

UTKARSH 2026

“VIRASAT SE VIKAS TAK”

“विरासत से विकास तक”



BABU BANARASI DAS EDUCATIONAL GROUP
(BBD UNIVERSITY/BBDITM/BBDNITT)



Registration Guidelines@UTKARSH 2026

1. The registration portal for all the events is provided on the **UTKARSH-2026, (From 26th February to 28th February 2026)** website: **<https://www.bbd-utkarsh.org/>** . The participants must register online for the category they wish to participate.
2. The interested Colleges or Institutions are requested to confirm their participation team list through email, latest by **FEBRUARY 24, 2026**.
3. Outstation Colleges or Institutions must confirm their participation team through mail by **FEBRUARY 24, 2026**.
4. The participating team must report at BBDEG Campus, Lucknow for in-person Registration on **FEBRUARY 25, 2026** from **12:30 PM to 06:00 PM** at the Registration Help Desks set up in the campus.
5. The remaining instructions will be given to the participants at the Registration Help Desk.
6. All teams are mandatorily required to carry the following documents along with, failing which the teams may not be allowed to register:
 - a. Authority Letter issued by the Director/Principal/Dean of the respective Institute/College/Faculty with the name of all participants.
 - b. Institute/College Identity Cards & Copy of Aadhar Card and Two passport size recent colored photographs. The registration fee is Rs. 200/- for external students per participants.
 - c. Fooding & lodging charges (if opted for): Rs. 1000/- per participants for external students for entire event.

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VIRASAT SE VIKAS TAK

CULTURAL EVENTS

**BABU BANARASI DAS EDUCATIONAL GROUP
(BBD UNIVERSITY/BBDITM/BBDNITT)**



VIRASAT SE VIKAS TAK

UTKARSH 2026 | CULTURAL EVENTS

RULES AND REGULATIONS

Welcome to **Utkarsh 2026**, the flagship cultural celebration of the **Babu Banarasi Das Group**, where the echoes of our rich heritage seamlessly blend with the aspirations of a progressive future. Anchored in the theme “**Virasat se Vikas Tak**,” this year’s Utkarsh reflects a meaningful journey from legacy to leadership, from tradition to transformation. Utkarsh has always been a celebration of creativity, unity, and youthful expression. Over the years, it has evolved into a platform where dreams take shape and values rooted in our cultural inheritance find new relevance through innovation and imagination. Every performance, exhibition, and interaction at Utkarsh 2026 draws inspiration from our timeless traditions while embracing the spirit of growth, development, and modern thought. More than a cultural fest, Utkarsh 2026 stands as a confluence of ideas, art, and intellect. It celebrates diversity while fostering unity, encouraging students to honour the past and actively participate in shaping the future. Here, culture is not static; it is dynamic, evolving, and responsive to the changing world. Through heritage-inspired expressions and contemporary creativity, students emerge as thinkers, creators, and responsible citizens. Utkarsh 2026 nurtures collaboration, leadership, and community pride, reinforcing the belief that true progress is achieved when development is guided by values. As we celebrate this journey from **Virasat to Vikas**, Utkarsh 2026 invites everyone to reflect, rejoice, and reimagine a future built on strong cultural foundations and visionary ambition.

General Instructions | Singing, Dancing, and Dramatics

1. Only one team is allowed to participate from an Institution (University/College). This is subject to event category which falls under cultural events considering group performances.
2. All participants must carry their original college identity card along with the Participant ID Card. Failure to produce both documents will result in disqualification.
3. Strict discipline must be maintained on and off the stage. Any act of misconduct, misbehaviour, or violation of decorum may lead to immediate disqualification.
4. Participants are permitted to perform only on behalf of their respective colleges.
5. Performances must strictly adhere to the approved art form and event category. Any unauthorized deviation or fusion will result in disqualification.
6. Any form of obscenity or vulgarity in costume, expression, language, or performance will lead to immediate disqualification from the competition.
7. The organizing team will provide only a computer or laptop for background music. Participants must bring their audio tracks in MP3 format on a pen drive.
8. No practice or rehearsal spaces will be arranged by the organizers. Participants must make their own arrangements for prior practice.
9. Performances exceeding the prescribed time limit will be penalized. One mark will be deducted for every additional 30 seconds.
10. Participants in solo events are permitted to have one accompanist. Any musical instruments required must be arranged and brought by the participant.
11. Any additional instruments, props, or accessories required for the performance must be arranged by the participants themselves.
12. Participants must use microphones, sound systems, and allied technical equipment strictly as instructed by the technical team. Unauthorized handling is prohibited.
13. Participants are responsible for the safe handling of all instruments, props, and equipment brought by them. The organizers will not be liable for any loss or damage.
14. Any damage caused to stage property, lighting, sound systems, or any other property of the organizers due to negligence or misuse will be recovered from the concerned participant(s) or team.

15. Participants must maintain proper stage decorum at all times. Unprofessional conduct, inappropriate gestures, or disrespectful behaviour will not be tolerated.
16. Participants must ensure timely entry to and exit from the stage as per the instructions of the stage management team to ensure smooth event flow.
17. Any participant causing nuisance, disturbance, or disruption during the event will be disqualified, and the security amount submitted will not be refunded.
18. No member of the organizing or management team is permitted to participate in any event. Any such participation will lead to disqualification.
19. In case of any discrepancy, dispute, or interpretation of rules, the decision of the judges will be final and binding.
20. Non-compliance with the prescribed rules and guidelines of the respective category will result in immediate and irrevocable disqualification.
21. The decision of the organizing committee regarding discipline, stage management, and technical coordination will be final and binding in all related matters.

CATEGORY: DANCE

Let your feet tell the story and set the stage ablaze. Utkarsh offers a vibrant platform for every aspiring dancer to rise, perform, and be celebrated. We believe rhythm transcends boundaries, and here, you are invited to express your passion through movement, grace, and electrifying energy.

General Rules for Dance Participants

1. The selection of the music track must be appropriate to the event and theme of Utkarsh 2026. Prior approval of the selected song from the concerned Faculty Coordinator is mandatory.
2. The costume worn for the performance must reflect an ethnic or culturally inspired style, in harmony with the spirit of “Virasat se Vikas Tak.” Attire should be dignified and suitable for a university platform.
3. Participants must strictly adhere to the allotted time limit. Any performance exceeding the time limit or found to be inappropriate in content or presentation will be stopped immediately.
4. Dance movements should reflect grace, creativity, and artistic expression. Any gestures, steps, or expressions perceived as obscene, offensive, or disrespectful will lead to disqualification.
5. The use of vulgar, sexually explicit, abusive, or violent language and/or lyrics in music is strictly prohibited.
6. Participants must ensure decent and appropriate dressing throughout the performance. Any form of indecent exposure is strictly not permitted.
7. The dance performance must remain true to the approved dance form. Any unapproved deviation or fusion may invite penalties or disqualification.
8. Props, costumes, and accessories required for the performance must be arranged by the participants themselves and should not disrupt stage decorum or safety.
9. Participants must follow the instructions of the stage and technical team regarding entry, exit, and positioning on stage.
10. Any act of indiscipline, non-cooperation, or disregard for the rules during rehearsals or performances will result in immediate disqualification.
11. The decision of the judges and the organizing committee regarding the suitability, execution, and evaluation of the performance will be final and binding.
12. Participants are expected to uphold the cultural values and artistic integrity of Utkarsh 2026 while delivering a performance that celebrates heritage and creativity.

The Dancing category is also divided into the following events

1. *Heritage on Heels (Folk Dance)*
2. *The Dancer's Voice (Solo Dance)*
3. *Dynamic Duo (Duet Dance)*
4. *Rhythm Revolution (Street Dance – Single Faceoff)*
5. *Beat Breakers (Street Dance- Group)*
6. *Rhythm Rubble (Group Dance)*

Heritage on Heels (Folk Dance)

1. Each team will be allotted a total of 5 minutes, including 4 minutes for the performance and 1 minute for stage entry, setup, and exit. Exceeding the time limit will attract penalties.
2. The maximum number of entries will be limited to one team each from BBDNIIT, BBDNITM, BBDEC, and BBD University, along with one team from other participating universities.
3. Each team must consist of a minimum of 5 members and a maximum of 10 members.
4. The music and songs used must be regional or traditional in nature and should authentically represent a specific folk dance form practiced in any Indian state.

5. As folk dance reflects cultural heritage, it is mandatory for all participants to wear costumes that accurately depict the respective folk tradition being performed.
6. The use of props is permitted; however, all props must be shown to and approved by the event coordinators prior to the performance.
7. Participants must ensure that props, costumes, and performances uphold cultural dignity and do not include any offensive or inappropriate elements.
8. Teams must maintain proper stage discipline and coordinate smoothly with the stage management team to ensure uninterrupted conduct of the event.
9. The decision of the judges will be final and binding on all participants under all circumstances.

The Dancer's Voice (Solo Dance)

1. Each participant will be allotted a total of 4 minutes, including 3 minutes for the performance and 1 minute for stage setup. Exceeding the time limit will attract penalties as per the general rules.
2. The maximum number of entries for the solo dance event will be four participants from each college of the BBD Group (BBDNIIT, BBDNITM, BBDEC, and BBDU). One participant per other university will be permitted.
3. Music selections may include Indian, Western, or fusion tracks combining two or more styles, subject to appropriateness and event guidelines.
4. Costumes must be appropriate, dignified, and complementary to the dance form. Effective use of costume and presentation will positively contribute to the overall evaluation.
5. No second attempt or re-performance will be permitted under any circumstances.
6. The decision of the judges regarding performance, scoring, and results will be final and binding on all participants.
7. Participants must ensure that their music track is clearly labelled and submitted in advance as per the instructions of the organizing team.
8. Props, if any, must be minimal, safe, and self-arranged, and should not cause damage to the stage or inconvenience to the next performer.

Dynamic Duo (Duet Dance)

1. Each team must consist of exactly two participants; no substitution will be permitted under any circumstances.
2. The maximum number of entries per college (BBDNIIT, BBDNITM, BBDEC, and BBDU) is one team each, along with one team from other universities.
3. All dance forms are permitted; however, the music selection must be limited to Hindi film songs, Indian pop albums, or a fusion of two or more approved tracks.
4. The total time limit is 5 minutes, which includes 4 minutes for performance and 1 minute for stage setup. Exceeding the limit will invite penalties.
5. Costumes must be appropriate, theme-aligned, and non-obscene. Costume coordination will be considered for scoring.
6. Any form of indiscipline, inappropriate gestures, or violation of stage decorum will result in immediate disqualification.
7. The judges' decision will be final and binding, and no appeals or discussions will be entertained.

The Breaker's Brawl (Street Dance – Single / Face Off)

1. The event will be conducted in a Face-Off format, where two participants compete directly until one is declared the winner.
2. Music will be played on the spot, selected randomly from a pre-approved list of 20 English and Hindi tracks; participants must be prepared for all.
3. Each participant will be allotted 2 minutes per performance, strictly enforced.
4. The maximum number of entries per college (BBDNIIT, BBDNITM, BBDEC, and BBDU) is two participants each, with one participant from other universities.
5. Only street dance styles are allowed; inclusion of classical or semi-classical elements will lead to disqualification.
6. Participants must strictly follow the instructions of the stage and technical teams; any disruption will result in elimination.
7. The judges' decision will be final and binding in all rounds of the competition.

Beat Breakers (Street Dance – Group)

1. Each team must comprise a minimum of 5 and a maximum of 10 participants.

2. The maximum number of entries per college (BBDNIIT, BBDNITM, BBDEC, and BBDU) is one team each, along with one team from other universities.
3. Permitted dance styles include hip-hop, breaking, popping, locking, and crump. Any deviation from street styles is prohibited.
4. The total time limit is 9 minutes, including 8 minutes for performance and 1 minute for stage setup.
5. Props are strictly not allowed under any circumstances.
6. Teams must maintain synchronisation, discipline, and stage decorum throughout the performance.
7. The judges' decision will be final and binding, and any misconduct will lead to disqualification.

Rhythm Rumble (Group Dance)

1. Each team must consist of a minimum of 10 and a maximum of 15 participants.
2. The maximum number of entries per college (BBDNIIT, BBDNITM, BBDEC, and BBDU) is one team each, with one team from other universities.
3. Classical dance forms are strictly not permitted in this category.
4. The total time allowed is 8 minutes, including 7 minutes for performance and 1 minute for stage management.
5. Props and costumes will carry weightage; however, prior approval is mandatory for the use of any props.
6. Teams will be judged primarily on theme interpretation, choreography, coordination, costumes, and effective stage usage.
7. The judges' decision will be final and binding, and no reconsideration will be entertained.

CATEGORY: MUSIC

Celebrated for discovering and nurturing musical prodigies, our singing event celebrates the belief that "Words may tell a story, but music awakens the soul." Now it's your moment to transform your emotions into melody. Let your passion take centre stage, creating a performance that lingers in the hearts of every listener and echoes long after the final note.

