



BIJU PATNAIK UNIVERSITY OF TECHNOLOGY, ODISHA ROURKELA

(An Affiliating State University of Govt. Of Odisha)

No. BPUT/VI/Estt./1213/26/8874

Date: 11 / 09 / 2026

NOTICE

This is for information of all concerned that, the **BPUT Tech Carnival- 2026** is scheduled to be held from **10th September 2026** to **11th November 2026** at different venue colleges. The detail of the events of Technical, Cultural and Sports category are mentioned at **Annexure-I** with detail SOP (Standard Operating Procedure) of all events for reference. The student's participation Google form is shared with all the colleges in the email ids of the college. The Principals'/Directors' are requested to identify the students against the events so as to participate in all categories and submit the name on or before **20th September 2026** (01:00 PM) positively through **Google Form** shared in your email ids.

This is for your information and necessary action.


11/09/2026
Registrar I/c

Memo No. 8875 ,Date: 11 / 09 / 2026

Copy to:

- 1) The Principals / Directors of all constituent / affiliated colleges of BPUT for information and necessary action.
- 2) Information Officer, BPUT for uploading the notice in the university website.
- 3) OSD to VC for kind information of Hon'ble Vice Chancellor.


11/09/2026
Registrar I/c

BPUT Tech Carnival: 2026

Technical Events List

1. Business Plan: T1

Participant: Individual (Per College maximum 04 students)

In Business Plan Competition a student can pitch their innovative business ideas to a panel of experts. The competition is designed to give students the opportunity to develop their entrepreneurial skills, learn from experienced professionals, and compete for attractive prizes.

Rules and Regulations

- Eligibility:
 - Participants must be enrolled as student under BPUT.
- Format:
 - Each participant will have 10 minutes to present their business plan to the panel of experts.
- Business Plan Requirements:

The business plan must include the following sections:

- i. Executive summary*
- ii. Problem statement*
- iii. Solution*
- iv. Products and services*
- v. Market analysis*
- vi. Competitive analysis*
- vii. Financial model*
- viii. Marketing plan*
- ix. HR plan*
- x. Any other details*

2. Business Quiz: T2

Participant: Team (Per College maximum 04 teams)

Business Quiz Competition is a great opportunity for students to test their business knowledge, challenge themselves, and compete for exciting prizes. It is also a chance to learn from experienced professionals and network with other students who are passionate about business.

Rules and Regulations

- Eligibility:
 - Each team must consist of two students of a college.
 - Team members must be from the same college.
 - Team members must be present at all rounds of the competition.
- Format:
 - The competition will consist of two rounds: a preliminary round and a final round.
 - In the preliminary round, a written test will be conducted. The top 6 teams from the preliminary round will advance to the final round.
 - The final round will consist of various rounds, such as an audio-visual round, a rapid fire round etc.

3. Business Case Study Presentation: T3

Participant: Team (Per College maximum 04 teams)

OBJECTIVES:

The objectives of a business case study presentation are to analyze real-world business situations, showcase problem-solving skills, and communicate effective strategies. Presentations aim to provide insights, promote critical thinking, and facilitate discussions among participants, encouraging a deeper understanding of business challenges and solutions.

Rules and Regulation:

- The competition is open to team of 2 students enrolled in a college.
- Each team will be given a business case study to analyze and present.
- The presentation must be maximum of 10 minutes.
- The presentation will be judged on its clarity, analysis, and presentation skills.
- The case study will be given on the spot
- Preparation time of 1 hour and 30 mins including reading and making ppt.

Presentation Format:

- a) Time Limit: The maximum time limit for the presentation, including Q&A will be expressed according to the number of participants. Common time limits range within 15 minutes, depending on the complexity of the case study.
- b) Visual Aids: The presenters are encouraged to use visual aids such as PowerPoint slides, charts, graphs, and images to support the presentation.
- c) Team Size: 2 is the maximum number of team members allowed for the presentation.

Content Guidelines:

- a) Title Slide: Start with a title slide that includes the name of the case study, the names of the presenters, and the date.
- b) Executive Summary: Begin with a brief executive summary of the case study, highlighting key points and the problem or opportunity addressed.

- c) Case Study Background: Provide context by explaining the industry, company, and any relevant background information.
- d) Problem Statement: Clearly define the problem or challenge that the case study addresses.
- e) Solution/Recommendations: Present the proposed solution or recommendations. Include a detailed explanation of why the chosen solution is the best option.
- f) Implementation Plan: If applicable, outline the steps required to implement the recommended solution.
- g) Results and Benefits: Share the expected outcomes and benefits of implementing the solution.
- h) Challenges and Risks: Discuss any potential challenges or risks associated with the proposed solution and how they can be mitigated.
- i) Conclusion: Summarize the key takeaways from the case study presentation.

Presentation Style:

- a) Professionalism: Emphasize the importance of professionalism in dress, demeanor, and language during the presentation.
- b) Clarity and Conciseness: The presenters must be clear, concise, and to the point. Avoid strong jargon or technical language that the audience may not understand.
- c) Q&A Session: 3 minutes time for a question-and-answer session after the presentation will be given, which will be included in the presentation time frame.

Evaluation Criteria:

- a) Judging Criteria: The judges will clearly communicate the criteria upon which the presentation will be evaluated. This may include factors like content, presentation style, teamwork, and the ability to answer questions.
- b) Scoring: The presentation will be scored on, such as a point scale; I.E. on 10 point scale and the evaluation sheet will be handed to the judges, before.

Time keeping: 15 minutes is the time limit for the presentation and the timekeeper volunteers will ensure that all teams have an equal opportunity to present.

Audience Interaction: The presenters must be respectful and responsive to the audience's questions and feedback.

Ethical Guidelines: The presenters should adhere to ethical guidelines and avoid misrepresentation or plagiarism in their case study presentation.

4. Group Debate Competition: T4

Participant: Team (Per College maximum 04teams)

A debate is an organized clash of good ideas. Each side employs worthwhile evidence to promote their viewpoint and to rebut the "flawed" evidence advanced by the other side. Debating is a formal intellectual contest and there are endless ways it can be played. It will enhance communication skills, initiative, and assertiveness. BPUT carnival will present an opportunity to students to bats ideas

back and forth to defeat the other team and persuade the judges their point of view on a topic.

Steps for the competition:

- **Team of 02 Students** from a college can be register for the Group Debate Competition via respective colleges.
- The topic of the debate will be announced at least one week before the competition.
- Each team will have 10 minutes to present their arguments, followed by 5 minutes for rebuttal.
- The debate will be held in front of a panel of judges from various backgrounds.

5. Pitch Deck Through Canva Video: T5

Participant: Team (Per College maximum 04teams)

Canva Video presentations are being used increasingly in the corporate sector. Canva Videos are being used to make powerful presentations to internal team members or to external Clients. Canva combines visuals, video clips and text for pitching an idea for maximum impact.

Guidelines for Pitch Deck through CANVA Video:

- **Teams of 02 students** can participate from any college.
- Each team presentation shall be of 10 minutes duration.
- A jury comprising of two Judges shall evaluate the presentations and judge the winners.

