



ASCENT – OFFICIAL PARTICIPANT RULEBOOK

Organized by GeeksforGeeks RSCOE

⚠ MANDATORY NOTICE (VERY IMPORTANT)

- The decision of the organising committee shall be final, absolute, and binding in all
- Rounds and all situations.
- Any form of misconduct, cheating, misrepresentation, or violation of rules will
- Result in immediate disqualification from the event without any appeal.
- By participating in ascent, every participant agrees to comply with all rules stated in this rulebook

⌚ EVENT SCHEDULE

ASCENT will be conducted over two days:

Day 1 – 29th January, 2026

- Round 1: THE ENTRY GAME
- Round 2: THE GLASS BRIDGE

Day 2 – 31st January, 2026

- Round 3: THE FINAL STAND

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Participants must be present on the respective day(s) of the round they qualify for.

Failure to report on the assigned day will result in disqualification

♀ ABOUT ASCENT

ASCENT is a placement-oriented flagship event designed to simulate a real-world recruitment process followed by companies.

The event evaluates participants on:

- Analytical and logical ability
- Programming fundamentals
- Coding and problem-solving skills
- Communication and professional behavior

ASCENT consists of three elimination rounds.

Qualification in one round is mandatory to proceed to the next.

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Instructions given by coordinators, volunteers, or judges must be followed strictly.

3. Any form of:

- o Cheating
- o Misbehavior
- o Arguing with coordinators
- o Disrupting the event

will result in immediate disqualification.

4. The organising committee reserves the right to:

- o Modify timings
- o Modify execution flow
- o Modify logistics without prior notice.





ROUND 1 – THE ENTRY GAME

(1v1 MCQ-Based Elimination)

Date: 30th January, 2026

1. ROUND OVERVIEW

- Mode: Offline (On Campus)
- Format: 1v1 (Head-to-Head)
- Total Duration: 30 minutes
- Total Questions: 15 MCQs
- Elimination Type: Pair-wise elimination

Qualification Rule:

From each pair, the participant with the higher final score qualifies for Round 2.

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2. PAIR FORMATION, SEATING & TRANSPARENCY

1. Pair formation is:
 - o Completely random
 - o Declared on the spot by the organising team
2. Participants cannot request or reject any pairing.
3. Each pair will be seated together.
4. One dedicated coordinator is assigned to each pair.
5. The coordinator will:
 - o Monitor both participants continuously
 - o Monitor mobile usage
 - o Track time using a stopwatch
 - o Record bonus points and penalties live
 - o Maintain a visible score sheet

This system ensures **complete transparency and zero bias**.





3. QUESTION STRUCTURE & SCORING

Difficulty	Number of Questions	Points per Question	Total Points
Easy	5	4	20
Medium	6	6	36
Hard	4	8	32
Total MCQ Score 15			88

Question domains include:

- Aptitude
- Logical reasoning
- Programming fundamentals
- Pseudocode
- Output prediction
- Puzzles

Each question clearly mentions its **difficulty level and points**.





4. QUESTION ACCESS & MOBILE USAGE POLICY

- Questions are shared only after participants take their seats.
- Questions are accessed via mobile phone.
- Internet must be OFF at all times.
- App switching, browser access, notifications, or external help is strictly prohibited.
- If any of the above is detected:
 - Immediate disqualification on the spot
- Phones must remain:
 - On the desk
 - Screen visible
 - Available for monitoring

5. ANSWERING RULES

- Answers must be written on the provided answer sheet.
- Only the option letter (A / B / C / D) should be written.
- Writing or modifying answers during Red Light is strictly prohibited.
- Answers can be corrected only through the early submission and re-attempt process described below.

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6. GREEN LIGHT & RED LIGHT SYSTEM

GREEN LIGHT

- Participants may read questions and write answers.
- Green Light can be announced anytime during the 30 minutes.

RED LIGHT

- There will be exactly THREE (3) Red Light interruptions.
- Red Light announcements are random.
- On Red Light:
 - Pens down immediately
 - No writing, erasing, or discussion
- Any violation → immediate disqualification.