General Rules for Music Participants

1. The selection of songs must be appropriate, free from offensive or vulgar language. Prior approval of the song is mandatory and must be obtained from the faculty coordinators.
2. Performance attire must reflect elegance, sophistication, and be suitable for a formal cultural stage.
3. Any performance exceeding the prescribed time limit or deemed inappropriate will be stopped immediately.
4. All participants must maintain discipline on stage and backstage, including punctual arrival and respectful conduct towards organizers, fellow participants, and the audience.
5. Musical performances should adhere to their designated form or category. Fusion or experimental styles must be communicated in advance to the faculty coordinators for approval.
6. Participants are responsible for arranging and bringing their own instruments, including any auxiliary instruments or equipment required for the performance.
7. Microphones, reverb, echo, and other sound effects will be provided by the organizers. Participants must inform the technical team in advance regarding any special sound requirements.
8. Any issues related to sound, mics, or technical equipment must be reported to the technical team before the performance; last-minute corrections may not be possible.
9. The use of pre-recorded backing tracks or instrumental loops is allowed only with prior approval and must be provided in MP3 format on a pen drive.
10. Participants must perform from their designated stage area; moving beyond this area without permission will lead to penalties or disqualification.
11. All instruments must be set up, tuned, and ready before the performance time. The organizers are not responsible for arranging instruments or tuning equipment.
12. Any attempt to disrupt performances, misuse instruments, or interfere with technical arrangements will result in immediate disqualification.
13. Participants must carry their original college ID and Participant ID card. Failure to present these will disqualify the participant from performing.

The Music category is also divided into the following events

1. *Raag Ratan (Indian Style)*
2. *Symphony (Western Style)*
3. *Hustle (Rapping Competition)*
4. *Jhankaar (Solo-Instrumental)*
5. *Sur Vadan (Group Song)*

Raag Ratan (Indian Style) – Solo Singing Competition

1. Raag Ratan is an individual event. Songs must originate from Indian movies or Indian pop albums. Self-composed pieces are encouraged and appreciated.
2. Maximum entries per college (BBDITM, BBDNIIT, BBDEC & BBDU) is 5. One entry per other university is allowed.
3. The total time allotted is 4 minutes (3 minutes for performance + 1 minute for sound check).
4. Patriotic, folk, and classical songs are strictly prohibited. Only modern Indian songs are permitted.
5. Participants must bring their karaoke track in MP3 format on a pen drive.
6. Use of offensive, vulgar, or inappropriate lyrics or gestures will lead to immediate disqualification.
7. Participants are responsible for ensuring proper tuning and sound levels during the sound check. The organizers will not provide additional technical assistance during the performance.

Symphony (Western Style) – Solo Singing Competition

1. Symphony is an individual event. The genre includes Western classical music, jazz, pop, or fusion.
2. Maximum entries per college is 2. One entry per other university is allowed.
3. Total time allotted is 4 minutes (3+1).
4. Self-composed music is encouraged. Accompanists are allowed, but no credit will be given to them.
5. Participants must provide their karaoke or backing track in MP3 format on a pen drive.
6. Use of inappropriate lyrics, gestures, or language is strictly prohibited and will result in disqualification.
7. Participants must arrive on time for sound checks. Any delay may reduce performance time.

Hustle (Rapping Competition) – Solo Performance

1. Each rapper will perform individually. Maximum entries per college is 2, and 1 entry from other universities is allowed.
2. Total time allotted is 4 minutes (3 minutes performance + 1 minute sound check).
3. Use of offensive language, cuss words, or derogatory content will lead to immediate disqualification.
4. Participants must bring their own karaoke or backing track in MP3 format on a pen drive.
5. Only one accompanist is allowed. Participants must arrange their own instrument, if any.
6. Lyrics must be submitted to faculty coordinators prior to performance for approval.
7. Any attempt to disrupt other performances or breach decorum will lead to disqualification.

Jhankaar (Solo Instrumental Competition)

1. Open to all instrumentalists (string instruments, piano, keyboard, wind, or percussion). Instruments must be arranged by the participant; organizers will not provide instruments.
2. Maximum entries per college is 3, and 1 entry from other universities is allowed.
3. Original compositions are highly appreciated.
4. Total time allotted is 4 minutes (3 minutes performance + 1 minute sound check).
5. Participants must ensure instruments are properly tuned and set up before the performance.
6. No offensive gestures or behaviour is allowed during performance; failure to comply will lead to disqualification.
7. Participants must communicate any special sound requirements (reverb, echo, or amplification) to the technical team in advance.

Sur Vadan (Group Singing Competition)

1. Maximum entries per college is 1, and 1 entry from other universities is allowed.
2. Teams must consist of a minimum of 3 and a maximum of 7 members.
3. Patriotic, folk, and classical songs are prohibited. Songs from Indian movies, self-composed pieces, or fusion of 2 or more songs are allowed.
4. Total time allotted is 6 minutes (5 minutes performance + 1 minute sound check).
5. Karaoke tracks are allowed; participants must bring them in MP3 format on a pen drive.
6. All instruments, if used, must be arranged by the participants. Organizers will not provide instruments.
7. Any disruptive behaviour, use of offensive lyrics, or non-compliance with rules will result in immediate disqualification.

Drama is not just performance; it's a mirror to the soul. It gives students a stage to explore the depths of human emotion and transform raw feelings into captivating stories. As they say, "Exaggeration is the soul of theatre," but behind every dramatic gesture lies a profound truth waiting to be discovered. This is your moment to step into the spotlight, embrace heightened expression, and reveal life's hidden realities through the enchanting power of theatre. Remember, "The stage is a world where imagination meets reality," and every performance is a chance to touch hearts, stir minds, and tell stories that linger long after the curtain falls. So, let your emotions flow, let your character breathe, and let the magic of drama bring your vision of life to life!

General Rules for Drama Participants

1. The organizing team will provide a computer/laptop for background music. Participants must bring their music in MP3 format on a pen drive, delivered 15 minutes prior to the scheduled performance time.
2. Participants may perform live music, but all necessary instruments must be arranged and brought by the team.
3. A set of specified props will be provided. Any additional props required must be arranged by the participating team.
4. Use of vulgar language or expletives is strictly prohibited unless prior approval is obtained from the event coordinators. Violation may result in point deductions or disqualification.
5. Teams exceeding the time limit will be penalized. One mark will be deducted for every extra 2 minutes.
6. In the event of any discrepancies or disputes, the decision of the judges will be final and binding.
7. Performances may be conducted in English, Hindi, or bilingual formats.
8. Any in disciplinary behaviour on stage or off stage will lead to immediate disqualification.
9. Performances should not depict content that is derogatory or offensive to any religion, community, institution, or individual. Any violation will result in disqualification.
10. Obscenity or inappropriate attire during performance is strictly prohibited and will lead to disqualification.

Additional Instructions (Specific to Dramatic/Stage Performances)

1. **Stage setup and props:** Teams must limit their setup to the available stage area. Any large or additional props must be brought and managed by the team themselves.
2. **Lighting and sound cues:** Technical support will be available for standard stage lights and microphones. Specific lighting or sound effects must be communicated in advance to the coordinators.
3. **No Green Room facility:** Participants must wait in designated areas. Teams are responsible for their own preparation and coordination.
4. **Safety compliance:** All props, costumes, and stage elements must adhere to safety guidelines. Flammable, hazardous, or sharp items are strictly prohibited.
5. **Stage conduct:** Teams must respect stage boundaries, avoid damage to equipment, and follow directions from the stage manager and technical crew at all times.

The Drama category is also divided into the following events with number of participant permitted.

1. **Solo Spotlight (Mono Act) {1 Participant}**
2. **Drama Junction (Skit) {up to 15 Participants}**
3. **Silent Echoes (Mime) {up to 15 Participants}**
4. **Street Pulse (Street Play) {up to 20 Participants}**
5. **Tarang (Parody Making) {up to 5 Participants}**
6. **Ad-ify Arena (Advertising Contest) {up to 5 Participants}**

Solo Spotlight (Mono Act)

1. Number of participants from (BBDU, BBDITM and BBDNIIT) is 3(three) individually. Only 1(one) participant is allowed from other institutions.
2. Performance time including all setup and setting is 5 Minutes only.
3. Participants must submit their script and character details to the faculty coordinators prior to the performance for approval.
4. Background music will be provided via computer/laptop; bring all music in MP3 format on a pen drive 15 minutes before the scheduled time.
5. Any props or costume items not provided by the organizers must be arranged by the participant.
6. Performances must not contain vulgar language or offensive gestures. Expletives require prior approval from the coordinators.
7. The performance must not exceed the allotted time; 1 mark will be deducted for every extra minute.
8. Disciplinary misconduct or disruption during the performance will lead to immediate disqualification.
9. Performances can be in English, Hindi, or bilingual. Any script or dialogue content that may hurt community, religion, or institutional sentiments is strictly prohibited.

Drama Junction (Skit)

1. Number of team allowed from (BBDU,BBDITM and BBDNIIT) is 1(one) individually. Only 1(one) team is allowed from other institutions.
2. Performance time including all setup and stage setting is 20+5(grace) Minutes only.
3. Teams must submit their script and cast list to faculty coordinators before the event.
4. Background music can be used; bring MP3 files on a pen drive 15 minutes prior. Live music is allowed, but instruments must be arranged by the team.
5. Organizers will provide a limited set of props; any additional props must be arranged by the team.
6. Skits must be free from vulgarity, obscenity, or offensive content. Expletives require prior permission.
7. Teams exceeding the time limit will face penalties: 1 mark for every extra 2 minutes.
8. Any form of indiscipline, on-stage or backstage, will lead to disqualification.
9. Skits must avoid derogatory, offensive, or communal content; scripts should be respectful and inclusive.

Silent Echoes (Mime)

1. Number of entries allowed from (BBDU,BBDITM and BBDNIIT) is 1(one) individually. Only 1(one) team is allowed from other institutions.
2. Performance time including all setup and setting is 15 Minutes only.
3. Mimes must be performed without dialogue; expression, gestures, and body language should convey the story.
4. Background music will be provided; bring MP3 files 15 minutes prior. Live sound effects can be added if arranged by the participant.
5. Teams are responsible for all costumes, masks, and props beyond those provided by the organizers.
6. No obscene gestures or vulgar expressions are allowed. Misinterpretation of gestures that may be offensive will result in disqualification.
7. Time limits must be strictly followed; exceeding the time limit will result in penalties.
8. Discipline is mandatory; disruptive behaviour by any team member will lead to disqualification.
9. Themes must be original and culturally sensitive. Any depiction offensive to religion, community, or institution will lead to immediate disqualification.

Street Pulse (Street Play)

1. Number of teams allowed from (BBDU,BBDITM and BBDNIIT) is 1(one) individually. Only 1(one) team is allowed from other institutions.
2. Performance time including all setup and stage setting is 20+5(grace) Minutes only.
3. Teams must submit scripts, roles, and a brief synopsis to the coordinators prior to performance.
4. Sound effects or background music must be provided in MP3 format 15 minutes before the scheduled time. Live music may be used, but instruments must be arranged by the team.
5. Only specified props will be provided; all additional props and costumes must be arranged by the team.
6. Language must be respectful. Vulgarity, obscenity, or derogatory content will result in penalties or disqualification.
7. Exceeding the time limit will result in penalties: 1 mark for every extra 2 minutes.
8. Participants must maintain discipline on stage and in the audience area. Any indiscipline will lead to disqualification.
9. Content must not offend religion, caste, community, institution, or individual sentiments.

Tarang (Parody Making)

1. Number of participants allowed from (BBDU,BBDITM and BBDNIIT) is 5(five) individually. Only 5(five) participants are allowed from other institutions.
2. Teams must submit a script or concept of the parody to the coordinators for approval.
3. Background music must be in MP3 format, submitted 15 minutes prior. Any live music or instruments must be arranged by the team.
4. Only limited props are provided; all other props and costumes are the team's responsibility.
5. Parodies must not contain vulgarity, explicit content, or offensive gestures. Any content likely to hurt sentiments requires prior approval.
6. Time limits are strict; exceeding them will result in 1 mark deduction per 2 minutes.
7. Teams must maintain decorum; unruly behaviour will lead to immediate disqualification.
8. Parodies should be humorous, innovative, and culturally sensitive. Any derogatory or offensive depiction is prohibited.

Ad-ify Arena (Advertising Contest)

1. Number of teams allowed from (BBDU,BBDITM and BBDNIIT) is 2(two) individually. Only 1(one) team is allowed from other institutions.

2. Performance time for think and plan will be 5 minutes and only 4-5 minutes precisely to perform in each round.
3. Teams must submit their advertisement script or storyboard for approval before the contest.
4. Background music may be used; MP3 files must be submitted 15 minutes before the schedule. Live music is allowed if arranged by the team.
5. Teams must arrange all props, boards, or presentation material not provided by the organizers.
6. Advertisements must not use vulgar or offensive language, gestures, or imagery. Prior approval is required for any sensitive content.
7. Time limits must be strictly adhered to; exceeding them will result in penalties: 1 mark deduction per 2 minutes.
8. Teams must maintain discipline; any unruly or disruptive behaviour will lead to disqualification.
9. All advertisements must be original, culturally appropriate, and should not hurt any religion, community, or individual sentiments.