Students have to use Canva Video to pitch any of the following:

- Business Plan Presentation for a Product or a Service
- Product or Service Launch
- Marketing Campaign for a product or a service
- Innovative Idea Video Presentation

Additional Guidelines

- Tell a Story using Canva Video
- Use Professional Templates
- Start with a Strong Introduction
- Keep Slides Clean and Simple
- Use Engaging Visuals
- Add Transitions and Animations
- Incorporate Text and Narration

Canva Videos shall be evaluated on the basis of innovative ideas, quality of templates & animation, storytelling impact. The jury shall comprise of two professional entrepreneurs who have wide experience in evaluating in Hackathons and Ideathons.

The decision of the jury will be final.

6. Financial Modeling Competition: T6

Participant: Team (Per College maximum 04 teams)

- The competition is open to teams of 2 students of a college.
- The case and real-time data will be provided by the organizing institute on-the-spot.
- The allotment of cases will be done by lottery method.
- Each team will be provided 3-hr time to develop their respective financial model along with a Power Point Presentation.
- MS Excel will be used for developing the financial models.
- The participants will have to develop financial models from the cases which will be based on
 - a. DCF,
 - b. LBO,
 - c. IPO, or
 - d. Forecasting models.
- The computer systems will be allotted by the organizing institute at the venue, whereas, the participants can carry their personal laptops with them.
- The financial models must be developed indigenously by the participating teams without any assistance from external resources like experts, Mobile phones, internet, etc.
- The students will be getting 10 mins for presenting their PPTs in front of the Jury members followed by Q&A sessions.
- The judges will evaluate the financial models of each team based on its accuracy, completeness and presentation.
- The decision of the judges will be final.

7. Ad Mad Show: T7

Participant: Team (Per College maximum 04teams)

- The competition is open to teams of 2 students of a college.
- Each team must present 30 seconds advertisement for a product or service
- The advertisement must be original and creative.
- The advertisement must be presented before a panel of judges.
- The theme/topic of advertisement for Product / Service will be declared to the participant's team before one hour of the competition. So the teams will join to the venue before one hour of the commencement of the competition.
- The participant must bring their laptop/accessories/sketch pen/marker pen/drawing sheet etc. as per their requirements of the show.
- Audio /Video system will be provided to them by the organizing institute.

8. Social Entrepreneurship Competition: T8

Participant: Team (Per College maximum 04teams)

The students from BPUT colleges can pitch their socially sustainable innovative ideas to a panel of experts. The competition is designed to give students a platform to showcase their design thinking, systemic knowledge to develop startup ideations. This event creates an ecosystem in nurturing the entrepreneurial talents of the students along with competitions for attractive prizes.

Rules and Regulations

Eligibility:

- Participants must be enrolled as students at a BPUT college.
- **Each team must consist of 02 students of same college.**
- Each college can submit one team, only.

Format:

- Each team will have 15 minutes to present their social entrepreneurial plan to a panel of experts.

Social Entrepreneurship Plan Requirements:

It needs to reflect upon social, financial, and innovative mission along with a self-sustaining business model. Apart from these broad parameters, the following aspects are very vital which must be addressed by all the teams:

1. Executive Summary
2. Problem Statement
3. Solution
4. Products and Services
5. Market feasibility analysis
6. Competitive analysis
7. Financial analysis
8. Market plan
9. HR planning model
10. Any other details, if present can be an addition

9. Code Chef (CODATHON):T9

Participant: Individual (Per College maximum 04 students)

- This is an online programming competition that is open to students from different colleges.
- Only Individual shall participate.
- The competition will be conducted in online mode only.
- The event will be conducted on multiple days within the time slots approved by university.
- The event is of 1 hour duration.
- The competition consists of a series of problems that must be solved.
- The problems are of varying difficulty; students have to solve the problem and submit the solutions.
- The results will be auto evaluated through Test Cases and will be supervised by a panel of judges.
- Time stamp of the submission of the solution shall be considered to choose Winners.
- The judgment of the panel will be final and no appeal against any other authority is allowed afterwards.

10. Artificial Intelligence (AI) Project Competition: T10

Participant: Team (Per College maximum 04teams)

General Instruction:

- **Eligibility:**

- The participating team members must be the registered students of BPUT.
- The participating students can participate in the event as a team and team size can be at most 2 students.
- Each participating institution, can send at most two teams for the event, to participate.

- **Format:**

- The competition will be held in a single round.
- The participating team has to present their idea/solution (through ppt) before the jury members
- The (software/hardware) Project demonstration to be done before jury members.

- **Final Evaluation Score Card Format:**

Evaluation from PPT Presentation					Evaluation from Project Demonstration					Full Mark: - 100
Team	Relevance of Problem Statement (5)	Innovativeness of Solution (10)	Components of Sustainability (10)		User Friendliness GUI (5)	Model Accuracy (25)	Extent of AI involvement (25)	Authenticity of Work (10)	Implementability of Project in real time (10)	Total Score
Team -1										
Team -2										
Team -3										
Team -4										
Team -5										

11. Mobile App Development Contest: T11

Participant: Individual (Per College maximum 04 students)

- Only individual shall participate.
- Laptop, software and other accessories will be arranged by the students.
- Problem Statement shall be provided in advance.
- Apps must have a clear purpose and functionality.
- Judges assess usability and innovation.

- The results will be evaluated by a panel of judges.
- The judges will evaluate the Apps based on their performance and features.
- The judgment of the panel will be final and no appeal against any other authority is allowed afterwards.

12. Robotics Competition: T12

Participant: Team (Per College maximum 04 teams)

Instructions:

- This competition challenges students to build and program robots to perform a task.
- **The competition is open to team size of 3 students.**
- Each team must build and program a robot that can perform a specific task.
- All the cost of components will be completely borne by the participants.
- The robots will be evaluated by a panel of 3 judges.
- The judges will evaluate the robots based on their performance, design, and programming.
- The judgment of the panel will be final and no appeal at any other authority is allowed.

Evaluation Procedure:

Speed (10 points):

- ❖ Time taken to complete the track.
- ❖ The robot should finish within a predefined time limit (e.g., 3 minutes).

Accuracy (20 points):

- ❖ How closely the robot follows the line.
- ❖ Deduct points for deviations from the line, with more significant deviations resulting in greater deductions.
- ❖ The robot should not lose the line completely.

Line Detection (15 points):

- ❖ The ability to detect and recognize different types of lines (e.g., straight lines, curves, intersections).
- ❖ The robot's response to line features (e.g., intersections, turns).

Obstacle Avoidance (15 points):

- ❖ Ability to detect and avoid obstacles on the track.
- ❖ Deduct points for collisions with obstacles.

Robustness (10 points):

- ❖ How well the robot performs under different lighting conditions.
- ❖ How it handles variations in line color, width, and quality.

Start and Stop (10 points):

- ❖ How the robot starts and stops at the beginning and end of the track.
- ❖ Deduct points for misalignment or overshooting the starting or finishing point.

