

BIO-WARFARE TACTICS

Rule set:-

1. The participants have to participate in a team of 3 or 4.
2. The team has to design their own pathogen which can be any microbe (Virus, Bacteria, fungi, protozoan etc.) or any parasite (like tapeworm etc.). The pathogen can be inspired from a real pathogen (like E. Coli) but should not completely mimic its characters, if it is found so the team will be disqualified.
3. The team has to name their pathogen and has to present it to the audience and their rival team with the help of ppt.
4. The event will occur in two stages, stage(1)-it include the description of pathogen(earning of point) stage(2)- It includes rebuttal by rival team(losing point)
5. The team will be awarded points on the basis of three markers namely Virulence (toxicity), Infectivity (spreading capacity) and its own protection abilities from different factors (like heat, immune recognition, radiation). reasons for every marker should be carefully explained.
6. The team will lose points if any other rival team comes to find any of the pathogens loophole, mistake, or a way to kill or decrease its virulence.
7. Giving and deduction of the points will be decided by the judges on their basic knowledge of microbial biotechnology and immune-technology. Every marker will hold a total of 10 points i.e. a total of 30 points. Every correct rebuttal will lead to a deduction of 5 points.
8. Any rival team can rebuttal any number of times and if it is found to be true, it will lead to deduction of points.
9. The team with maximum points will win the event.

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