



# IBeTo Jr. 2019 General Rules

### **Step 1: TEAM FORMATION**

- The maximum number of members in a team is 5. Individual submissions are also permitted.
- The team members need not necessarily be from the same institution cross institution participation is encouraged.
- Every team must have a unique name which must be furnished on request.
- Every team should have an associated teacher.

## Step 2: CHECK YOUR ELIGIBILITY

• Only school students from classes 7th - 12th (not above 19 years) are permitted to participate in IBeTo Junior.

# Step 3: FINDING YOUR IDEA - GENERAL ABSTRACT DETAILS

- The project worked upon by the team can be based on any theme of social relevance.
- The idea should be technology based and should have a positive impact on society. Furthermore it must be feasible/practical to be realized as a viable project.
- The social relevance factor is our prime factor of judgement as the product should have appreciable potential to be implemented in the society.
- There are no restrictions on the number of submissions of abstract per team.

## **Step 4: EVENT DETAILS**

- The ideas sent in as technical innovations must be original, or must be an expansion of an already existing concept based on any socially relevant problem statement.
- 20 teams will be shortlisted to the finals. If the quality and amount of abstracts received are high, there might be a mid-evaluation during the period of the event.
- The selected teams will be intimated through telephone and e-mail. The Excel 2019 Team will not be held accountable for any cases in which shortlisted teams are unavailable for contact or are unreachable at any point of time after the announcement of results.
- The teams should be ready with a feasible and working prototype by the 2nd week of September.
- The event will be conducted on Day 1 of Excel 2019.

## **GENERAL GUIDELINES**

- Decisions of the judges shall be final and binding.
- The selection results will be intimated through email and phone calls.
- Rules are subject to change at any point of time.