Creativity and Innovation (10 points):

- ❖ Any unique features, technologies, or strategies used in the robot's design and performance.
- ❖ Originality and creativity in solving challenges.

Documentation and Presentation (5 points):

- ❖ Quality of the documentation, including a clear explanation of the robot's design, components, and programming.
- ❖ The quality of the team's presentation, including their ability to explain the robot's operation.

Sportsmanship and Teamwork (5 points):

- ❖ Demonstrated sportsmanship and teamwork during the event.
- ❖ Respect for other competitors and organizers.

Total Score (100 points):

Rubrics

Criteria	Description	Poi nts
1. Speed	- Time taken to complete the track.	10
	- The robot should finish within a predefined time limit (e.g., 3 minutes).	
2. Accuracy	- How closely the robot follows the line.	20
	- Deduct points for deviations from the line, with more significant deviations resulting in greater deductions.	
	- The robot should not lose the line completely.	
3. Line Detection	- The ability to detect and recognize different types of lines (e.g., straight lines, curves, intersections).	15
	- The robot's response to line features (e.g., intersections, turns).	
4. Obstacle Avoidance	- Ability to detect and avoid obstacles on the track.	15

Criteria	Description	Poi nts
	- Deduct points for collisions with obstacles.	
5. Robustness	- How well the robot performs under different lighting conditions.	10
	- How it handles variations in line color, width, and quality.	
6. Start and Stop	- How the robot starts and stops at the beginning and end of the track.	10
	- Deduct points for misalignment or overshooting the starting or finishing point.	
7. Creativity and Innovation	- Any unique features, technologies, or strategies used in the robot's design and performance.	10
	- Originality and creativity in solving challenges.	
8. Documentation and Presentation	- Quality of the documentation, including a clear explanation of the robot's design, components, and programming.	5
	- The quality of the team's presentation, including their ability to explain the robot's operation.	
9. Sportsmanship and Teamwork	- Demonstrated sportsmanship and teamwork during the event.	5
	- Respect for other competitors and organizers.	
Total Score		100

13. Drone Competition: T13

Participant: Team (Per College maximum 04 teams)

- The competition is open to the team size of 03 students of a college.

Challenges and Theme:

This Inter college competition will feature, promoting diverse solution and creativity during the event like:

- Remote Healthcare:** Design drone systems to deliver essential medicines, vaccines, blood samples, or first-aid kits to rural and inaccessible regions. Drones may also carry diagnostic sensors or portable health devices. Integration with

GPS, IoT, and real-time tracking will be encouraged. This will bridge healthcare gaps in remote areas and reduce medical response time during emergencies.

2. **Telemedicine Support:** Develop drones capable of enabling real-time medical consultation by transporting telemedicine kits equipped with vital-sign sensors and video communication modules. These UAVs can relay data such as heart rate, oxygen levels, and temperature to healthcare professionals instantly. It facilitates doctor-patient interaction in underserved zones through drone-enabled remote healthcare technology.
3. **Aerial Health Monitoring:** Develop drones for disease surveillance and public health analysis using thermal imaging, crowd temperature scanning, or environmental sensing. Such drones can detect fever clusters, pollution, or air quality variations, which could assist in epidemic management and environmental health studies. This would assist preventive healthcare through AI-powered aerial monitoring and data analytics.
4. **Urban Construction and Infrastructure Monitoring:** Design UAVs to inspect construction sites, bridges, and urban structures for cracks, alignment, and safety compliance. Drones may use LiDAR, photogrammetry, or computer vision for 3D mapping and real-time progress tracking. It enhances safety, accuracy, and productivity in infrastructure development using intelligent drone inspection systems.
5. **Survey and Mapping:** Develop drones for topographic mapping, land surveying, and resource assessment using GPS, GIS, and photogrammetry tools. The systems may assist in disaster impact assessment, town planning, and agricultural zoning. These can deliver precise geospatial data for planning, research, and governance through advanced aerial mapping.
6. **Renewable Energy Inspection and Maintenance:** Build UAVs capable of inspecting solar panels, wind turbines, or hydro plants using thermal imaging and AI-based fault detection. Teams may also explore drones for solar panel cleaning or energy performance analytics. It supports the renewable energy sector with smart, eco-friendly maintenance solutions that reduce downtime and manual risk.
7. **Security & Law Enforcement:** Design drones that enhance public safety, surveillance, and emergency response through intelligent aerial operations. UAVs can be used for crowd monitoring, border patrolling, and traffic management, as well as search and rescue missions using thermal imaging and GPS tracking. Drones may also assist in crime scene documentation and evidence collection for forensic analysis.

Rules and Regulations:

1. Each participating team must bring all the necessary hardware for their drone project.
2. At a minimum each team is required to have one laptop.

Knowledge of Indian Drone Regulations:

All teams should have prior knowledge and understanding of the rules and regulations governing drone flights in India.

Designated Test Flight Area:

1. A limited area will be provided for test flights of participant drones.
2. The maximum size of the drone must not exceed 2 ft X 2ft.
3. The test flight area will be supervised by a qualified and experienced drone pilot to ensure safety and compliance with regulations.

14. Math Olympiad: T14

Participant: Individual (Per College maximum 04 students)

- The Olympiad is intended for university students who are interested in mathematics.
- The official language of the Olympiad is English.
- The Olympiad conducted in the form of individual participant.
- Exam Pattern : Multiple Choice or Short Answer Questions.
- Syllabus: The questions are typically on a variety of mathematical topics such as Algebra, Geometry and Number Theory.
- Duration: 2hours
- Total marks: 100
- Questions 1 to 10 carry 2 marks each; questions 11 to 20 carry 3 marks each; questions 21 and 30 carry 5 marks each.
- All questions are compulsory.
- There are no negative marks.
- Do all rough work in the space provided.

15. Technical Quiz Competition: T15

Participant: Team (Per College maximum 04 teams)

Quiz Instructions:

- The participation for this quiz would be a team of 2 students of the college.
- Only shortlisted candidates will be eligible for the On-Stage Round (Grand Final Round).
- The decision taken by the judges shall be final & binding.

Quiz Procedures:

Round-1
Preliminary/Screening Round

Rules for Preliminary or Screening Round

- Each team would be given a set of question papers containing 50 objective type questions
- Total Marks-100
- Time limit -50 minutes
- Each Correct answer carries (+02) marks and each wrong answer carries (-1) mark
- Only Qualified Teams would be selected for ON-STAGE ROUNDS
- In case tie between two or more teams, further 5 questions will be asked to the teams.
- The team answered more number of correct answers will qualify to on stage round.

Round-2

On-Stage Round (Grand Finale)

Rules for on Stage Quiz Competition

First Round (Technical Awareness Round) - Total Marks-25

- Each team would be asked 5 questions. (Objective question)
- Answering time is only 30 seconds.
- 05 marks for correct answer, and no negative marking for wrong answer
- If a team cannot answer the question, then the question would be forwarded/passed to the next team (10 seconds time).
- 2.5 marks will be given to the passing team that gives correct answers.