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TECHNICAL EVENTS

BABU BANARASI DAS EDUCATIONAL GROUP
(BBDU/BBDTM/BBDNIT/BBDEC)

Technical Events

List of Events:

1. Tech for Virasat

- 1.1 InnVedX Code Hackathon
- 1.2 Smart Bharat Innovation Challenge
- 1.3 IKS-AI Convergence
- 1.4 Tradition to Tech: App Development

2. Robogames

- 2.1 Mini Robowars (7 KG)
- 2.2 RoboCon
- 2.3 Line Follower
- 2.4 Robo Marathon
- 2.5 Light Follower
- 2.6 Armeedon The Machine War
- 2.7 Pick and Place

3. Tech Carnival

- 3.1 Utkarsh Tech Expo
- 3.2 Tech Sports (Valorant Online Tournament and BGMI Online)
- 3.3 Reverse Engineering Bharat



VIRASAT SE VIKAS TAK

1. Tech for Virasat

1.1 InnVedX Code Hackathon

(Build for Bharat – Open Innovation & Vedic-Inspired Computing)

Mode: Hackathon

Duration: Multi-Phase (Online + Offline)

Team Size: 1–4 Participants

Technology / Language: Open (Software, AI/ML, Web, App, IoT, Hardware, Blockchain, Systems)

Hackathon Format

Phase 1: Ideation & Shortlisting (Online)

Duration: Pre-event submission

Teams may submit a PPT using the official template containing:

- Problem Statement
- Proposed Solution
- Technology Stack
- Expected Impact

Shortlisted teams advance to Phase 2.

Phase 2: Build & Implementation (Offline – Day 1)

Venue: BBD Campus

Duration: 7 Hours (420 Minutes)

Teams work on:

- Coding and implementation
- Prototype development
- Documentation

Submissions:

- GitHub Repository
- README Documentation
- Demo Link / Screenshots

Top-performing teams advance to Finals.

Phase 3: Demonstration & Evaluation (Offline – Day 2)

Duration per Team:

- 15 Minutes Presentation & Demo
- 5 Minutes Q&A

Winners are declared based on evaluation criteria.

Problem Statement Pool (25 Total)

Participants may choose **ONE** problem statement from the pool OR propose a **custom** problem aligned with “Build for Bharat.”

SECTION A: OPEN INNOVATION – REAL WORLD PROBLEMS (15 PS)

Track 1: AI, Data & Smart Systems

Problem Statement 1:

AI-Based Rural Credit Risk Assessment System

Develop an AI system to evaluate creditworthiness of rural users with limited financial history.

Deliverables:

- ML model
- Risk scoring logic

Problem Statement 2:

Smart Waste Segregation System

Automate waste classification using computer vision or sensors.

Deliverables:

- Classification model
- Accuracy analysis

Problem Statement 3:

Low-Bandwidth AI Assistant for Rural Areas

Design an AI assistant optimized for low internet connectivity.

Deliverables:

- Assistant prototype
- Bandwidth optimization explanation

Problem Statement 4:

Traffic & Crowd Flow Prediction System

Predict congestion and crowd movement using data analytics.

Deliverables:

- Prediction model
- Visualization dashboard

Problem Statement 5:

AI-Based Disaster Early Warning Platform

Early alerts for floods, earthquakes, or extreme weather.

Deliverables:

- Alert system
- Data source integration

Track 2: FinTech, Governance & Security

Problem Statement 6:

FinTech Fraud Detection Using Behavioral Analysis

Detect anomalies in transaction behavior.

Deliverables:

- Detection logic
- Precision/recall metrics

Problem Statement 7:

Privacy-Preserving Digital Authentication System

Secure identity verification without exposing personal data.

Deliverables:

- Authentication workflow
- Security explanation

Problem Statement 8:

Smart Tax or Subsidy Recommendation Engine

Recommend optimal tax benefits or subsidies.

Deliverables:

- Recommendation logic
- Use-case demo

Problem Statement 9:

Secure Digital Document Verification Platform

Tamper-proof verification of official documents.

Deliverables:

- Verification system
- Audit trail

Track 3: AgriTech, Health & Sustainability

Problem Statement 10:

AI-Based Crop Advisory & Yield Prediction System

Assist farmers with crop planning and yield forecasts.

Deliverables:

- Prediction model
- Advisory dashboard

Problem Statement 11:

Smart Water Usage & Leakage Detection Solution

Monitor and reduce water wastage.

Deliverables:

- Detection mechanism
- Efficiency metrics

Problem Statement 12:

Affordable Health-Tech Monitoring Platform

Low-cost monitoring for basic health parameters.

Deliverables:

- Monitoring prototype
- Data accuracy

Problem Statement 13:

Climate-Aware Resource Optimization System

Optimize energy or resource use using climate data.

Deliverables:

- Optimization model
- Impact analysis

Track 4: Urban, Mobility & Infrastructure

Problem Statement 14:

Smart Parking or Public Transport Optimization System

Improve urban mobility efficiency.

Deliverables:

- Optimization engine
- Simulation results

Problem Statement 15:

Open Innovation – Build for Bharat

Any real-world problem aligned with national development goals.

Deliverables:

- Working prototype
- Impact justification

SECTION B: VEDIC-INSPIRED COMPUTATIONAL INNOVATION (10 PS)

Track 5: AI & Data Science

Problem Statement 16:

Vedic AI Preprocessor

Build a preprocessing engine using Vedic fast squaring & normalization.

Deliverables:

- Working code
- Performance comparison

Problem Statement 17:

Vedic Feature Scaler

Fast feature scaling using Vedic subtraction techniques

(Sutra: Ekanyunena Purvena)

Deliverables:

- Scaling logic
- Time comparison

Track 6: FinTech & Smart Computing

Problem Statement 18:

Vedic Financial Compute Engine

Fast interest & EMI calculator using Nikhilam Sutra.

Deliverables:

- Calculator module
- Efficiency metrics

Problem Statement 19:

Vedic EMI Optimizer

Optimized EMI computation for near-base interest rates.

(Sutra: Nikhilam)

Deliverables:

- Optimizer
- Efficiency comparison

Problem Statement 20:

High-Speed Tax Slab Engine

Optimize slab-based tax calculations.

(Sutra: Yāvadūnam)

Track 7: Cybersecurity & Blockchain

Problem Statement 21:

Vedic Checksum & Validation System

Transaction validation using Vedic divisibility rules.

Deliverables:

- Validation engine
- False-positive analysis

Problem Statement 22:

Vedic Hash Preprocessor

Pre-hash reduction using digit folding.

(Sutra: Nikhilam)

Deliverables:

- Reduction logic
- Collision analysis

Problem Statement 23:

Fast OTP / Check-Digit Generator

Secure OTP generation using proportionality principles.

(Sutra: Anurūpye Śūnyamanyat)

Deliverables:

- OTP generator
- Security explanation

Track 8: Systems & High-Performance Computing

Problem Statement 24:

Fast Big-Number Multiplier

Large-number multiplication using

(Sutra: Urdhva-Tiryagbhyam)

Deliverables:

- Multiplication engine
- Time complexity analysis

Problem Statement 25:

Low-Power Edge Computation Module

Optimize multiplication-heavy tasks for edge devices.

Deliverables:

- Algorithm
- Power or time savings explanation

Evaluation Criteria (100 Marks)

Criteria	Marks
Problem Understanding & Approach	20
Innovation & Originality	20
Technical Depth & Execution	25
Practical Impact & Scalability	20
Presentation & Q&A	15

Final Submission Requirements

- Source Code
- README (Problem + Approach + Technology)
- Demo Output / Screenshots
- Performance or Impact Analysis

Rules

1. Open entries.
2. Team size: 1–4 participants from eligible institutes.
3. Teams must follow the spirit of healthy competition.
4. Judges reserve the right to disqualify any team for misconduct.
5. Judges' decision shall be final and binding.
6. Partial implementations will be evaluated.
7. Participants must carry a valid institute ID card.
8. Original work only.
9. Code and explanation are mandatory.

1.2 Smart Bharat Innovation Challenge

The **Smart Bharat Innovation Challenge** is a premier platform for young entrepreneurs and visionaries to bridge the gap between India's rich cultural heritage and modern technological advancement. Under the theme of, "**Virasat se VikasTak**", students are invited to showcase products that solve grass-root problems using cutting-edge innovation. The areas for proposal are mentioned below, but are not limited to.

I. Agriculture & Rural Livelihoods

Innovations focused on empowering farmers and rural communities by blending **traditional agricultural wisdom** with **modern technologies**.

Focus Areas:

- Smart farming & precision agriculture
- Indigenous crop advisory systems
- Sustainable irrigation & water management
- Post-harvest management & agri-supply chains
- Digital empowerment of farmers

II. Healthcare & Rural Well-Being

Solutions aimed at improving healthcare accessibility and wellness in rural and semi-urban areas through **affordable and scalable technologies**.

Focus Areas:

- Remote health monitoring
- Preventive healthcare solutions
- Integration of traditional wellness practices
- Nutrition & maternal health
- Assistive healthcare technologies

III. Education, Skill Development & Indigenous Knowledge

Technological innovations that promote **inclusive education, skill enhancement, and preservation of Indian Knowledge Systems (IKS)**.

Focus Areas:

- Digital learning platforms
- Skill mapping & employability tools
- Vernacular and inclusive education
- Preservation & dissemination of IKS
- Experiential and adaptive learning systems

IV. Energy, Environment & Sustainability

Solutions that address **energy efficiency, environmental protection, and sustainability**, inspired by traditional eco-friendly practices.

Focus Areas:

- Renewable & clean energy solutions
- Waste-to-energy systems
- Water conservation & management
- Environmental monitoring
- Climate-resilient technologies

V. Smart Rural Infrastructure

Innovations that enhance **basic infrastructure and public services** in rural areas using smart and cost-effective technologies.

Focus Areas:

- Smart roads, lighting, and water systems
- Infrastructure monitoring & maintenance
- Public utility management
- Disaster preparedness & resilience
- Digital villages

VI. Fin-Tech, Governance & Digital Inclusion

Technology-enabled solutions that improve **financial inclusion, transparency, and governance** at the grassroots level.

Focus Areas:

- Digital payments & financial literacy
- Transparent public service delivery
- Smart grievance redressal systems
- E-governance platforms
- Citizen engagement tools

VII. Handicrafts, Heritage & Cultural Innovation

Innovations that preserve, promote, and modernize **India's cultural heritage and traditional industries**.

Focus Areas:

- Digital platforms for artisans
- Heritage conservation technologies
- Smart tourism solutions
- Supply chain traceability for handicrafts
- Cultural storytelling using technology

Candidates will pitch their visionary ideas and products to a panel of expert judges. Each presentation must be supported by live demonstration of the **hardware or software solution**. This challenge serves as a bridge to transform conceptual ideas into real-world applications. The final evaluation will be based on a comprehensive scoring system with the following weightage:

Innovation	20%
Feasibility	20%
Originality	20%
Social Impact	20%
Query Handling	20%

Rules

1. Open entries.
2. Team strength should not exceed 5. The teams must adhere to the spirit of healthy competition.
3. Students only from same educational institutes can form a team.
4. Judges reserve the right to disqualify any team indulged in misbehavior.
5. The judge's decision shall be final and binding on all.
6. All students with a valid identity card from their respective educational institution are eligible to participate.

1.3 IKS - AI Convergence

(Rooted in Tradition, Powered by Technology) - Indian Knowledge System

The **IKS-AI Convergence** challenge invites students to explore the intersection of ancient Indian wisdom and 21st-century Artificial Intelligence **through power point presentation**. This event is a call to bridge the gap between India's traditional knowledge systems (Vedas, Ayurveda, Mathematics, Linguistics) and modern computational power. We seek innovative ideas where AI acts as a catalyst to decode, preserve, and apply ancient Indian insights to solve contemporary global problems. Participants must select one of the following domains for their presentation (but are not limited to):

1. Computational Linguistics for Indian Languages
2. Predictive Ayurveda
3. Vedic Mathematics in Computing
4. Ancient Astronomy & Data Science
5. Ethical AI through Dharma
6. Architecture & Vastu Simulation
7. Yoga Posture Correction
8. Manuscript Restoration
9. Phonetic Synthesis of Vedic Chanting
10. Krishi - Panchang Predictive Models
11. Arthashastra - based Game Theory
12. Dharmic AI Governance
13. Vedic Multi-Precision Arithmetic
14. Ethno-Pharmacology Discovery
15. "Responsible AI" based on the Indian concept of *Lokasangraha* (The universal good).

Rules and Regulations

1. It is an individual event.
2. A Maximum of 7 minutes will be given for your presentation.
3. In Round 1 participant has to submit an abstract (in not more than 350 words) at institute level. Failing to do so would result in automatic disqualification of the participant.

IMPORTANT NOTE -

1. The email should clearly mention the registration ID of the participant, the name of participant, college details and contact number of the participant.
2. Only shortlisted candidates will be called for the final presentation round.
3. All students with a valid identity card from their respective educational institution are eligible to participate.

4. The shortlisted candidates will give their presentations and candidates will have to handle the queries asked by the Judges. Their presentations will be evaluated on the following benchmarks.

Content	20%
Confidence level	20%
Feasibility	20%
Originality	20%
Query Handling	20%

1.4 Tradition to Tech: App Development

Tradition to Tech is a mobile app development competition that challenges developers to build functional, user-centric applications rooted in the Indian way of life. The goal is to take traditional practices from the ancient science and transform them into scalable digital solutions. We are looking for apps that not only celebrate our past but also provide practical utility for the modern user.

Participants are encouraged to build prototypes or full-stack applications in the following areas (but are not limited):

1. Vibrant Bharat (Festivals)
2. AYUSH Digital Assistant
3. The Herbal Encyclopedia
4. Heritage Tourism & Navigation
5. Traditional Art & Handicraft Marketplace
6. Regional Language & Script Learning
7. Sustainable buildings
8. Yoga Apps
9. Environment and its preservation

Rules and Regulations

1. Open entries.
2. Team strength should not exceed 5. The teams must adhere to the spirit of healthy competition.
3. Students only from same educational institutes can form a team.
4. Judges reserve the right to disqualify any team indulged in misbehavior.
5. The judge's decision shall be final and binding on all.
6. All students with a valid identity card from their respective educational institution are eligible to participate.

