



ECHELON INSTITUTE OF TECHNOLOGY, FARIDABAD

Affiliated to Guru Gobind Singh Indraprastha University (GGSIPU), Delhi
(Accredited 'A++' Grade by NAAC)

Echiesta^{2K26}

TECHNO-CULTURAL FEST

ECHIESTA-2K26

Rule Book

Echiesta^{2K26} Star

PERFORMING LIVE ON

28
MARCH 2026

LIVE CONCERT

MOHIT CHAUHAN
INDIAN PLAYBACK SINGER

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ECHIESTA-2K26

Rule Book

Annual Techno-Cultural Festival

ECHIESTA-2K26 is the annual techno-cultural festival of Echelon Institute of Technology. The festival provides a platform for students to showcase their talents in cultural, literary, technical, creative, and innovation-based activities.

Participants are encouraged to display creativity, innovation, teamwork, and responsible conduct throughout the festival.

1. General Instructions for All Events

1. The **decision of the judges will be final and binding** in all events.
2. **Props, dresses, stationery, or special equipment will not be provided** by the organizers unless mentioned specifically. Participants must inform organizers about any props they plan to use.
3. **Only registered students of the institute are allowed to participate.** Outsiders will not be permitted.
4. Participants must **register before the last date as announced by the organizers.** Late entries will not be accepted.
5. The organizers will **not be responsible for the safety of participants' personal belongings.**
6. All performances must maintain **decency and respect for social, religious, and national sentiments.**
7. **Vulgarity, offensive language, or discriminatory content** will lead to immediate disqualification.
8. Participants must **report on time** at the venue; late reporting may result in cancellation of participation.
9. Participants and audience members are advised to **use public conveyance** for reaching the campus during the festival.
10. All performances and submissions must be **original.** Any form of plagiarism will result in disqualification.
11. Participants must carry their **valid College ID Card and Aadhaar Card** during the festival.
12. **Minimum Entry Rule:** Each event will be conducted only if the **minimum number of entries (Min Entry)** is received.

2. Cultural Events

2.1 Fashionscape (Fashion Show)

Ramp Walk

- **Team Size:** Maximum 25 participants per team
- **Theme:** Open Theme
- **Time Limit:** 20 minutes
- **Minimum Entries Required:** 10

Judging Criteria

- Walk and posture
- Confidence
- Costume and styling
- Overall presentation

Additional Rules

- Outfits must be respectful and must not hurt religious or social sentiments.

2.2 Rhythm and Movement (Dance Category)

Solo Dance

- **Team Size:** Individual
- **Theme:** Open
- **Time Limit:** 3–4 minutes
- **Minimum Entries Required:** 20

Judging Criteria

- Choreography
- Energy and expression
- Stage presence
- Overall impact

Rules

- Music tracks must be submitted 2 days before the event.
- Costumes must be suitable for public performance.

Group Dance

- **Team Size:** 8–10 participants
- **Theme:** Open
- **Time Limit:** 5–7 minutes
- **Minimum Entries Required:** 10

Judging Criteria

- Style and choreography
- Creativity and innovation
- Synchronization
- Audience engagement

2.3 Rhythm & Riffs (Music Category)

Solo Singing

- **Participants:** Individual
- **Time Limit:** 3–5 minutes
- **Minimum Entries Required:** 20

Judging Criteria

- Voice quality
- Song selection
- Rendition
- Stage presence

Rules

- Participants may use karaoke or live instruments.
- Pre-recorded vocals are not allowed.
- Karaoke tracks must be submitted 2 days in advance.