Second Round (Buzzer Round) - Total Marks-25

- There will be 10 questions in this round. Team pressing the buzzer first will be given the chance to answer.
- 2.5 marks will be awarded for each correct answer & 1 mark will be deducted for each incorrect answer.
- Team will be given 60 seconds for each question.

Third Round (Audio-visual round)-Total Marks-30

- This Round would be the Audio-visual round.
- **15 marks** for the correct answer and **no negative marking** for wrong answer.
- Each Team would be asked 2 audio-visual questions.
- Audio-Visual played for maximum 60 seconds and answering time is only 30 seconds.
- If a team cannot answer the question, than the question would be forwarded to the next team.
- **05 marks** will be given to the passing team that gives correct answers.

Fourth Round (Rapid Fire)-Total Marks-20 Marks

- Each team will be given 5 questions to answer within the time limit of 50 seconds.
- 4 marks for the correct answer
- No negative marking
- Question will be changed after every 10 seconds.

Tie Breaking (If occurs)

- If there will be tie in between two groups then one questions will be asked for both the groups.
- The team presses the buzzer first will be asked to answer first
- If the team answer correctly will be called as winner and the team says wrong answer, by default the other team will be winner.

16. Tech Innovation Challenge: T16

Participant: Team (Per College maximum 04 teams)

1. Participants must be students from BPUT affiliated colleges.
2. Students can participate in teams. Each team must have 2-5 members of the college.
3. Each team should bring their working prototype for demonstration and the pitch deck which should contain the following:
 - Problem Statement
 - Innovative Solution
 - Schematics & Flow diagram
 - Target Users
 - Impact and Benefits
4. All submissions must be original work of the participants. Plagiarism will result in disqualification.
5. The judge's decisions are final and binding.

Themes for the competition:

- 1. Smart Agriculture:** Develop solutions that leverage IoT, AI, and data analytics to improve crop yield, reduce water usage, and enhance sustainable farming practices.
- 2. Healthcare Innovations:** Create projects that use technology to improve patient care, such as telemedicine platforms, wearable health monitors, or AI-driven diagnostic tools.
- 3. Environmental Sustainability/Green Energy:** Focus on projects that address environmental challenges, like renewable energy solutions, waste management systems, or pollution control technologies.
- 4. Smart Cities:** Design smart city solutions that enhance urban living, including smart traffic management systems, energy-efficient buildings, and public safety innovations.
- 5. Tourism:** Develop tourism technologies that make experience more engaging and accessible, such as virtual reality platforms, web and app etc.

Steps for the competition:

1. Students (one or a team) from each BPUT affiliated college are needed to register for the Tech Innovation Challenge competition through respective colleges.
2. During registration they need to submit a proposal pitch deck with problem and schematic presentations relating to their innovations and technological solutions which will target the current challenges.

3. On the day of completion, the participating colleges, need to present their idea, innovative goals, problem solving model etc. with a pitch deck at Nalanda Institute of Technology, Bhubaneswar.
4. These presentations will be evaluated by experts from various academics and industry background.
5. Finally, Innovative ideas with their grading will be submitted to the BPUT.

Evaluation Criteria

1. **Innovation:** Novelty and creativity of the solution.
2. **Feasibility:** Practicality and implementability of the proposed solution.
3. **Impact:** Potential benefits and positive impact on the targeted challenges.
4. **Presentation:** Clarity, organization, and overall quality of the pitch deck and oral presentation.
5. **Technical Merit:** Soundness and technical correctness of the solution.

17. Ideathon T18

Participant: Individual (Per College maximum 04 students)

1. Sustainability and Environmental Innovation: Encourage participants to come up with ideas that promote sustainability, reduce environmental impact, or address climate change.
2. Health and Wellness: Focus on ideas that improve physical or mental health, promote healthy living, or address healthcare challenges.
3. Education and EdTech: Challenge participants to develop innovative solutions for education, online learning, or improving access to quality education.
4. Tech for Good:-Encourage ideas that use technology to address social issues, promote equality, or improve the lives of underserved communities.
5. Food and Agriculture:-Encourage ideas related to sustainable agriculture, food production, distribution, or reducing food waste.
6. Clean Energy and Renewable Resources:-Challenge participants to propose innovative solutions for clean energy production, storage, or distribution.

Idea Submissions:-

Clear guidelines for idea submissions, including format and submission channels, will be established. Submissions will be required to be clear, concise, and accompanied by any necessary supporting materials.

Evaluation and selection:-

A transparent and fair evaluation process will be developed, which may involve multiple rounds of judging if necessary by an experienced jury members.

18. Technical Poster Competition: T19

Participant: Team (Per College maximum 04 teams)

- Team size of 02 students of a college must create informative posters on technical topics.
- Poster should include visual, data and explanation.
- Participants can present their poster presentation in maximum duration of two minutes with five slides in power point presentation.
- Plagiarism and misinformation should be prohibited.
- Deposit of the abstract of the presentation within 01 page in A4 size paper.
- Theme shall be shared prior to the start of the event.
- The participants, need to present their idea, innovative goals, problem solving model etc. with a 3ft*4ft poster (Not the digital copy).

19. Database Design Challenge: T20

Participant: Team (Per College maximum 04 teams)

- Team size is of 02 students of the college under BPUT.
- **Objective:** The competition aims to assess participants' skills in database design, normalization, and query optimization.
- **Duration:** The competition time duration is 2 hours.
- **Judging Criteria:** Entries will be evaluated based on design clarity, normalization, query efficiency, schema optimization, and adherence to best practices.

Competition Requirements:

- **Scenario:** Participants will receive a scenario detailing a business or organizational context requiring a database solution.

Key Requirements:

- Identify entities and their attributes.
- Define relationships between entities.
- Apply appropriate normalization techniques.
- Implement schema with necessary constraints (e.g., primary keys, foreign keys).

Judging and Evaluation:

Evaluation Criteria: Entries will be judged based on:

- Design quality and clarity.
- Normalization effectiveness.
- Schema efficiency and optimization.
- Query performance and correctness.
- Adherence to best practices in database design.
- **Scoring:** Each criterion will contribute to the overall score.

20. Best Manager Competition: T21

Participant: Individual (Per College maximum 04 students)

- **Objective:** The primary objective of this competition is to evaluate managerial competencies across various scenarios and challenges. Participants will be tested on their ability to manage teams, solve problems, make critical decisions, and communicate effectively under pressure.

Instructions:

- This competition is open for all the students under BPUT.

- There shall be about five rounds of elimination process (rounds will be communicated on the inaugural day) .
- Final round will be on the stage of the prize giving ceremony by panel comprised of corporate professionals.
- The competition typically consists of several rounds, each presenting different managerial challenges. These challenges may include case studies, simulations, role-plays, or real-world scenarios.