The apps will be tested live by the judges. Their presentations and prototypes will be evaluated on the following benchmarks:

Technical Complexity	20%
Traditional Integration	20%
Scalability	20%
Originality	20%
Query Handling	20%

2. Robo Games

2.1 Mini Robo Wars (7 Kg)

Design a wired/wireless, manually controlled machine that is capable of knocking out or immobilized the opponent's bot in a one-on-one competition.

Specification

1. The bot should fit in a box of 35cm x 35cm x 35cm (LxBxH) at any point during the match. (Strictly)
2. The weight of the bot should not exceed the 7 Kg including the weight of pneumatic source/tank. (Strictly)
3. All robots must have easily visible and control mobility in order to compete.
4. Power supply should not exceed 24-volt DC supply. (Strictly)
5. Use of an IC engine in any form is not allowed.

Weapons

Robots can have any kind of magnetic weapons, cutters, flippers, saws, lifting devices, spinning hammers etc.

Team Specifications

College teams: A team may consist of a maximum of 4 participants, all from the same institute.

Gameplay

1. Winning the Match:

- A robot wins if its opponent is unable to move for 30 seconds (cannot move at least two inches).

- If both robots are still mobile after the round, judges will decide the winner based on performance.

2. Match Details:

- Each match has 2 rounds, lasting 5 minutes each, with a 2-3-minute break between rounds.
- Extra points are awarded if a robot throws its opponent out of the arena.

3. Lifting and Entanglement:

- Robots can lift opponents for a maximum of 20 seconds per attempt. After that, they must release.
- If robots get stuck together, the fight will pause, and organizers will safely separate them.

4. Safety:

- Unsafe robots will be disqualified immediately, and their opponent will be declared the winner.
- Robots cannot win by merely lifting their opponents. Organizers will allow lifting for a maximum of 20 seconds for each lift and then the attacker robot will be instructed to release the opponent. If, after being instructed to do so, the attacker is unable to release, their robot may be disqualified.

5. Scoring Criteria:

- Points are based on **aggression, damage, control, and strategy**.

6. Team Rules:

- Each team must have a representative for communication.
- Participants must have valid student ID cards.
- College teams: A team may consist of a maximum of 4 participants, all from the same institute.

Certificate

1. Certificate of Excellence will be given to all the winners.
2. Certificates of Participation will be given to all teams.

The teams which get disqualified due to disobeying any of the competition rules will not be considered for the certificate.

2.2 RoboCon

Build a wired/wireless, manually controlled robot which can play a match by ball passing or dragging in goal post.

Specification

1. Build 1 bot which can play with opponents' team.
2. The bot should fit in a box of 30cm x 30cm x 30cm (L x B x H) at any point during the match.
3. The weight of the bot should not exceed the 5 Kg. (Strictly)
4. All robots must have easily visible and control mobility in order to compete. (Strictly)
5. Power used should not exceed 12 Volt DC supply. (Strictly)
6. Use of an IC engine in any form is not allowed.

Team Specifications

College teams: A team may consist of a maximum of 4 participants, all from the same college.

Game Play

1. Starting the Game:

- The bot begins at the designated starting zone.

2. During the Game:

- Team members cannot touch the bot once the game starts.
- Only one member is allowed to control the bot.

3. Restarts:

- Teams are allowed two restarts per game. The bot will resume from the last checkpoint it crossed.

4. Fair Play:

- Damaging the opponent's bot is not allowed and will result in a penalty for the offending team.

5. Team Communication:

- Each team must have a representative for communication with the organizers.
- College teams: A team may consist of a maximum of 4 participants, all from the same institute.

6. Participation:

- All participants must present a valid student ID card to compete.

7. Judging:

- The judges' decisions are final in case of disputes.

Certificate

1. Certificate of Excellence will be given to all the winners.
2. Certificates of Participation will be given to all teams.

The teams which get disqualified due to disobeying any of the competition rules will not be considered for the certificate.

2.3 Line follower

The participants should build an autonomous bot that can follow the given path in minimum possible time, without deviating from the line. The aim of the event is to check the stability and sensing capabilities of the robot in comparison with other opponents.

Specification

1. The bot should fit in a box of 30cm x 30cm x 30cm (Lx Bx H) at any point during the match.
2. The weight of the bot should not exceed the 5 Kg including the weight of pneumatic source/tank.
3. All robots must have easily visible and control mobility in order to compete.
4. Power supply should not exceed 24 Volt DC supply.
5. Use of an IC engine in any form is not allowed.

Rules

1. Track and Calibration:

- The bot must follow a black line.
- Teams will have 5 minutes to calibrate their sensors on the arena before the event starts.
- Information about the track cannot be pre-fed into the bot.

2. Bot Construction:

- The bot cannot be made using readymade Lego kits or mechanisms, but pre-assembled gear assemblies are allowed.
- Violation of this rule will result in disqualification.

3. Game Rules:

- Once the bot starts, team members cannot touch it.
- The bot must operate independently without receiving signals (e.g., wireless, RF, or Bluetooth).

- Up to 3 restarts are allowed, with the bot resuming from the last checkpoint crossed.

4. Judging and Disputes:

- The judges' decisions are final in case of any disputes.

5. Team Participation:

- Each team must have a designated representative for communication.
- Participants must carry valid student ID cards.

Team Specifications

College teams: A team may consist of a maximum of 4 participants, all from the same institute.

Certificate:

1. Certificate of Excellence will be given to all the winners.
2. Certificates of Participation will be given to all teams.

The teams which get disqualified due to disobeying any of the competition rules will not be considered for the certificate.

2.4 RoboMarathon

Build a wired/wireless, manually controlled robot which can complete the given track in minimum possible time.

Specification

1. The bot should fit in a box of 30cm x 30cm x 30cm (LxBxH) at any point during the match. (Strictly)
2. The weight of the bot should not exceed the 5 Kg. (Strictly)
3. All robots must have easily visible and control mobility in order to compete. (Strictly)
4. Power supply should be in range of 12-19 Volt DC supply.
5. Use of an IC engine in any form is not allowed.

Team Specifications

College teams: A team may consist of a maximum of 4 participants, all from the same institute.

Game Play

1. **Starting Point:**

- The bot will start from the designated starting zone and must complete the track.

2. During the Game:

- Once the game starts, team members are not allowed to touch the bot.
- Only one team member is allowed to control the bot during the game.

3. Track and Checkpoints:

- The arena will feature a defined track with Five checkpoints.
- The bot must follow the track without deviation or external guidance.

4. Restarts:

- Three restarts are permitted. The bot will resume from the last checkpoint it crossed.
- If a bot fails to complete the track within the allotted time or exceeds the restart limit, Result will final According to Control and Checkpoints Cleared and based on Restart.

4. Scoring and Timings:

- Winners will be decided based on completion time.
- In case of ties, the time taken to cross the first checkpoint will be considered.

5. Judging and Disputes:

- The judges' decisions on timing, scoring, and disputes are final and binding.

6. Safety Standards:

- Bots must have safety features such as a kill switch to prevent accidents.
- Any bot deemed unsafe by the judges will be immediately disqualified.

7. Team Communication:

- Each team must have a **Team Representative** for all official communication.

8. Eligibility:

- All participants must carry a valid student ID card.
- Teams must consist of a maximum of 4 participants from the same institution.

Certificate:

1. Certificate of Excellence will be given to all the winners.
2. Certificates of Participation will be given to all teams.

The teams which get disqualified due to disobeying any of the competition rules will not be considered for the certificate.

2.5 Light follower

The participants should build an autonomous bot that can follow the given light in the minimum possible time. The aim of the event is to check the stability and sensing capabilities of the robot in comparison with other opponents

Specification

1. The bot should fit in a box of 30cm x 30cm x 30cm (LxBxH) at any point during the match. (Strictly)
2. The weight of the bot should not exceed the 5 Kg including the weight of pneumatic source/tank. (Strictly)
3. All robots must have easily visible and control mobility in order to compete.
4. Power supply should not exceed 12 Volt DC supply. (Strictly)
5. Use of an IC engine in any form is not allowed.

Rules

1. Event Setup:

- The bot must follow a light source throughout the track.
- Caging of the bots will be done before the event starts.

2. Calibration:

- Teams have 5 minutes to calibrate their sensors in the arena before the event.
- Feeding pre-set information about the track into the bot is not allowed.

3. Bot Construction:

- Bots must not use readymade Lego kits or pre-built mechanisms, except for readymade gear assemblies.
- Any violation will result in disqualification.

4. Gameplay:

- Once the bot starts, team members cannot touch it.
- The bot must operate independently without receiving external signals (e.g., wireless, RF, or Bluetooth).
- Teams are allowed two restarts, and the bot will resume from the last checkpoint crossed.

5. Hard Coding:

- Hard-coded bots that rely on pre-programmed paths instead of sensing light will be disqualified.

6. Judging:

- The judges' decisions are final and cannot be challenged.
- Completion time will determine the ranking.
- In case of a tie, the time taken to cross the first checkpoint will be used as a tiebreaker.
- Consistency, accuracy, and speed will be considered for final judgment.

7. Team Representation:

- Each team must designate a representative for all official communication.

8. Eligibility:

- Participants must present a valid student ID card from their educational institution.

Team Specifications

College teams: A team may consist of a maximum of 4 participants, all from the same institute.

Certificate

1. Certificate of Excellence will be given to all the winners.
2. Certificates of Participation will be given to all teams.

The teams which get disqualified due to disobeying any of the competition rules will not be considered for the certificate.

2.6 ARMECDON-THE MACHINE WAR

Robo Wars is an event that allows you to merge your passion for robot making with your love for destruction. In this ferocious, treacherous competition with robots in an arena of destruction with their flipping tusks, pneumatic spikes, hydraulic pincer, angle grinders and lots more, slashing and wrecking other robots. This will decide the fate of your robot whether it will be the king of ultimate glory or will end up in a junk yard.

Team Specification

1. Maximum of 7 members in a team.
2. Team members can be from same college.
3. Each Team must have a Team Representative. All communications will be coordinated with the specified Team Representative only.
4. All students with a valid identity card from their respective educational institution are eligible to participate.

Weight and Size

1. The robot should fit in a box of dimension 800mm x 800mm x 600mm (L*B*H) [at any time during the match]. The remote used to control the machine or any external tank is not included in the size constraint.
2. The machine should not exceed 40 kg of weight.

Mobility :

1. Methods of mobility includes Rolling (with wheels or tracks), jumping or hopping. Flying (with helium balloons, aerofoil, etc.) is not allowed.
2. Non-wheeled robots (whose whole body rolls being in contact with the floor) should not have a continuous rolling motion.
3. The controller must not be changed during the game.

Robots Control :

1. The robot could be controlled with wired or wireless remote.
2. Teams with wired control are completely responsible for the tangling problem with their own bots. In such as a case, match will not be halted.
3. Teams with wireless remote control should have at least three frequency wireless remote circuits to avoid frequency interference with other teams. The case of any interference in the wireless systems will not be considered for rematch.

1.1-Power Supply:

- The robot must be powered electrically, and participants must bring their own power supply.
- Power can be onboard or wired. **Internal combustion engines are not allowed.**

1.2- Battery Type:

- Batteries must be of a **sealed, immobilized electrolyte type** for safety.

1.3- Voltage Limits:

- The maximum **Electric Potential Difference (EPD)** between any two points in the robot should not exceed **40V DC**.

1.4- Short Circuit Safety:

- Teams must take all precautions to prevent short circuits. Any incident of battery fire or risk due to improper handling will lead to **immediate disqualification**.

1.5- Battery Protection:

- Batteries must be securely mounted and well-protected. Improperly protected batteries will be considered unsafe, leading to **disqualification**.

1.6- Battery Replacement:

- Battery changes during the match are **not allowed**, except in case of damage. Judges will decide whether a replacement is permitted.

1.7- Backup Batteries:

- Teams are advised to keep a **fully charged spare battery** to avoid delays or disqualification due to power issues.

Weapon Systems

1. Allowed Weapons:

- Robots can use **magnetic weapons, cutters, flippers, saws, lifting devices, and pneumatic weapons**. Specific guidelines for pneumatic and hydraulic systems must be followed.

2. Prohibited Weapons:

- The following are **not allowed**:
 - Nets, tapes, glue-based mechanisms.
 - Radio jamming devices, tasers, Tesla coils.
 - Explosives, flame-based weaponry, or any potentially hazardous systems.

3. Robot Integrity:

- The robot must remain intact during the match. **Intentional disassembly** into components is not permitted.

4. Substance Use:

- Spraying any kind of **liquid** or **gaseous substance** on the opponent is **strictly prohibited**.

Hydraulics

1. **Non-flammable Liquid for Hydraulics:** Ensure the robot uses a liquid that won't catch fire, enhancing safety.
2. **Secure Hydraulic Mounting:** Devices must be mounted securely to prevent any hydraulic fluid leakage in case of rupture.
3. **Non-corrosive Liquids and Leakproof System:** The hydraulic systems, especially weaponry, should be leakproof and use non-corrosive fluids, while maintaining a pressure of no more than 8 bars.

4. **Pressure Gauge:** A pressure gauge must be included to show the pressure in use at any given moment.
5. **No External Input:** The robot must operate independently of external hydraulic inputs, relying only on the onboard system.
6. **Team Representative:** Communication with the event organizers will go through a designated team representative.

