) If number of participants are less than 20 then only 2 winners will be selected.
- 2) If number of participants are less than 5 then only 1 winner will be selected.
- 3) If number of participants are less than or equal to 3 then event will be cancelled
- 4) Prizes are subject to change depending on number of participants.
- 5) Registration fee is non-refundable.