



SAMARTH



Presents

Rules and regulations for EDUC-A-THON

1. General Guideline

1.1. The event will be Hybrid in **two rounds**:

- Prelims: Online idea submission using the provided PPT template by **30th October**.
- Final Round: An 8-hour offline session at **Techno Main Salt Lake campus on 8th November**.

1.2. Teams must consist of **2-4 members**.

1.3. Each participant must register individually, and teams must ensure all registrations are complete.

1.4. Participants should adhere to deadlines and submission requirements to avoid disqualification.

2. Online Submission Rules (Prelims)

2.1. Teams must submit their idea using the **official PPT template provided**.

2.2. Submissions must clearly define the problem, propose a solution, and demonstrate its feasibility.

2.3. Evaluation criteria include originality, relevance, and technical feasibility.

2.4. Top 20 teams will be shortlisted for the final round.



3. Final Round Rules (Offline)

3.1. The final round will be an 8-hour session held at **Techno Main Salt Lake campus**.

3.2. Participants must bring their own laptops, chargers, and other necessary equipment.

3.3. Internet access and power supply will be provided by the organizers.

3.4. Teams must submit their final solution or prototype at the end of the session, and then results will be announced.

4. Reporting and Support

4.1. Participants can report any issues or concerns to the event organizers.

4.2. All submissions must be original. Plagiarism or pre-developed solutions will lead to disqualification.

4.3. Participants must respect all rules and decisions made by judges and organizers and any misconduct or violation of rules may result in immediate expulsion.

We look forward to your participation and creative solutions!