Evaluation Criteria:

Participants will be evaluated based on several criteria, including:

- Leadership skills
- Decision-making abilities
- Problem-solving approach
- Team management and motivation
- Communication effectiveness
- Adaptability and resilience
- Ethical considerations

21. Fit & Fab Competition: T22

Participant: Individual (Per College maximum 04 students)

- **Objective:** The primary objective of this competition is to test creativity, technical skills, and problem-solving abilities of participants. Participants will be provided with raw materials and tools, and their task is to create a job that showcases their proficiency in fitting and assembly section of mechanical workshop.
- **Instructions:**
 - This competition is open for all the students under BPUT.
 - The job shall be based on the fitting section of BTech first year syllabus.
 - Raw materials, tools along with the dimensional details of the job shall be provided at the venue of competition.
 - Safety gear must be always worn while working.
 - The overall evaluation shall be done based on the proficiency of the work.

22. Digital Doodle Contest: T23

Participant: Individual (Per College maximum 04 students)

- **Objective:** The primary objective of this competition is to enable the participants to showcase their artistic skills using digital tools. Participants have to create a unique and visually appealing digital doodle based on a given theme within the specified time frame. The doodle should be original and demonstrate your creativity and proficiency with digital art tools.
- **Instructions:**
 - This competition is open for all the students under BPUT.
 - Participants are encouraged to bring their own digital drawing tablets.
 - Participants may use their own laptops with pre-installed digital art software if desired.
 - The theme for the doodle will be announced at the start of the event.
 - The overall evaluation shall be done based on the creativity, theme Integration and technical Proficiency.

23. Sustainability Video Competition

Participant: Team (Per College Maximum 04 teams)

Eligibility:

- i. The competition is open to all registered students of BPUT-affiliated institutions.
- ii. Participants can register as individuals or in teams (maximum of 3 members per team).

Registration:

- i. All participants must complete the registration process within the specified deadline.
- ii. Late registrations will not be entertained under any circumstances.

Video Specifications:

- i. Videos must focus on the theme of sustainability development and promote awareness of SDGs.
- ii. The duration of the video should not exceed 90 Seconds.
- iii. Videos should be submitted in standard formats (e.g., MP4, AVI, or MOV) with a minimum resolution of 720p.
- iv. All videos must be original creations and must not contain any copyrighted material, including music, images, or video clips unless the participant has the right to use them.
- v. If participants use or borrow any videos, clips, or other content from any source, they must mention and give credit to the source in their submission.

Submission Guidelines:

- i. Videos must be submitted by the given deadline. Late submissions will not be considered.
- ii. Each submission must include a title and a brief description (maximum of 100 words) explaining the concept and message of the video.

Judging Criteria:

- i. Entries will be judged based on creativity, content relevance, impact, technical quality, and adherence to the theme.
- ii. The decision of the judges will be final and binding, with no scope for appeal.

Content Guidelines:

- i. Videos must not contain any offensive, inappropriate, or politically sensitive content.
- ii. Entries that violate ethical standards or promote negative messages will be disqualified.

Disqualification: Failure to adhere to the rules and guidelines may result in disqualification at any stage of the event.

BPUT Tech Carnival: 2026

Cultural Events List

CULTURAL EVENTS LIST			
Event Code	Event name	SOP	Participation
C1	Solo Song	Eligibility: Participants must be enrolled as students at a BPUT-affiliated college. Maximum of two participants from a college can participate. Format: The competition will consist of two rounds: a Preliminary round and a final round. In preliminary round there will be 4 zones • North Zone • Central Zone • South Zone • West Zone The best 3 Participants from each zone from the preliminary round will advance to the final round and the final will be held at Rourkela. The language of songs will be Odia and Hindi. Each participant will sing one odia and one Hindi song. Duration of 3 to 5 minutes time will be given to each participant. Participants shall bring the music track in a pen drive and submit the same before the BPUT organisation committee at least one hour before the commencement of the competition. Participant, those who want to sing without music track shall be allowed to do so. There will not be any live music provision for the competition. The judgement /decision taken by the expert panels will be final and conclusive. N.B. - The lyrics of the song chosen to be sung should not be vulgar. It is a single day event. So participants need not to stay at	Individual (Maximum 02 students from a college)

		venue. All technical support will be provided to participant by the venue partner. Security and Safety Lead: (If required) (Medical Emergencies /Technical Failures /Security Issue)	
C2	Group Song	Eligibility: Participants must be enrolled as students at a BPUT-affiliated college. Maximum of two teams from a college can participate. A single team shall have minimum of 2 and maximum of 4 participants. Format: The competition will consist of two rounds: a Preliminary round and a final round. In preliminary round there will be 4 zones • North Zone • Central Zone • South Zone • West Zone The best 3 teams from each zone from the preliminary round will advance to the final round and the final will be held at Rourkela. The language of songs will be Odia and Hindi. Each team will sing one odia and one Hindi song. A duration of 3 to 5 minutes time will be given to each team. Teams shall bring the music track in a pen drive and submit the same before the BPUT organisation committee at least one hour before the commencement of the competition. Teams, those who want to sing without music track shall be allowed to do so. There will not be any live music provision for the competition. The judgement /decision taken by the expert panels will be final and conclusive. N.B. - The lyrics of the song chosen to be sung should not be vulgar	Group (Maximum 02 groups per college)

		It is a single day event. So participants need not to stay at venue. All technical support will be provided to participant by the venue partner. Security and Safety Lead: (If required) (Medical Emergencies /Technical Failures /Security Issue)	
C3	Solo Dance [ODISSI]	Eligibility: Participants must be enrolled as students at a BPUT-affiliated college. Maximum of two participants from a college can participate. Format: The competition will consist of two rounds: a Preliminary round and a final round. In preliminary round there will be 4 zones • North Zone • Central Zone • South Zone • West Zone The best 3 Participants from each zone from the preliminary round will advance to the final round and the final will be held at Rourkela. Maximum 5 minutes time will be given to each participant. Participants shall bring the song/music track in a pen drive and submit the same before the BPUT organisation committee at least one hour before the commencement of the competition. It is an Odissi dance competition no modern form of dance will be entertained. The judgement /decision taken by the expert panels will be final and conclusive. It is a single day event. So participants need not to stay at venue. All technical support will be provided to participant by the venue partner. Security and Safety Lead: (If required) (Medical	Individual (Maximum 02 students per college)

		Emergencies /Technical Failures /Security Issue)	
C4	Group Dance [Folk dance of Odisha]	Eligibility: ○ Team members of the group must be enrolled as students at a BPUT-college ○ Maximum of two teams from a college can participate. ○ A single team shall have minimum of 2 and maximum of 5 participants. • Format: ○ The competition will consist of two rounds: a Preliminary round and a final round. ○ In preliminary round there will be 4 zones – North Zone – Central Zone – South Zone – West Zone ○ The best 3 teams from each zone from the preliminary round will advance to the final round and the final will be held at Rourkela. ○ Maximum 5 minutes time will be given to each team. ○ Teams shall bring the song/music track in a pen drive and submit the same before the BPUT organisation committee at least one hour before the commencement of the competition. It is an Folk dance competition no modern form of dance will be entertained. ○ The judgement /decision taken by the expert panels will be final and conclusive. • It is a single day event. So participants need not to stay at venue. All technical support will be provided to participant by the venue partner.	Group (Maximum 02 groups from a college)