PNEUMATICS

1. Robots can use noninflammable, noncorrosive gases to actuate pneumatic systems. Maximum pressure allowed is 8 bars.
2. Participant must be able to indicate the used pressure with integrated or temporarily fitted pressure gauge. Also there should be a provision to check the cylinder pressure on the robot.
3. Participant should have a safe way of refilling the systems and determining the onboard pressure.
4. All pneumatic systems must be securely mounted to ensure that if ruptured it will not escape the robot.

SAFETY RULES

1. Special care should be taken for onboard batteries, pneumatics, and hydraulics; those without proper protection will not be allowed to compete.
2. If you have a robot or weapon design which does not fit within the categories set forth in the above rules, please contact the event organizers.
3. Proper activation and deactivation of robots is critical. Robots must only be activated/ deactivated in the arena or testing area with proper consent of the event organizers.
4. All weapons with sharp edges must have a safety cover. Event organizers will check your robots before the event. So safety covers are necessary. Without them your bots will not be checked, and hence are not allowed in the event.
5. All participants build and operate robots at their own risk. Combat robotics is inherently dangerous. There is no amount of regulation that can encompass all the dangers involved. Please take care to not hurt yourself or others when building, testing and competing. Any kind of activity (repairing, battery handling, pneumatics systems etc.) which may cause damage to the surroundings during the stay of the teams in the competition area should not be carried out without the consent of organizers. Not following this rule may result in disqualification.
6. There should be a 'kill switch' on the bot visible normally which would disconnect all the power supply.
7. If you have a robot or weapon design that does not fit within the categories set forth in these rules or is in some way ambiguous or borderline, please contact the event

organizers. Safe innovation is always encouraged, but surprising the organizers with your brilliant exploitation of a loophole may cause your robot to be disqualified before it even competes.

JUDGING

Winning the Match:

- A robot wins if its opponent is immobilized (unable to move at least 1 inch for 30 seconds).
- If both robots are still mobile after the round, the winner is decided based on performance (aggression, damage, control, and strategy).

Match Details:

- Each match consists of 2 rounds, 5 minutes each, with a 2-3 minute break in between.
- Extra points are awarded if a robot throws its opponent out of the arena.

Lifting and Entanglement:

- Robots can lift or pin their opponent for a maximum of 10 seconds per attempt. After that, they must release the opponent.
- If robots become entangled in each other's weapons, the match pauses and organizers will safely separate them.

Safety:

- If a robot is deemed unsafe by the organizers after the match has started, it will be disqualified, and the opponent will be declared the winner.
- If a robot is thrown out of the arena, the match stops immediately, and the robot inside the arena wins.

Scoring Criteria:

- Points are awarded based on **aggression, damage, control, and strategy**.

Additional Rules:

- The decision of the organizers is final and cannot be contested.
- **Aggression** is judged based on the frequency, boldness, and effectiveness of attacks.
- **Control** refers to a robot's ability to exploit its opponent's weaknesses while minimizing damage.
- **Damage** is evaluated based on deliberate actions that reduce the opponent's functionality or defence.
- **Strategy** is based on a robot's ability to exploit strengths and defend against weaknesses.

Note: Winning is solely based on immobilizing the opponent.

Certificate:

1. Certificate of Excellence will be given to all the winners.
2. Certificates of Participation will be given to all teams.
3. The teams which get disqualified due to disobeying any of the competition rules will not be considered for the certificate.

2.7 PICK AND PLACE

This event requires that participants construct a 4 wheeled gripper robot with constrained dimensions which could move over various terrains and performs simple tasks such as grabbing and shifting

PROBLEM STATEMENT

Bot Specifications

1. The bot should not be beyond 35cm*35cm*40cm (L*B*H) during the entire gameplay.
2. There should not be a potential difference of more than 24V between any two points.
3. The wires should remain slag at all times during the gameplay.
4. Teams will have to bring their own power supply source for their bot.
5. Weight of the Bot should not exceed 7 kg. (Strictly)

Game Play

1. Game play will be a total of 4 minutes.
2. The bot has to start from the initial starting point, pick up blocks and stack them. Multiple blocks can be carried only in the gripper not anywhere else.
3. Block size will be 7 cm * 7 cm * 7 cm (L*B*H). (Strictly)

Points System

1. Two tower stacking - 10 points
2. Three tower stacking - 30 points
3. Four tower stacking - 50 points
4. A team can do any number of stacks.
5. There will be a total of 12 blocks.
6. If a team completes the task before 4 minutes then their time taken will be noted.

Tie Breakers

1. Time taken for first stacking shall be noted and would be considered to resolve any tie-breakers.

2. In case of any disputes, the decision of the coordinators would be final and binding to all.

Team Specifications

1. College teams: A team may consist of a maximum of 4 participants, all from the same institute.
2. Each Team must have a Team Representative. All communications will be coordinated with the specified Team Representative only.
3. All students with a valid identity card from their respective educational institution are eligible to participate.

Certificate

1. Certificate of Excellence will be given to all the winners.
2. Certificates of Participation will be given to all teams.

The teams which get disqualified due to disobeying any of the competition rules will not be considered for the certificate.

3. Tech Carnival

3.1 UTKARSH TECH EXPO

Welcome to the world of technology and the technocrats. Exhibitions are the most cutting-edge technology on display on the theme of “Virasat se Vikas tak”. This is the ideal platform for the budding technocrats and the tech-savvy, providing them an opportunity to gain exposure and interact with various researchers whose global expertise has brought these breathtaking exhibits into existence.

Rules and regulations:

1. Open Entries
2. Maximum participants per team: 5, all are of the same institute.
3. No repetition of team members allowed.
4. Each Team must have a Team Representative. All communications will be coordinated with the specified Team Representative only.

Projects Areas:

The participants are asked to present the projects under the mentioned areas but are not limited to.

1. Artificial Intelligence for Social Life
2. AI-Based Script Translator

3. Blockchain applications
4. IoT based systems
5. Cyber-Security for Smart Cities
6. Virtual Reality (VR) Heritage Tours
7. Smart Systems Integration: Connecting Today with Tomorrow
8. Smart home and smart city
9. Sustainable and Green Technologies
10. Cyber security applications
11. Drones and Robots
12. Extended Reality (XR)
13. Meta-verse and virtual reality
14. Cloud computing
15. Quantum Computing
16. Machine learning and Deep learning
17. Engineering Innovation: From Concept to Reality
18. Automated Waste Segregator

And many other related areas based on modern technology.

3.2 TECH SPORTS

I. VALORANT ONLINE TOURNAMENT

ELIGIBILITY:

- In order to compete in the UtkarsheGaming 2025 VALORANT Tournament, all members of a team must be registered on our registration page with their respective team and team members. This must be done no later than the end registration date mentioned.
- Each team must have a minimum of five (5) players that are eligible to play for each match. Failure to provide the minimum number of players could result in disqualification.
- All members of a roster must have their Riot account in good standing. This includes not being banned, chat banned, or restricted in any way due to toxicity, breaking game rules, or not complying with Riot's code of conduct.
- This competition is not affiliated with or sponsored by Riot Games, Inc. or VALORANT Esports.

COMPETITION STRUCTURE

- All matches will consist of a "Best of 1" in a single elimination bracket.
- Matches will be played only from the venue mentioned in the rule book, no play from home is allowed.

- Seeding will be determined by recent collegiate events, open qualifiers for regional events and ranks during VALORANT Episode 5, Act 2 or 3.
- The captain of each team must check in for their match 30 minutes before their scheduled match time. Failure to do so could result in losing “in-game pause time” or disqualification.
- Any team that checks in on time but fails to join the lobby more than 10 minutes after the scheduled start time, will be disqualified.

GAMEPLAY RULES AND FORMAT LOBBY RULES:

- Mode: Standard
- Allow Cheats: Off
- Tournament Mode: On
- Overtime: Win by Two: On
- Server Region: To be agreed upon by teams; if teams cannot come to an agreement, the tournament administrator will make a decision based on regional latency.
- Team Size: Five (5)
- All Matches will be played on the latest patch.

MAP POOL:

- Lotus • Haven • Split • Ascent • Icebox • Pearl

MAP VETO PROCESS: BEST OF 1: • Team A bans 1 map • Team B bans 1 map • Team A bans 1 map • Team B bans 1 map • Team A bans 1 map • The final map is randomized from the two remaining maps • Team B has a side choice

- After the completion of a match, the score must be reported by the winning team to a tournament administrator, with a screenshot of the scoreboard. If there is a dispute with a match score or result, a tournament administrator must be contacted immediately.
- Each team will have five (5) minutes of pause time on each map to address technical delays or disconnections. Teams will only be allowed to pause during the buy phase of a round. Pausing at any other time or for any reason deemed unreasonable by a tournament administrator can result in the forfeiture of rounds or the map.
- Both teams may agree to restart a map prior to Round 1 beginning if the latency is unreasonable for the server selected.
- The Aaina Team reserves the right to broadcast any match being played. The match will be hosted as normal, and a spectator will be added to the lobby to observe the match. Players are not allowed to stream their perspective of the match.

MIS INTERPRETATION/MIS CONFIGURATION:

- Games or sets are not to be replayed due to a misinterpretation of the rules OR misconfiguration of game settings, excluding player-specific settings. Game settings should be configured according to sections LOBBY RULE and MAP POOL. It is the player's responsibility to ask the TO for any clarification of the rule set in the event of a disagreement. The outcome of a game or set will not be changed after the fact, unless under extreme circumstances. Judgment is reserved for tournament staff.

PLAYER CONDUCT:

- Any team member who breaks Riot's code of conduct, which prohibits the use of sexism, racism, hate speech, targeted harassment, or any other behavior of discrimination, will be immediately disqualified from the tournament.
- Any team member who is displaying excessive toxic behavior during matches may also be disqualified at the discretion of a tournament administrator.
- To report a player for breaking this conduct, please send a screenshot of the offending behavior to a tournament administrator.

COLLUSION:

- Players suspected of colluding may be immediately disqualified from the tournament. This includes intentionally throwing a game, splitting payouts/prizes(s), or committing any other form of bracket manipulation. The TO reserves the right to deny pay-out of event winnings/prize(s) to any player suspected of colluding.

COMPETITIVE INTEGRITY:

- In all competitions, there should be a fair playing field for all players.
- Every encounter, whether a ladder match or other competition, must be played according to the rules until it is complete and the result on the event page is entered or, at events, the result sheet is completed. Any encounter that did not take place should be deleted. Matches will be opened only by admins.
- It is not allowed for participants to bet on matches in their own competition. Betting against yourself (in team leagues: against your own team) will get you (in team leagues: your team) disqualified and the betting player(s) banned.
- Organizers reserve the right to withhold payout/prize(s) if any of these rules are violated.

FINAL RULINGS:

- If any unforeseen situations occur, judgment by tournament staff is final. Rules may be altered between phases of a tournament in the best interests of the event. (Example: A

game-breaking glitch is discovered on a map mid-tournament that could be exploited. The map may need to be removed from legal play for the remainder of the event.)

Team Rules:

- Each team must have a representative for communication.
- Participants must have valid student ID cards.
- All members of team must be from same institute.

II. BGMI Online

Rules: -

Terminology:

Battlegrounds Mobile India (BGMI) is a popular mobile game in India developed by KRAFTON, Inc. It is a TPP - FPP survival shooter game in which up to 100 players compete in a battle royale, a type of large-scale last man standing deathmatch in which players compete to be the last one standing.

A “game” is defined as an instance of combat where the outcome is determined by a team/player losing all their stocks.

A “match” is defined as the set or collection of sets wherein a team/player has officially lost and the winning team/player advances to the next round of the Tournament.

General

A team/player may not forfeit a match. Forfeiting a match will result in punitive measures to be determined by the Tournament Administration, including the loss of any prize money that the team/player may have otherwise been entitled to

If a team/player fails to show up for a match they were scheduled for, they will be subject to punitive measures to be determined by the Tournament Administration, including the loss of any prize money that the team/player may have otherwise been entitled to.

If a team is otherwise disqualified for any reason, they will be subject to punitive measures to be determined by the Tournament Administration, including the loss of any prize money that the team/player may have otherwise been entitled to.

Games are only to be created and started under the instruction of a Tournament Organizer.

Finals will be played in only **Ultimate Arena**; all other matches will be played in Erangel.

The tournament consists of two stages – Round 1 and the Finals.

Round 1: Erangel Classic

Two teams would qualify in this round to compete in the final round.