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7. MINI-GAMES (DURING RED LIGHT)

- Predefined
- Revealed before the round
- Order of execution is NOT revealed

Mini-games:

- Do NOT eliminate participants
- Provide bonus points only

1. Ddakji (Paper Flip Game)

- Best of 5 attempts
- Players alternate turns
- Winner: +4 bonus points
- Loser: 0 points

2. Dalgona – Paper Version

- Participants trace a printed shape
- No erasing allowed
- Participant with better tracing quality receives: +4 bonus points

3. Split & Steal

- Both players secretly choose:
 - o SPLIT or STEAL

Outcome:

- Both SPLIT → both +2
- One STEALS → stealer +4
- Both STEAL → 00

The word 'ASCENT' is written in large, bold, white letters with a red outline. Below it, there are three glowing red icons: a circle, a triangle, and a square. The background is dark with red glowing particles and shapes.



Bonus Cap

- Maximum bonus per game: 4 points
- Total Red Lights: 3
- Maximum total bonus: 12 points

8. EARLY SUBMISSION, EVALUATION & PENALTY

1. A participant may inform the coordinator of early submission.
2. Coordinator records exact submission time.
3. Answers are evaluated immediately.

Penalty Rule

- If even one answer is incorrect:
 - A fixed penalty of -6 points is applied
 - The count of wrong answers is informed
 - Participant may reattempt answers
- Penalty applies once per submission, not per wrong answer.

The word 'ASCENT' is displayed in large, bold, white letters with red outlines. The letter 'A' is partially obscured by a red triangle icon. The letter 'E' is partially obscured by a red circle icon. The letter 'N' is partially obscured by a red square icon. The letter 'T' is partially obscured by a red triangle icon. The background of the slide features a dark red gradient with glowing red particles and faint outlines of human figures wearing headsets with glowing screens.



FINAL SCORE & TIE-BREAKERS (ROUND 1)

Final Score = MCQ Score + Bonus Points – Penalty

Tie-Breaker Order:

1. Higher Final Score
2. Higher MCQ Score
3. Earlier correct submission time
4. Same score & same time → BOTH QUALIFY





ROUND 2 – THE GLASS BRIDGE

(Coding Contest)

Date: 30th January, 2026

1. ROUND OVERVIEW

- Mode: Online / Lab
- Nature: Competitive coding contest
- Eligibility: Qualified Round-1 participants only

2. TRACK DIVISION

- Junior Track: 1st & 2nd Year
- Senior Track: 3rd & 4th Year

Participants must compete only in their respective track.

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3. CONTEST RULES

- Platform will be announced separately.
- Rankings are fully automated.
- Evaluation is based on:
 1. Problems solved
 2. Accuracy
 3. Time penalty
- Tab switching, AI tools, or external help is prohibited.
- Any violation → immediate disqualification.

4. QUALIFICATION (ROUND 2)

- A limited number of participants from each track will qualify.
- Number of qualifiers will NOT be disclosed.
- Only qualified participants will be informed.

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ROUND 3 – THE FINAL STAND

(Interview Round)

Date: 31st January, 2026

1. ROUND OVERVIEW

- Mode: Offline (On Campus)
- Nature: Technical + HR Interview
- Participants must be physically present with laptops
- Interviews may be:
 - Offline, or
 - Online (from college labs)

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2. TRACK-WISE INTERVIEW EVALUATION

Junior Track

- Programming fundamentals
- Logical thinking
- Basic project understanding
- Communication skills
- Learning attitude

Senior Track

- Core CS concepts
- DSA & technical depth
- Project design discussion
- HR & behavioral questions
- Professional communication

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3. WINNER DECLARATION

- Winner – Junior Track
- Winner – Senior Track

Judges' decisions are final and binding.

MISCONDUCT POLICY Any form of misconduct at any stage results in immediate disqualification.

FINAL AUTHORITY THE ORGANISING COMMITTEE'S DECISION IS FINAL AND NON-NEGOTIABLE IN ALL MATTERS.

For any queries contact:

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