		Security and Safety Lead: (If required) (Medical Emergencies /Technical Failures /Security Issue) How to Participate: Registration link will be provided through BPUT web site.	
C5	Quiz on Odisha (in Odia only) [Jagannath Culture]	There will be three rounds - Written test will be done for the selection process. - Shortlisted candidate will be selected for semi-finaie by the expert panel. - The expert committee will be finalizing the participant and awarding the individual. The language for the particular quiz will be in Odia only.	Individual (Maximum 02 students per college)
C6	Rangoli / Jhoti	(a) Each college will cater the selection of maximum 02 groups consisting of two participants in each group. The evaluaiton will be judged by the expert committee and will award the group.	Group (Maximum 02 groups from a college)
C7	Mono Acting	Eligibility: Participants must be enrolled as students at a BPUT-affiliated college. Maximum of two participants from a college can participate. Format: - The competition will be a single round competition. - Participants will be allowed to express their imagination/idea/stories through body language, facial expressions, gesture and spoken words. - Script has to be submitted prior to the competition. - Script should not contain any vulgarity/un parliamentary things and it should not hurt any community & religion. - The language of acting may be Odia / Hindi / English - Maximum 6 minutes time will be given to each participant. - The judgement /decision taken by the expert panels will be final and conclusive. It is a single day event. So	Individual (Maximum 02 participants from a college)

		participants need not to stay at venue. All technical support will be provided to participant by the venue partner. Security and Safety Lead: (If required) (Medical Emergencies /Technical Failures /Security Issue)	
C8	Group Acting (Skit)	Eligibility: - Participants of the group must be enrolled as students at a BPUT-affiliated college Maximum of two teams from a college can participate. - A single team shall have minimum of 2 and maximum of 6 participants. Format: - The competition will be a single round competition. - Performers will be allowed to express their imagination/idea/stories through body language, facial expressions, gesture and spoken words. - Script of this event must contain a social or educational informative message. - Script has to be submitted prior to the competition. - Script should not contain any vulgarity/un parliamentary things and it should not hurt any community & religion. - The language of acting may be Odia / Hindi / English or a combination of 3. - Maximum 10 minutes time will be given to each team. - The judgement /decision taken by the expert panels will be final and conclusive. It is a single day event. So participants need not to stay at venue. All technical support will be provided to participant by the venue partner. Security and Safety Lead: (If required) (Medical Emergencies /Technical Failures /Security Issue)	Group (Maximum 02 groups per college)

C9	Painting (General)	Each college will cater the selection of maximum 02 students. The evaluation will be judged by the expert committee and will award accordingly.	Individual (Maximum 02 students per college)
C10	Face Painting	Each college will cater the selection of maximum two groups consisting of two participants in each group. The final evaluation will be judged by the expert committee and will award the group.	Group (Maximum 02 groups per college)
C11	Photography	Eligibility: - Participants must be enrolled as students at a BPUT-affiliated college Maximum of two participants from a college can participate. Format: - It is a single round competition. - Theme will be provided on the day of the competition and participant has to submit their best 5 series photographs (digital image) based on the given theme within 3 hours from the assignment. - The submitted photographs shall be original in nature (should not be copied from anywhere) and if require they have to submit a proof in this regard. - The photographs will be judged through-content, composition, lighting and overall quality. - Participants shall bring their own Digital camera. No camera will be provided by the BPUT organising committee. - The judgement /decision taken by the expert panels will be final and conclusive. It is a single day event. So, participants need not to stay at venue. All technical support will be provided to participant by the venue partner.	Individual (Maximum 02 participants per college)

		Security and Safety Lead: (If required) (Medical Emergencies /Technical Failures /Security Issue)	
C12	Eloquence	(a) The medium of speech will only be English. (b) Each college will send maximum 02 participant. (c) Participant will be allowed to speak for 2 mins. (d) Selected participant will go to the semi-finale. The final evaluation will be judged and will be awarded by the expert panel.	Individual (Maximum 02 students per college)
C13	Documentary Movie	Eligibility: It is a group event. Participants of the group must be enrolled as students at a BPUT-affiliated college Maximum 4 students shall be allowed in a group. Maximum of two teams from a college can participate. Format: It is a single round competition. Theme will be communicated two days prior to the day of evaluation. Teams shall submit the final product in all respect before 10 AM on the day of evaluation. The entire team members have to be physically present in the venue during the evaluation. The duration of the movie shall be 6 to 8 mins. BPUT organisation committee will not responsible for any copy right issue. Team should submit an undertaking mentioning that the visuals in this movie have been shot by us and the audio content (music/sound effect) used in this documentary movie are either recorded by us or are copied from a copy right free source. The movie will be judged through-content, photography, audio recording, mixing, editing and overall quality. Teams shall use their own camera, sound recorders and editing equipment. No equipment will be provided by the BPUT organising committee.	Group (Maximum 02 groups per college)

		The judgement /decision taken by the expert panels will be final and conclusive. It is a single day event. So participants need not to stay at venue. All technical support will be provided to participant by the venue partner. Security and Safety Lead: (If required) (Medical Emergencies /Technical Failures /Security Issue)	
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BPUT Tech Carnival: 2026

Sports Events List

Sports Events List			
Event Code	Event Name	SOP	Participation
S1	Chess (Boys)	Eligibility: Participants must be enrolled as students at a BPUT-affiliated college Description: Chess is a classic board game that requires strategic thinking and planning. Rules and Regulations: • Each player has 16 pieces: one king, one queen, two rooks, two knights, two bishops, and eight pawns. • Players take turns moving their pieces with the objective of putting the opponent's king in checkmate. • The game is won by checkmating the opponent's king or if the opponent resigns. NB: Competition in an event shall not be held if there are less than 10 participants in the said event.	Individual (One Boy from a college)
S2	Chess (Girls)	Eligibility: Participants must be enrolled as students at a BPUT-affiliated college Description: Chess is a classic board game that requires strategic thinking and planning. Rules and Regulations: • Each player has 16 pieces: one king, one queen, two rooks, two knights, two bishops, and eight pawns. • Players take turns moving their pieces with the objective of putting the opponent's king in checkmate. • The game is won by checkmating the opponent's king or if the opponent resigns. NB: Competition in an event shall not be held if there are less than 10 participants in the said event.	Individual (One Girl from a college)
S3	Table Tennis (Boys)	Eligibility: Participants must be enrolled as students at a BPUT-affiliated college. a) Tournament shall be conducted under the rules of T.T.F.I. as adopted by, A.I.U. unless otherwise modified. b) The matches shall be played along	Individual (One Boy from a college)