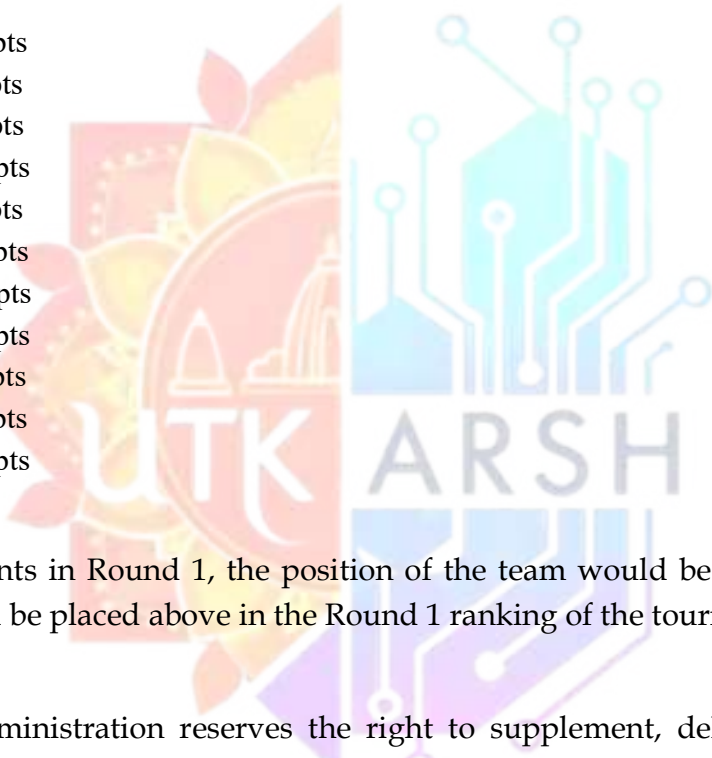
The points to the team would be allotted according to the point system mentioned below and the ranking would be done according to the points earned by the teams.

Round 1 in game settings: Flare gun - Enabled, Red zone - Enabled

Final Round: Ultimate Arena

The two teams qualified from Round 1 will compete for the final victory.

Point system

- 
- | | |
|------------------------------------|--------|
| <input type="checkbox"/> First. | 25 pts |
| <input type="checkbox"/> Second. | 18 pts |
| <input type="checkbox"/> Third. | 15 pts |
| <input type="checkbox"/> Forth. | 12 pts |
| <input type="checkbox"/> Fifth. | 10 pts |
| <input type="checkbox"/> Sixth. | 7 pts |
| <input type="checkbox"/> Seventh. | 5 pts |
| <input type="checkbox"/> Eighth. | 3 pts |
| <input type="checkbox"/> Ninth. | 2 pts |
| <input type="checkbox"/> Tenth. | 1 pts |
| <input type="checkbox"/> Per kill. | 2 pts |

In case of equal points in Round 1, the position of the team would be tiebreaker. Higher position team would be placed above in the Round 1 ranking of the tournament.

NOTE:

The tournament administration reserves the right to supplement, delete and otherwise change the rules without any additional notice to the participants. To ensure fair play and maintain healthy competition, the Tournament Administration also reserves the right to make decisions on issues not mentioned or covered in detail in these rules, and in exceptional cases - to make decisions that are contrary to these rules.

Team Rules:

- Each team must have a representative for communication.
- Participants must have valid student ID cards.
- All members of team must be from same institute.

3.3 Reverse Engineering Bharat

Reverse Engineering Bharat is a flagship innovation challenge designed to inspire students to rediscover India's traditional systems, practices, and indigenous technologies, and re-engineer them into **modern, sustainable, and technology-driven solutions**.

Under the national vision of “**Virasat se VikasTak**”, participants will identify a traditional Indian product, process, or system and **transform it using contemporary engineering, AI, IoT, renewable energy, or smart design principles**.

The objective is not mere modernization, but **value addition**—preserving the core wisdom of traditional practices while enhancing **efficiency, safety, scalability, sustainability, and societal impact**.

Participants will present their ideas through:

- A **working prototype / simulation / software model / design blueprint**
- A **clear explanation of transformation from traditional to modern system**

This event encourages **interdisciplinary thinking**, innovation rooted in culture, and practical solutions for **grass-root and rural challenges**, contributing to an **Atmanirbhar Bharat**.

Evaluation Criteria	(Total: 100 Marks)
Idea Identification & Traditional Relevance	(20 Marks)
Innovation & Modern Engineering Integration	(20 Marks)
Feasibility & Technical Soundness	(20 Marks)
Social Impact & Sustainability	(20 Marks)
Presentation, Demonstration & Query Handling	(20 Marks)

Rules

- Team size: **1-3 students**
- Open to all engineering disciplines
- Original ideas only (plagiarism leads to disqualification)
- Judges' decision will be **final and binding**

UTKARSH 2026

“VIRASAT SE VIKAS TAK”

“विरासत से विकास तक”



VIRASAT SE VIKAS TAK

FINE ARTS EVENTS

**BABU BANARASI DAS EDUCATIONAL GROUP
(BBD UNIVERSITY/BBDITM/BBDNITT)**

Fine Art Events Proposal for Utkarsh-2026

(Viraasat se vikas tak)

We propose a series of Fine Art events to be held during Utkarsh-2026. Creativity has versatile forms. These events aim to provide a platform for students to showcase their artistic talents, foster creativity, and promote artistic expression.

Objectives

- To provide a platform for students to showcase their artistic talents.
- To foster creativity and promote artistic expression.
- To create an engaging and interactive experience for participants and attendees.
- To promote the college's commitment to arts and culture.

List of Events

1. Folds of time (origami)
2. Heritage Hues (wall painting)
3. Earthen Legacy (clay modelling)
4. Ink Story (tattoo making)
5. Viraste-E-Vogue (dress design)
6. Tana Bana (thread art)
7. Redaction (art from text)
8. Frame Shorts (reel making)
9. Colour Chronical (painting)

NOTE :-

- Reporting time for all the events is 30 minutes before the events start
- For on-the-spot entries, registration will start 30 minutes before the event start
- Candidates can bring their extra materials and accessories for the respective events.
- All the candidates will have to submit a concept note with each of the event and should be present in the jury.
- Venue for all events H-Block BBDU.

1. Folds of time – (H-Block, Fine Art's Arena)

The Origami Design Competition invites participants to showcase their paper-skills and creativity. Competing in various categories, contestants will create unique origami designs, ranging from traditional forms to innovative, contemporary pieces. The event encourages participants of all skill levels to push the boundaries of this ancient art form. Judges will evaluate each submission based on creativity, technique, and precision, with winners receiving prizes and recognition. This competition is an opportunity to challenge yourself, connect with other origami enthusiasts, and celebrate the beauty of paper art. Join us for a day of creativity, craftsmanship, and friendly competition!

- Maximum number of entries is 24
- 4 teams per college can participate while 8 on the spot entries may be done
- Each team must consist of 2 members
- Materials will be provided on spot.
- Theme will be provided on the spot. The time limit will be 3 hours

2. Heritage Hues – The Wall Painting Competition invites talented artists to bring their creativity to life on a large canvas – the wall. This exciting event challenges participants to create stunning, original murals that reflect their artistic vision and style. Whether focusing on bold concepts, intricate designs, or thought-provoking themes, each artist will have the chance to transform an empty wall into a captivating piece of art. Judging will be based on creativity, technique, and the overall impact of the mural. Winners will receive exciting prizes and recognition for their innovative contributions to the world of fine arts. Let your art take center stage!

- Maximum number of entries is 12
- 2 teams per college can participate while 4 on the spot entries may be done .
- Maximum number of participants per team is 2
- Materials will be provided on the spot.
- The time limit for final round is 5 hours.

3. Earthen Legacy – (H-Block, Fine Art's Arena)

The Clay Modelling Competition offers participants the chance to shape their creativity in three-dimensional form. Participants will work with clay to create unique sculptures, showcasing their skill, imagination, and craftsmanship. Whether crafting realistic figures, abstract designs, or innovative concepts, each artist will have the opportunity to bring their vision to life. Submissions will be judged on creativity, technique, and originality. Winners will be awarded exciting prizes and recognition for their artistic achievement. This event encourages both beginners and experienced sculptors to explore the endless possibilities of clay and celebrate the timeless art of modelling. Join us and shape your masterpiece!

- Maximum number of teams is 24.
- Maximum number of teams per college is 4; while 8 on the spot entries may be done
- Maximum number of participants per team is 2
- Materials will be provided on the spot. Theme will be provided on the spot
- Time limit is 3 hour

4. Ink Story – (H-Block, Fine Art's Arena)

The Tattoo Making Competition invites participants to showcase their talent in the art of body tattooing. Participants will create unique, intricate designs on willing models, emphasizing creativity, technique, and precision. Whether it's a traditional or contemporary style, each tattoo will be judged on design originality, craftsmanship, and overall aesthetic appeal. This competition offers tattoo artists a platform to demonstrate their skills and push the boundaries of body art. Winners will be awarded exciting prizes and recognition for their artistry. Join us for an exciting, creative event that celebrates the world of tattoo art!

- Maximum number of teams is 24.
- 4 teams per college can participate while 8 on the spot entries may be done
- Maximum number of participants per team is 2.

- Basic materials will be provided on the spot; participant can bring extra needed material.
- Theme will be provided on the spot.
- Time limit is 1.5 hour. Only one hand will be judged.

5. Viraste-E-Vogue (H-Block, Fine Art's Arena & 3rd Floor)

The Dress Designing and Ramp Walk Competition, challenges talented designers to create unique and original wearable outfits without using any fabric or ready-made/ stitched clothes.

Participants will design innovative costumes using non-fabric materials like paper, newspaper, cardboard, plastic, foil, waste material, jute rope, packaging items, etc. Participants must bring their own materials.

Each design will be judged on creativity, innovation, durability, presentation, and overall aesthetic appeal. This event gives both emerging and experienced designers a platform to showcase their talent and win recognition.

Join us for an exciting celebration of fashion, creativity, sustainability, and innovation!

- Maximum number of teams is 20.
- 3 per college while 8 on the spot entries may be done.
- Maximum number of participants per team is 2
- Participants are requested to bring their own materials
- Theme will be provided on the spot.
- Time limit is 3 hour.

6. Tana bana – (H-Block, 3rd Floor)

The Tread Art Competition invites participants to explore the unique medium of tire treads, using them to create original, textured artwork.

Participants will transform discarded or used tires into compelling sculptures or designs, highlighting creativity, sustainability, and innovation. Whether focusing on abstract patterns, environmental themes, or imaginative shapes, each creation will be judged on artistic impact, craftsmanship, and originality. This event encourages artists to think

outside the box and make art from everyday materials. Winners will receive prizes and recognition for their innovative approach to transforming tire treads into impressive works of art. Join us in this exciting, eco-friendly artistic challenge!

- Maximum number of teams is 20.
- 3 per college while 8 on the spot entries may be done.
- Number of participants per team is 2.
- Basic materials will be provided on the spot.
- Theme will be provided on the spot.
- Time limit is 2 hour.

7. Redaction: *Art From Text* – (H-Block, 3rd Floor)

The Redaction: Art from Text Competition challenges participants to creatively transform written text into powerful visual art. Participants will use the technique of redaction— obscuring or removing portions of text— to create unique pieces that convey meaning through altered words, shapes, and forms. Whether drawing from literature, news articles, or personal writings, each artwork will explore the relationship between language and visual expression. Judging will be based on creativity, technique, and the emotional impact of the work. This event celebrates the fusion of art and text, offering artists the opportunity to rethink and repurpose language in visually striking ways.

- Maximum number of teams is 20.
- 3 per college while 8 on the spot entries may be done.
- Number of participants per team is 2.
- Basic materials will be provided on the spot.
- Theme will be provided on the spot.
- Time limit is 2 hour.

8. Frame Shorts – (H-Block, 3rd Floor)

The Reel Making Competition invites participants to showcase their storytelling skills through short, dynamic video reels. Participants will

produce original, creative reels that highlight their ability to capture attention within a short timeframe, blending visuals, sound, and narrative. Whether focusing on storytelling, experimental art, or promotional content, each reel will be judged on creativity, editing, and overall impact. This event offers both aspiring and seasoned filmmakers a platform to showcase their vision and technical skills. Winners will receive exciting prizes and recognition for their outstanding work. Join us for an inspiring celebration of short-form video artistry!

- Maximum no. of entries is 24.
- Maximum number of participants per team is 1
- Submission will be on 1st day of event through google drive link.

9. Colour Chronical - (H-Block, Fine Art's Arena & 3rd Floor)

The Ply Board (1.5'×1.5') Painting Competition invites participants to express their creativity through vibrant, original artwork. Participants will create their own masterpieces on Ply Board, exploring various styles, techniques, and themes. The competition encourages both traditional and contemporary approaches to painting, from realism to abstract expressions. Submissions will be judged based on creativity, execution, and overall impact. This event offers a platform for artists to showcase their talent, inspire others, and celebrate the beauty of visual art. Don't miss this opportunity to paint your vision!

The success of the escape depends entirely on how intelligently and creatively you build texture using paint.

- Maximum number of teams is 24.
- Maximum number of teams per college is 4; while 8 on the spot entries may be done
- Maximum number of participants per team is 1
- Materials will be provided on the spot. Theme will be provided on the spot.
- Time limit (3 hour)

We believe that these Fine Art events will provide a unique and engaging experience for participants and attendees. We look forward to working with you to make Utkarsh-2026 a memorable and successful event.

