



QNTM // CREATE

SHARK TANK

DOMAIN : 9TH-12TH

PARTICIPANTS PER TEAM : 2-4

TEAMS PER SCHOOL : 1

- PARTICIPANTS ARE REQUIRED TO PREPARE AND PRESENT THEIR PITCHES VIRTUALLY.
- EACH PITCH SHOULD ADHERE TO A SPECIFIED TIME LIMIT, TYPICALLY THROUGH VIDEO SUBMISSIONS OR LIVE ONLINE PRESENTATIONS WILL BE INFORMED ON THE DISCORD SERVER.
- A PANEL OF JUDGES WILL ASSESS THE PITCHES BASED ON CRITERIA LIKE INNOVATION, PRESENTATION QUALITY, AND FEASIBILITY.
- PARTICIPANTS ARE ENCOURAGED TO USE DIGITAL SLIDES OR VISUAL AIDS TO SUPPORT THEIR PITCHES.
- A QUESTION-AND-ANSWER SESSION MAY FOLLOW EACH PITCH FOR JUDGES TO SEEK CLARIFICATIONS.

- PARTICIPANTS ARE RESPONSIBLE FOR THEIR OWN INTERNET CONNECTIVITY AND PRESENTATION TOOLS.
 - THE COMPETITION ORGANIZERS WILL PROVIDE THE ONLINE PLATFORM AND TECHNICAL SUPPORT FOR THE EVENT.
 - THESE GUIDELINES ENSURE A SMOOTH AND FAIR ONLINE PITCHING COMPETITION, ALLOWING PARTICIPANTS TO SHOWCASE THEIR IDEAS EFFECTIVELY IN A VIRTUAL SETTING.
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