		Swathing Cup lines. The order of the play shall be as follows: Where three (3) players on one side are numbered A.B.C. and three (3) players on other side are numbered, X, Y, Z " match A vs. X, 2ndmatch B Vs. Y, 3rdMatch C Vs. Z. 4th match B Vs. X, 5th match A Vs. Z, 6thmatch C Vs. Y, 7th match B Vs. Z, 8th match C Vs. X. 9thmatch A vs. Y. The result of a match shall be declared when either team wins five (5) matches. c) A college team shall consist of not less than 3 players and not more than 4 players. NB: Competition in an event shall not be held if there are less than 10 participants in the said event.	
S4	Table Tennis (Girls)	Eligibility: Participants must be enrolled as students at a BPUT-affiliated college. a) Tournament shall be conducted under the rules of T.T.F.I. as adopted by, A.I.U. unless otherwise modified. b) The matches shall be played along Swathing Cup lines. The order of the play shall be as follows: Where three (3) players on one side are numbered A.B.C. and three (3) players on other side are numbered, X, Y, Z " match A vs. X, 2ndmatch B Vs. Y, 3rdMatch C Vs. Z. 4th match B Vs. X, 5th match A Vs. Z, 6thmatch C Vs. Y, 7th match B Vs. Z, 8th match C Vs. X. 9thmatch A vs. Y. The result of a match shall be declared when either team wins five (5) matches. c) A college team shall consist of not less than 3 players and not more than 4 players. NB: Competition in an event shall not be held if there are less than 10 participants in the said event.	Individual (One Girl from a college)
S5	Badminton Boys' Single	Eligibility: Participants must be enrolled as students at a BPUT-affiliated college a) The matches shall be conducted under the rules of BWF as adopted by BAI & AIU unless otherwise modified c) The qualities & make of the shuttlecock will be decided by the Organizing College. NB: Competition in an event shall not be held if there are less than 10 participants in the said event.	Individual (One Boy from a college)

S6	Badminton Girls' Single	Eligibility: Participants must be enrolled as students at a BPUT-affiliated college a) The matches shall be conducted under the rules of BWF as adopted by BAI & AIU unless otherwise modified c) The qualities& make of the shuttlecock will be decided by the Organizing College. NB: Competition in an event shall not be held if there are less than 10 participants in the said event.	Individual (One Girl from a college)
S7	Volley (Boys)	Eligibility: Participants must be enrolled as students at a BPUT-affiliated college a) Matches shall be played according to the rules of F.I.V.B. as adopted by V.F.I &A.I.U unless otherwise modified. b) All Inter-College matches, except the Semi-final & final match shall be played and decided out of best of three sets. The Inter College final & semi-final. However, be played and decided out of best of five sets. c) A college team shall consist of <u>not more than 10 players.</u> NB: Competition in an event shall not be held if there are less than 10 participants in the said event.	College wise One team for Boys.
S8	Volley (Girls)	Eligibility: Participants must be enrolled as students at a BPUT-affiliated college a) Matches shall be played according to the rules of F.I.V.B. as adopted by V.F.I &A.I.U unless otherwise modified. b) All Inter-College matches, except the Semi-final & final match shall be played and decided out of best of three sets. The Inter College final & semi-final. However, be played and decided out of best of five sets. c) A college team shall consist of <u>not more than 10 players.</u> NB: Competition in an event shall not be held if there are less than 10 participants in the said event.	College wise One team for Girls.
S9	Basketball (Boys)	Eligibility: Participants must be enrolled as students at a BPUT-affiliated college Scoring: In a game of basketball there are three clear ways to score points. If a shot is successfully scored from outside	College wise One team for Boys

		of the three-point line, three points are awarded. If a shot is successfully scored from inside of the three-point line, two points are awarded. If a team is awarded a technical foul then they will receive between one and three free shots. Each shot scored will be awarded with one point. Rules: A basketball team can have a maximum of five players on the court. Player substitutions can be made at any time and there is no restriction on the number of substitutions made. A ball can travel through dribbling or passing. A player is no longer able to dribble with the ball once the player puts two hands on the ball. This does not include catching. At this point, a player must either pass or shoot. If a team wins possession back in their own half, they have ten seconds to get it into their opponent's end or a foul will be called. An attacking team has 24 seconds from gaining possession of the ball to shoot at the basket. After the shot is taken, the clock is restarted for another 24 seconds. After a team scores a basket, the ball is returned back to the opposition to start again. All fouls that are committed throughout a game are to be accumulated and when a certain number is reached, the umpire will award a free throw. Depending on where a technical foul is committed, the umpire may award a number of free throws a player will receive. Violations can be awarded by the officials in basketball for player handling errors. These include travelling, double dribble, goal-tending and back court violation. NB: Competition in an event shall not be held if there are less than 10 participants in the said event.	
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S10	Basketball (Girls)	Eligibility: Participants must be enrolled as students at a BPUT-affiliated college Scoring: In a game of basketball there are three clear ways to score points. If a shot is successfully scored from outside of the three-point line, three points are awarded. If a shot is successfully scored from inside of the three-point line, two points are awarded. If a team is awarded a technical foul then they will receive between one and three free shots. Each shot scored will be awarded with one point. Rules: A basketball team can have a maximum of five players on the court. Player substitutions can be made at any time and there is no restriction on the number of substitutions made. A ball can travel through dribbling or passing. A player is no longer able to dribble with the ball once the player puts two hands on the ball. This does not include catching. At this point, a player must either pass or shoot. If a team wins possession back in their own half, they have ten seconds to get it into their opponent's end or a foul will be called. An attacking team has 24 seconds from gaining possession of the ball to shoot at the basket. After the shot is taken, the clock is restarted for another 24 seconds. After a team scores a basket, the ball is returned back to the opposition to start again. All fouls that are committed throughout a game are to be accumulated and when a certain number is reached, the umpire will award a free throw. Depending on where a technical foul is committed, the umpire may award a number of free throws a player will receive. Violations can be awarded by the officials in basketball for player handling errors. These include travelling, double dribble, goal-	College wise One team for Girls.
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		tending and back court violation. NB: Competition in an event shall not be held if there are less than 10 participants in the said event.	
Track Events			
S11	Long Jump (Boys)	Eligibility: Participants must be enrolled as students at a BPUT-affiliated college. The number of trials varies depending upon the number of competitors. If the number of competitors is more than eight, then each one will be given three trials and best eight among them may be given additional three trials. However, if the number of competitors is less than eight, then each may be given six trials. If a competitor wishes, he can have some practice trials before the beginning of the competition under the supervision of judges. Once the competition has begun, they are not allowed to use the competition or take-off area. Markers are provided by the organizing committee to the players to mark their take-off and run off points. No other substances like chalks should be used which can leave indelible marks. Soon after the athlete jumps, measurement is done from the nearest point that has touched the take-off point. All measurements are done perpendicular to the take-off point. For the trial to be legal, the wind meter reading is also important. It should show the parameters within the required specific zone. The performer has to complete his jump within one minute. If there is a tie between two players after scoring, chances are given to them till the time one performs better than the other and gain more points.	Individual (Maximum 02 boys per college)
S12	Long Jump (Girls)	Eligibility: Participants must be enrolled as students at a BPUT-affiliated college. The number of trials varies depending upon the number of competitors. If the number of competitors is more than eight, then each one will be given three trials and best eight among them may be given additional three trials. However, if the number of competitors is less than eight, then each may be given six trials.	Individual (Maximum 02 girls per college)