UTKARSH 2026

“VIRASAT SE VIKAS TAK”

“विरासत से विकास तक”



VIRASAT SE VIKAS TAK

LITERARY EVENTS

**BABU BANARASI DAS EDUCATIONAL GROUP
(BBD UNIVERSITY/BBDITM/BBDNITT)**

LITERARY@UTKARSH 2026

RULE BOOK

General Rules and Regulations:

1. British English shall be followed in all English events, and Hindi shall be strictly followed in all Hindi events. If, during cross-checking, it is found that a participant has used a language other than the one specified, the participant shall be penalised.
 2. The use of any derogatory, offensive, or harsh language at any stage of the events may result in the direct disqualification of the participant.
 3. Maintaining decorum throughout the events is of utmost importance. Any participant found misbehaving or engaging in conduct that is inappropriate or contrary to the spirit of healthy competition may be disqualified.
 4. Participants are required to bring their own stationery items. Necessary papers shall be provided at the venue.
 5. College uniforms shall not be worn by participants to prevent any form of favouritism. Participants are requested to attend the events in casual attire instead.
 6. Any changes to the rules, if applicable, shall be communicated to the participants in advance.
 7. The decision of the judges shall be final and binding in all events.
 8. For any queries or complaints, participants are requested to contact their respective event coordinators.
-

A. Category 01: English

1. Model United Nations (MUN): (Group Event - Two members per team)

- a) A maximum of **two (2) teams per college/ university** shall be permitted to participate.
- b) The event shall be conducted in a round-robin format. The agenda for the session will be announced on the spot.
- c) Participating teams shall be allotted countries at the time of agenda declaration, and the team members will represent the respective national governments (for example, if a team is allotted India, it shall represent the Government of India).
- d) All speeches must strictly align with the core ideologies, policies, and diplomatic stance of the allotted nation's government.
- e) A preparation period of **one (1) hour** will be provided to all teams for drafting their speeches. During this preparation phase, the use of external resources, including electronic devices, is permitted.
- f) **Once the preparation period concludes and the event formally begins, no external assistance or electronic devices shall be allowed.**
- g) Team performance shall be evaluated across the following three components:
 - i. **Opening Arguments:** Two (2) minutes per team
 - ii. **Closing Arguments:** Two (2) minutes per team
 - iii. **Rebuttals:** A maximum of two questions will be asked in this round. Each participant must respond to at least one question. (Time allotted per response: One (1) minute per team)
- h) If one participant delivers the opening arguments, the other participant must deliver the closing arguments. Participation of both team members is mandatory.
- i) For every additional **thirty (30) seconds** exceeded beyond the allotted speaking **one (1) mark** shall be compulsorily deducted.

2. Extempore: (Solo Event)

A maximum of **three (3) entries per college/university** shall be permitted.

- a) The total number of participants shall be capped at **thirty (30)**, after which registrations will be closed.
- b) A set of numbers ranging from **1 to 30** shall be displayed on the screen, with each number mapped to a specific picture.
- c) Each participant shall be required to select a number on the spot.
- d) The image corresponding to the selected number shall then be displayed on the screen.
- e) Participants will be allotted **thirty (30) seconds for contemplation** followed by **two (2) minutes for extempore speaking**.
- f) For every **additional thirty (30) seconds** exceeded beyond the prescribed speaking time, **one (1) mark** shall be mandatorily deducted.

3. JAM: (Solo Event)

- a) The maximum number of participants allowed per college/ university shall be **six (6)**.
- b) A topic shall be allotted on stage by the JAM God, upon which the participant **must begin speaking immediately, without any prior preparation**.
- c) In the event of any perceived error during a participant's speech—including but not limited to hesitation, repetition, grammatical inaccuracies, or deviation from the allotted topic—other participants may indicate the same by tapping on the tables, subject to acknowledgment and validation by the JAM God. Participants must strictly adhere to the given topic.
- d) **Each round shall generally have a duration of sixty (60) seconds**. In certain formats, scoring may be calculated on a per-second basis, supported by a visible

timer and a warning signal towards the end of the round.

- e) Participants shall be awarded points for each second of effective, uninterrupted speech, provided no valid challenge is acknowledged by the JAM God. **The maximum duration of a round shall not exceed sixty (60) seconds.**
- f) Additional weightage or bonus marks may be awarded to a participant who speaks at the conclusion of the round or successfully completes an uninterrupted full minute.
- g) The decision of the JAM God shall be final and binding in all matters related to the event.

4. Turncoat: (Solo Event)

- a) A maximum of **four (4) participants per college/ university** shall be permitted to register for this event.
- b) The topic/ motion shall be announced on the spot.
- c) The participant shall initially choose a stance—either in favor of or against the motion—and commence speaking accordingly.
- d) At any point during the speech, when deemed necessary, the judge shall instruct the participant to 'turn the coat', upon which the participant must immediately switch their stance. This may occur multiple times during the speech.
- e) The **stance** shall be switched a **minimum of five (5) times and a maximum of ten (10) times** during the event.
- f) The total time allotted to each participant shall be **two (2) minutes**, inclusive of all stance switches.
- g) For every **additional thirty (30) seconds** exceeded beyond the prescribed speaking time, **one (1) mark** shall be mandatorily deducted.

5. Group Discussion: (Solo Event)

- a) A **maximum of eight (8) participants per college/ university** shall be permitted to register.

- b) Overall registrations shall be limited to **fifty (50) entries**, after which the registration window shall be closed.
- c) Each group will consist of **ten (10) participants**.
- d) Each group shall be assigned a discussion topic, on which participants are expected to present their viewpoints, engage constructively, and attempt to persuade other members of their respective stance.
- e) All standard rules and etiquette of a formal group discussion shall be strictly enforced.
- f) Shortlisted participants from each group shall advance to the final round of the group discussion.
- g) Each group shall be allotted a **total of fifteen (15) minutes (two (2) minutes for preparation, ten (10) minutes for discussion, and three (3) minutes for conclusion)**. Participants are expected to manage their time effectively within the allotted duration.
- h) For every **additional thirty (30) seconds** exceeded beyond the prescribed speaking time, **one (1) mark** shall be mandatorily deducted.

6. Technical Quiz: (Group Event)

- a) This event shall be conducted in a pen-and-paper format, with teams consisting of **two (2) participants each**. In cases where a participant does not have a teammate, the organising committee shall assign a partner.
- b) The quiz shall cover a diverse range of technical subjects, assessing participants' knowledge and problem-solving abilities.
- c) Teams must submit their response sheets within the stipulated time limit of **thirty (30) minutes**. Once submitted, no alterations or corrections shall be permitted.
- d) Scores shall be awarded solely based on accuracy.
- e) In the event of a tie, a tie-breaker round shall be conducted. The format, number of questions, and time allotted for the tie-breaker shall be decided by the

quizmaster.

- f) The decision of the quizmaster/host shall be final and binding in all respects.
- g) The team achieving the highest overall score at the conclusion of the quiz, including any tie-breaker round, shall be declared the winner.

B. Category 02: Hindi

1. Hindi Debate: (Group Event - Two members per team)

- a) A maximum of **two (2) teams per college/ university** shall be permitted to participate.
- b) Only the **first sixteen (16) teams** registered, either online or offline, shall be eligible to participate.
- c) Each team shall be assigned a number through a chit-draw system (chits numbered 1-8). The debate agenda shall be announced on the spot. The stance on the motion (for or against) shall also be decided on the spot.
- d) The debate shall be conducted in the following rounds:
 - i. **Opening Arguments:** Two (2) minutes per team
 - ii. **Closing Arguments:** Two (2) minutes per team
 - iii. **Rebuttals:** A total of two (2) questions shall be asked in this round. Each participant must answer one (1) question. The time allotted to answer each question shall be one (1) minute per team.
- e) If one participant presents the opening arguments, the other participant must present the closing arguments. Participation of both team members is mandatory.

- f) For every additional **thirty (30) seconds exceeded** beyond the allotted speaking time, **one (1) mark** shall be compulsorily deducted.

2. Hindi Group Discussion: (Solo Event)

- a) A **maximum of eight (8) participants per college/ university** shall be permitted to participate.
- b) Registration shall be closed upon receipt of **fifty (50) entries**.
- c) Each group shall consist of **ten (10) participants**.
- d) Participants shall be required to present their viewpoints on the given topic and attempt to convince other group members of their perspective.
- e) The use of the Hindi language shall be strictly mandatory throughout the discussion.
- f) Each group shall be allotted a total of **fifteen (15) minutes, comprising two (2) minutes for preparation, ten (10) minutes for discussion, and three (3) minutes for conclusion**. Participants are expected to manage their time effectively within the allotted duration.
- g) All standard rules and etiquette of a basic group discussion shall be applicable.
- h) Winners from each group shall qualify for the final round of the group discussion.

3. Hindi Poetry: (Solo Event)

- a) A **maximum of four (4) entries per college/ university** shall be permitted.
- b) A theme shall be provided in the form of an image on the spot, and participants shall be given **twenty-five (25) minutes** to compose their poetry.
- c) The poetry must be written strictly in Hindi.
- d) The top ten (10) entries shall be shortlisted for the next round, in which the shortlisted poetry shall be recited.
- e) The recitation time shall be a minimum of **two (2) minutes** and a **maximum of four (4) minutes**.

4. Creative Writing / Storytelling: (Solo Event)

- a) A **maximum of five (5) entries per college/ university** shall be permitted.
- b) The theme shall be disclosed on the spot.
- c) Participants must write a short story with a minimum word limit of **two hundred and fifty (250) words**.
- d) The time limit for writing shall be **thirty (30) minutes**.
- e) The top ten (10) participants qualifying for the final round shall be required to recite their stories.
- f) The recitation time shall be a minimum of **three (3) minutes** and a **maximum of four (4) minutes**.

5. Extempore: (Solo Event)

- a) A **maximum of five (5) participants per college/ university** shall be permitted.

- b) A set of numbers from one (1) to fifty (50) shall be displayed on the screen, with each number corresponding to a picture.
- c) Each participant shall select a number on the spot.
- d) The picture corresponding to the selected number shall then be displayed on the screen.
- e) Participants shall be given **thirty (30) seconds for preparation and two (2) minutes to speak.**
- f) For every **additional thirty (30) seconds** exceeded beyond the allotted speaking time, **one (1) mark** shall be compulsorily deducted.
- g) The decision of the judge(s) shall be final and binding in all matters related to the event.

C. Category 03: Urdu

1. Mushaira: (Solo Event)

- a) A **maximum of two (2) participants per college/ university** shall be permitted.
- b) The event shall comprise **two (2) rounds.**
- c) The first round (shortlisting round) shall be theme-based and conducted through online submissions.
- d) The second round (final round) shall be conducted in the main auditorium.
- e) Limited use of other languages may be permitted; however, Urdu shall be given preference.

2. Urdu Poetry

- a) A maximum of **eight (8) entries per college/ university** shall be allowed; however, registration shall close upon receipt of **forty (40) entries.**
- b) A theme shall be provided in the form of an image on the spot, and participants

shall be given **twenty (20) minutes** to compose their poetry.

- c) The composed poetry must be recited after the writing phase. Strict adherence to the Urdu language is mandatory.
- d) The recitation time shall be a minimum of **two (2) minutes** and a maximum of **four (4) minutes**.
- e) The language of the poetry must strictly comply with the competition guidelines.

D. Category 04: Miscellaneous

1. Utkarsh Film Festival: (Movie Screening)

- a) A **maximum of two (2) films per college/ university** shall be permitted.
- b) This event is open to short films created by students.
- c) The film language must be **Hindi or English, with English subtitles being mandatory**.
- d) The submitted film must be **an original work** and must not be copied or plagiarized from any source.
- e) The duration of the short film must be a **minimum of five (5) minutes and shall not exceed ten (10) minutes**.
- f) Participants are required to submit their documentaries or short films through online mode.
- g) Films shall be evaluated based on direction, screenplay, and dialogues.
- h) The winning film shall be screened in the auditorium.
- i) All entries must be **submitted in advance via Google Drive** within the

stipulated deadline.

2. Pictionary: (Group Event)

- a) The maximum number of teams permitted from **the BBD Educational Group (BBDU, BBDITM, BBDNIIT, and BBDEC)** is **four (4)**, while a **maximum of two (2) teams** shall be allowed from other colleges or universities.
- b) This is a team-based event consisting of **three (3) members per team**. In case a participant does not have a complete team, the organising committee shall assign partners accordingly.
- c) Registration shall be conducted on a team basis and will close after **thirty (30) teams** have registered.
- d) During the competition, one team member shall randomly pick a chit from a bowl and draw the object or action mentioned on the chit.
- e) The remaining two team members must guess the word based solely on the drawing made by their teammate.
- f) Each team shall be allotted **a maximum of eighty (80) seconds** to guess the correct word.
- g) The rival team shall follow the same procedure during their respective turn and will pick a different chit.
- h) A stopwatch shall be used to monitor the time taken by each team.
- i) The team member drawing the object is **strictly prohibited** from writing letters, speaking words, or using lip movements. Only drawings may be used to convey hints.
- j) The team that correctly guesses the word in the shortest time compared to

their rival team shall win the round.

- k) Depending on the number of participating teams, an additional round may be conducted to determine the final winner. In such a case, all three team members shall take turns drawing by picking separate chits (three (3) chits per team). The team that correctly guesses the maximum number of words within thirty (30) seconds shall be declared the winner.
- l) The decision of the judge(s) shall be final and binding in all matters related to the event.



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SPORTS EVENTS

**BABU BANARASI DAS EDUCATIONAL GROUP
(BBD UNIVERSITY/BBDITM/BBDNITT)**

SPORTS

GENERAL RULES FOR SPORTS CATEGORY ONLY

- Team Manager(s) should bring a permission letter for participation, **duly signed by the Director/Principal/Head of Institution on the college letterhead.**
- All the teams should be kitted properly.
- A caution deposit of **Rs.1000** will be paid by each team. The caution deposit **will be refunded** after adjusting the cost of damages if any.
- Protests: If a team manager wishes to lodge a protest at end of the match/event, then such a protest must be in writing and handed to the **Organizing Secretary on duty within 10 minutes of the ending of the match.**
- All the decisions by the umpires/Referees shall be final. Indiscipline on the court or anywhere in the college will result in the disqualification of the individual or teams and in such case, caution money will not be refunded.
- All participants must be present at their respective venue(s) 30 minutes before the scheduled time.
- All participants must carry their I-Cards otherwise he/she will not be permitted to take part in any event.
- Separate I-Cards will be issued after verifying the college I – Cards.
- **Separate registration fees** will be payable for each events separately for girls and boys team.
- The schedule and fixtures may be subjected to change as per arrival of teams.