		If a competitor wishes, he can have some practice trials before the beginning of the competition under the supervision of judges. Once the competition has begun, they are not allowed to use the competition or take-off area. Markers are provided by the organizing committee to the players to mark their take-off and run off points. No other substances like chinks should be used which can leave indelible marks. Soon after the athlete jumps, measurement is done from the nearest point that has touched the take-off point. All measurements are done perpendicular to the take-off point. For the trial to be legal, the wind meter reading is also important. It should show the parameters within the required specific zone. The performer has to complete his jump within one minute. If there is a tie between two players after scoring, chances are given to them till the time one performs better than the other and gain more points	
S13	High Jump (Boys)	Eligibility: Participants must be enrolled as students at a BPUT-affiliated college. Take off from a single foot. Receive a maximum of three attempts at each height. Three consecutive failures at any height result in elimination. A successful jump occurs when the crossbar remains on the standards. Competitors can "pass" a height. The bar is raised incrementally after successful jumps. Ties are broken by fewest failures at the highest cleared height, followed by overall attempts. No athlete can pass under the crossbar. Competitors cannot return to the run-up area after an attempt. And no trials are allowed after competition begins	Individual (Maximum 02 boys per college)
S14	High Jump (Girls)	Eligibility: Participants must be enrolled as students at a BPUT-affiliated college. Take off from a single foot. Receive a maximum of three attempts at each height. Three consecutive failures at any height result in elimination.	Individual (Maximum 02 girls per college)

		A successful jump occurs when the crossbar remains on the standards. Competitors can "pass" a height. The bar is raised incrementally after successful jumps. Ties are broken by fewest failures at the highest cleared height, followed by overall attempts. No athlete can pass under the crossbar. Competitors cannot return to the run-up area after an attempt. And no trials are allowed after competition begins	
S15	4 x 100 mtr. Relay Running Race (Boys)	Eligibility: Participants must be enrolled as students at a BPUT-affiliated college Key Rules for Sprint Relays (e.g., 4x100m): Baton Exchange: The baton must be passed from one runner to the next within a specific "exchange zone" on the track. No Dropping the Baton: A team can be disqualified if any runner drops the baton. Stay in Lane: All runners must remain in their designated lane throughout their leg of the race. Exchange Zone: For a 4x100m relay, the exchange zone is 20 meters long, with an additional 10-meter acceleration zone before it for the receiving runner to start moving. Hand Handoffs: In sprints, the first runner usually holds the baton in one hand, and the second runner receives it in the other hand, often with the receiving runner switching hands to grip it firmly for their run. Team Strategy: A team's strategy includes deciding the order of runners, often placing the fastest sprinter as the final runner, called the "anchor".	Team (One Team of 04 Boys can participate per college)
S16	4 x 100 mtr. Relay Running Race (Girls)	Eligibility: Participants must be enrolled as students at a BPUT-affiliated college. Key Rules for Sprint Relays (e.g., 4x100m): Baton Exchange: The baton must be passed from one runner to the next within a specific "exchange zone" on the track. No Dropping the Baton: A team can be disqualified if any runner	Team (One Team of 04 Girls can participate per college)

		drops the baton. Stay in Lane: All runners must remain in their designated lane throughout their leg of the race. Exchange Zone: For a 4x100m relay, the exchange zone is 20 meters long, with an additional 10-meter acceleration zone before it for the receiving runner to start moving. Hand Handoffs: In sprints, the first runner usually holds the baton in one hand, and the second runner receives it in the other hand, often with the receiving runner switching hands to grip it firmly for their run. Team Strategy: A team's strategy includes deciding the order of runners, often placing the fastest sprinter as the final runner, called the "anchor".	
S17	100 mtr. Running Race (Boys)	Eligibility: Participants must be enrolled as students at a BPUT-affiliated college.	Individual (Maximum 02 boys per college)
S18	100 mtr. Running Race (Girls)	Eligibility: Participants must be enrolled as students at a BPUT-affiliated college	Individual (Maximum 02 girls per college)
S19	Yoga (Boys) (at least 10 movements in 3 minutes)	Eligibility: Participants must be enrolled as students at a BPUT-affiliated college. Yoga competition rules typically include performing a set number of poses within a time limit, maintaining stability and grace, and demonstrating synchronization with music. Key aspects of judging involve execution, flexibility, and aesthetic sense, with specific rules on attire, body touch in pairs, and mandatory compulsory poses. Penalties may be incurred for exceeding time limits or performing an inappropriate routine. General rules • Time limit: Performances shall be of 180 seconds. Exceeding the time limit can result in a penalty or disqualification. • Poses: A specific number of poses (often 8-10) must be performed within the time limit. • Holding poses: Each posture must be maintained for a	Individual (Maximum 02 Boys per college)

		minimum duration, typically 3-5 seconds, to demonstrate stability and control. • Attire: Competitors must wear appropriate athletic clothing like slacks or shorts and sports shirts; jeans and tracksuits are often not allowed. Judging and scoring • Judging criteria: Judges evaluate the performance based on factors such as stability, calmness, correctness, and flexibility of each pose. • Final pose: A smiling and pleasant expression are often expected during the final pose. • Ties: Rules for breaking ties may include marks from compulsory poses or optional exercises. • Judges' discretion: Judges may have the freedom to ask a competitor to repeat a yogic exercise. Specific competition types • Solo competition: It require a certain number of compulsory poses from a syllabus, in addition to optional poses.	
S20	Yoga (Girls) (at least 10 movements in 3 minutes)	Eligibility: Participants must be enrolled as students at a BPUT-affiliated college. Yoga competition rules typically include performing a set number of poses within a time limit, maintaining stability and grace, and demonstrating synchronization with music. Key aspects of judging involve execution, flexibility, and aesthetic sense, with specific rules on attire, body touch in pairs, and mandatory compulsory poses. Penalties may be incurred for exceeding time limits or performing an inappropriate routine. General rules • Time limit: Performances shall be of 180 seconds. Exceeding the time limit can result in a penalty or disqualification. • Poses: A specific number of poses (often 8-10) must be performed within the time limit. • Holding poses:	Individual (Maximum 02 Girls per college)

		Each posture must be maintained for a minimum duration, typically 3-5 seconds, to demonstrate stability and control. • Attire: Competitors must wear appropriate athletic clothing like slacks or shorts and sports shirts; jeans and tracksuits are often not allowed. Judging and scoring • Judging criteria: Judges evaluate the performance based on factors such as stability, calmness, correctness, and flexibility of each pose. • Final pose: A smiling and pleasant expression are often expected during the final pose. • Ties: Rules for breaking ties may include marks from compulsory poses or optional exercises. • Judges' discretion: Judges may have the freedom to ask a competitor to repeat a yogic exercise. Specific competition types • Solo competition: It require a certain number of compulsory poses from a syllabus, in addition to optional poses.	
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