1. Athletics (Men's & Women's)

Athletics Event: 100 M, 200 M, 400 M, 4 X100 M, Long Jump, Javelin Throw, Discuss Throw, Shot-Put.

Rules:

- For 100m, 200m, 400m, 800m races, there would be heats followed by finals.
- Maximum **Two participants** are allowed from each college in any athletics event (excluding relays).
- Throws and jumps are for both boys and girls.
- Referee decision will be final.

2. Football (Men's)

Maximum No. of players allowed in a team is 14.

(a) Rules:

- (i) Normal FIFA rules apply.
- (ii) Max. Three substitutes allowed.
- (iii) Extra time for knockout stages will be notified only before the match.
- (iv) Referees' decision will be final.
- (v) Standard time of match may be reduced by Referee for completion of match as per schedule.

3. Volley Ball-Rules (Men's & Women's)

- (a) **Maximum No. of players-** 12 (girls & boys).
- (b) **Type of Tournament-** League, Pool or knockout depending on the number of teams.
- (c) With Proper Kit.

4. Kabaddi (Men's)

- (a) All the International rule of kabaddi will be followed.

(b) Maximum 12 Players in a team.

5. **Basketball (Men's & Women's)**

(a) Rules:

- (i) FI BA rules are applicable. Teams reports to ground 30 minutes before.
- (ii) 10 minutes each quarter with Two-minute break between the quarters and five minutes at half time.
- (iii) All the players of the team should have same colour of jersey with printed numbers.
- (iv) Maximum 12 players are allowed in a team.
- (v) No players should have anything on his/her hand or neck (wrist watch, necklace, ring, kada, bracelet etc.) Jewellery of any kind is not allowed and nails have to be properly cut.

6. **Badminton (Men's & Women's)**

Events: Singles Doubles, Mixed Team.

Rules:

- (i) Teams for every game are submitted before the match (specifying who will be playing 1st singles, doubles and 2nd singles).
- (ii) This team can not be changed after submission. Latest IBF rules will be followed.
- (iii) Maximum permitted players will be five for boys and five for girls each or a combination team of three boys and two girls would be allowed.
- (iv) One player can play in two matches only (one singles and one doubles).

7. **Kho-Kho (Men's & Women's)**

- (i) Each team will include 12 Players

- (ii) Standard Rules of Kho-Kho will be followed.
- (iii) Walk over will be given to opposite team if the team does not arrive within 15 minutes of scheduled time.

8. Table Tennis (Men's & Women's)

(a) Boys Team.(Rules)

- (i) **Format of Play:** singles (A vs X), singles (B vs Y), doubles and reverse singles (A vs Y & B vs X).
- (ii) All games will be best of 5.
- (iii) Players playing singles won't be allowed to repeat in doubles.
- (iv) Max Participants allowed per college would be three boy and three girls.

(b) Girls Team. Rules

- (i) **Format of Play:** single (A vs. X), singles (B vs. Y), doubles and reverse singles (A vs. Y B vs. X).
- (ii) All games would be best of three.

9. Chess (Men's & Women's) Team Event

(a) Events: Classical (mixed), Problem Solving (mixed).

(b) Rules: Limit on numbers of players:

- (i) Classical: 5 (4 + 1reserve)
- (ii) Lightning: 5 (4 + 1reserve)
- (iii) Problem Solving: 3.

10. Carrom (Boys and Girls) Team Event

(a) Rules:

- (i) Standard carom rules apply.
- (ii) An individual can participate in not more than one singles and one doubles match.

- (iii) Each team comprises of **four players** only.
- (iv) A game shall be of 25 points or eight boards. The player/team who reaches 25 points first or leads at the conclusion of the eight boards shall be winner of the game.
- (v) Any hand may be used in play. Participants can change hand during the game.

11. Gully Cricket

- (i) **Each team will consist of 05 Players.**
- (ii) The match will be of 4 overs only.
- (iii) Each match will be a Knockout match.
- (iv) Teams have to bring their own Bat as per their convenience.
- (v) Umpire/Referee/Faculty -in- charge decision will be final.
- (vi) Only Four would be counted as boundary runs, sixes will be dot balls and extras and single/double will be counted as runs.
- (vii) Under arm/over arm.
- (viii) Walk over will be given to opposite team if the team does not arrive within 10 minutes of scheduled time.

12. Tug of War

- (i) **Each team will consists 05 players.** All players must wear proper shoes.
- (ii) Lineup is due 5 minutes before the game starts.
- (iii) All players will obtain gloves from themselves. No player will participate without it.
- (iv) Team players will align themselves along the rope in alternating positions.
- (v) Teams will continue to pull until the OUTER marking of the rope is pulled across the centerline. The referee will decide when this occurs

and will declare the winner of that pull.

FOULS:

- (i) When a player or players have their elbow below their knee level while pulling the rope. This is considered "locking" and is grounds for disqualification.
- (ii) When a player or players touch the ground for a long period of time, this is a judgment call of the referee and can result in disqualification.

Note:

- (a) Security money of Rs. 1000/- is refundable at the time of de-registration after adjusting all the damages.
- (b) Security money must be submitted at the time of registration (Rs. 1000/-) per college taking part.
- (c) Teams or individual protest fee is 500 and protest must be done before start of the event.
- (d) Protest fee is refundable if found correct.
- (e) Cash Prizes will be for winners only and depends on number of team participated in particular sports event.

PARTICIPATION FEES FOR SPORTS CATEGORY ONLY

S. No.	Sports	Player Number (Max)	Registration Fees	Security Money (Refundable)
1	Athletics	02 events only	200	-----
2	Basketball	12	2000	1000
3	Volleyball	12	2000	1000
4	Kabaddi	12	2000	1000
5	Kho - Kho	12	2000	1000
6	Football	15	2000	1000
7	Table Tennis	04	1000	1000

8	Badminton	04	1000	1000
9	Chess	04	1000	1000
10	Carrom	04	1000	1000
11	Gully Cricket	05	500	-----
12	Tug of War	05	500	-----



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SCHOOL OF HOTEL MANAGEMENT EVENTS

**BABU BANARASI DAS EDUCATIONAL GROUP
(BBD UNIVERSITY/BBDITM/BBDNITT)**

SCHOOL OF HOTEL MANAGEMENT

LIST OF EVENTS WITH THEIR RULES AND REGULATION

1. Heritage Bites

"Snacks Preparation Competition"

Venue : H-block, Ground floor, Food Production Lab

Date : 26/02/2026

Timing : 11:30 am to 01:00 pm

Rules:-

1. No. of participants per team: 02
2. Time limit: 01:30 hr.
3. Only Vegetarian Preparation
4. Contestants have to bring their own presentation crockery and cutlery, ingredients, material, chopping board, Knife set etc.
5. Utensils and cooking range will be provided at venue.
6. Use only eatable material and ingredients.
7. Parameters for judging – taste/ flavor, originality, visual appeal, ease of preparation

2. Waste to Wonder

"Decorative item from Waste Material Competition"

Venue : H - Block, Ground floor Corridor

Date : 26/02/2026

Timing : 03:00 pm to 04:30 pm

Rules:-

1. Participants are required to make decorative item using waste
2. Students can carry their own waste material for decoration
3. Glues, Pins Tapes/ Adhesive, Scissor and brushes are allowed

4. Decorative items can be a piece of art or can be for any help.
5. All cuttings should be done on the spot, No prior preparation should be done
6. Time limit: One and Half Hour
7. No. of Participants per team: 02
8. Parameters for Judging- originality, appearance, ease of preparation, concept and use of items.

3. *Ras-e-Vikas*

"Mocktail Preparation Competition"

Venue :H-Block, Ground floor, Food & Beverage Lab

Date :27/02/2026

Timing :11:30 pm to 12:00 pm

Rules:-

1. No. of Participants per team : 01
2. Contestants have to bring their own presentation Items, ingredients for making cocktail, Chopping board, Knife etc.
3. Basic Syrups will be provided by the department
4. Parameters for Judging- originality, taste, Presentation, concept and Creativity
5. Maximum Time limit is 30 minutes.

4. *Virasat-e-Mithaas*

"Sweet Dish Preparation Competition"

Venue :H-Block, Ground floor, Food Production Lab

Date :27/02/2026

Timing :01:30 pm to 03:00 pm

Rules:-

1. No of Participants per team: 02
2. Time limit: one and half hour.
3. Only Vegetarian Preparation
4. Contestants have to bring their own presentation crockery and cutlery, ingredients, material, chopping board, Knife set.
5. Utensils and cooking range will be provided at venue.
6. Parameters for judging: taste/ flavor, originality, visual appearance & ease of preparation.

6. *Parampara se Plate Tak (Main Course Madness)****“Main Course Preparation Competition”***

Venue : H-Block, Ground, Food Production Lab

Date : 28/02/2026

Timing: 10:30 am to 12:30 pm

Rules: -

1. Only Vegetarian Preparation
2. Contestants can choose one preparation from following combination.
3. [One Cereal (Bread, Rice, Noodles etc) +Vegetable Preparation (Gravy /Dry)]
4. Utensils and cooking range will be provided at venue.
5. Contestants have to bring their own, crockery, cutlery, Ingredients, Chopping board, Knife set.
6. Recipe must be submitted with the form.
7. Time limit: two hrs.
8. No. of Participants per team: 02
9. Parameters for Judging- taste/flavor, originality, appearance, ease of preparation.

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INFORMAL EVENTS

**BABU BANARASI DAS EDUCATIONAL GROUP
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Informal Events - Rules

I. Band War

1. The participants will register themselves with their band name. The sequence of performance will be decided by the event organizer/coordinator
2. At least 1 vocalist, 1 guitarist and 1 drummer must be there in the team.
3. Any style can be performed.
4. Use of vulgar language will lead to pure disqualification.
5. Purely classical numbers are not allowed; however, a classical refrain is permitted.
6. There shall be a maximum of 8 participants in a team.
7. The participants must bring their own instruments. (Only Acoustic Drum sets would be provided)
8. Time limit: 20 minutes for performance (+10 minutes extra for setup and sound check)
9. Time limit should be followed strictly.
10. If the time limit exceeds the team will be penalized.
11. The decision of the organizers regarding the final line-up will be final.
12. Obscenity of any kind is not allowed and will lead to immediate disqualification.
13. Violation of any of the above rules, will lead to disqualification

Judgement Criteria (On the Scale of 1-10)

1. **Music: Clarity, lyrical content & overall musical performance**
2. **Stage Presence & Crowd Interaction: Band engagement with the crowd**
3. **Appearance & Personality: Overall look and stage presence**
4. **Original Material (Bonus Points): Importance of originality in lyrical & instrumental performance**

I. Entreprenia 2026 (Startup Idea Competition)

1 About Entreprenia 2026

Entreprenia 2026 is a flagship entrepreneurship event designed to provide young innovators and aspiring founders a platform to pitch startup ideas, showcase business models, and receive feedback from industry experts and investors.

The competition focuses on:

• Innovation & Creativity • Problem Solving • Business Viability • Social & Economic Impact

2. Eligibility

• Open to all undergraduate & postgraduate students. • Each team must consist of 2-5 members. • One participant can be part of only one team.

3. Registration Rules

• Teams must register before the deadline. • Registration once submitted cannot be modified. • Organizers reserve the right to reject registrations.

4. Event Structure

Round 1 – Idea Submission (Online)

Teams must submit: • Startup Idea Summary (max 500 words) • Problem Statement • Proposed Solution • Target Market • Shortlisted teams will advance to Round 2.

Round 2 – Pitch Deck Presentation • Teams present a PPT (10-12 slides). • Time Limit: 6 minutes pitching • 3 minutes Q&A

• Pitch must include: • Problem • Solution • Market Opportunity • Revenue Model • Competition • Go-to-Market Strategy • Financial Projection

Final Round – Jury Interaction / Prototype Demo (if applicable) • Live pitching before panelists.

• Teams may show: • Prototype / App / Model / MVP (optional).

Judgment Criteria

Parameters

Innovation - 20%

Problem Relevance 15%

Feasibility 15%

Business Model 20%

Market Potential 15%

Presentation 10%

Q&A Handling 5%

General Rules

- Participants must report at least 30 minutes before their slot.
- Teams must carry college ID cards.
- Any form of plagiarism will lead to immediate disqualification.
- Misconduct or violation of rules may result in elimination.
- Judges' decision will be final and binding.



The logo is a shield-shaped emblem divided into four quadrants. The top-left quadrant is red with a yellow floral motif. The top-right quadrant is light blue with a circuit-like pattern. The bottom-left quadrant is purple with a yellow floral motif. The bottom-right quadrant is light blue with a circuit-like pattern. The text 'UTK' is written in white on the red background, and 'ARSH' is written in white on the light blue background. Below the shield, the text 'VIRASAT SE VIKAS TAK' is written in a bold, sans-serif font, with 'VIRASAT SE' in red and 'VIKAS TAK' in blue.

VIRASAT SE VIKAS TAK