Band Battles

- **Band Size:** 4–6 members
- **Genre:** Open
- **Performance Time:** 10–15 minutes
- **Minimum Entries Required:** 5

Judging Criteria

- Originality – 25%
- Musicianship – 25%
- Stage presence – 20%

- Audience engagement – 20%
- Technical skill – 10%

Rap

- **Participation:** Individual
- **Time Limit:** Maximum 10 minutes
- **Minimum Entries Required:** 15

Judging Criteria

- Flow
- Creativity
- Delivery
- Punchlines
- Crowd reaction

2.4 Curtain Call (Drama Category)

Monologue

- **Participation:** Individual
- **Time Limit:** 3–4 minutes
- **Minimum Entries Required:** 15

Judging Criteria

- Acting
- Script quality
- Direction
- Overall impact

Stage Play

- **Team Size:** 08-15 participants
- **Time Limit:** Max 45 minutes
- **Minimum Entries Required:** 07

Judging Criteria

- Acting
- Direction
- Script
- Overall presentation

Nukkad Natak

- **Team Size:** 15–20 participants
- **Time Limit:** 20–25 minutes
- **Minimum Entries Required:** 7

Judging Criteria

- Script
- Acting
- Message conveyed
- Audience engagement

2.5 Creative Canvas (Fine Arts)

Sketch Painting

Participation: Individual

Time Limit: 1 Hour

Minimum Entries Required: 10

Rules

1. The theme will be announced on the spot at the beginning of the competition.
2. Participants must bring their own drawing materials such as pencils, colors, erasers, sharpeners, etc.
3. Only A3/A4 sheets provided by the organizers should be used for the sketch.
4. Any medium such as pencil, charcoal, watercolor, or crayons may be used unless otherwise specified.
5. Participants must complete their artwork within the stipulated time of 1 hour.
6. Use of reference images from mobile phones or books is not allowed unless permitted by the organizers.
7. The artwork must be original and created during the competition time only.
8. Participants must mention their name, college, and contact number on the back side of the sheet.
9. Judges' decision will be final and binding.

Judging Criteria

- Creativity and originality
- Relevance to the theme
- Composition and presentation
- Neatness and artistic technique

Face Painting

Team Size: 2 Participants (Painter + Model)

Time Limit: 45–60 Minutes

Minimum Entries Required: 10

Rules

1. The theme will be announced on the spot.
2. Participants must bring their own face paints, brushes, sponges, and other materials.
3. Only skin-safe, non-toxic paints are allowed.
4. The painter may paint only on the model's face and neck area unless otherwise permitted.
5. Use of prosthetics, masks, or ready-made stickers is not allowed.
6. The painting must be completed within the given time limit.
7. Participants must maintain cleanliness and safety while using paints.
8. The model must remain present for judging and display of the artwork.
9. Judges' decision will be final and binding.

Judging Criteria

- Creativity and originality
- Relevance to the theme
- Color combination and technique
- Overall presentation

Rangoli Competition

Team Size: 06–08 Participants

Time Limit: 1 Hour

Minimum Entries Required: 10

Rules

1. The theme will be announced on the spot.
2. Teams must bring their own rangoli colors and materials.
3. The rangoli must be created within the space allotted by the organizers.
4. Use of natural materials such as flowers, rice, pulses, sand, or colored powders is allowed.
5. Pre-designed stencils or pre-made rangoli cutouts are not allowed.
6. The rangoli must be completed within the stipulated time of 1 hour.
7. Participants must maintain cleanliness of the venue.
8. Teams must not touch or disturb other teams' rangoli designs.
9. Judges' decision will be final and binding.

Judging Criteria

- Creativity and originality
- Design and symmetry
- Color combination
- Overall visual impact

3. Literary Events

3.1 Debate

- **Language:** English only
- **Team Size:** 2 participants
- **Duration:** Max 5 minutes pp
- **Minimum Entries Required:** 10

Rules

- 3 minutes – Main speech
- 2 minutes – Conclusion
- No reading directly from paper or mobile phones during the speech
- Content should be respectful and must not hurt any religious or social sentiments

Negative Marking

- Hesitation
- Repetition
- Deviation from topic

3.2 Poetry Recitation

- **Language:** Hindi or English
- **Participation:** Individual event
- **Time Limit:** Maximum 2 minutes 30 seconds
- **Minimum Entries Required:** 10

Rules

1. The poem must be original and written by the participant.
2. Poems that are available online or published in books will not be accepted.
3. No reading directly from paper or mobile phones during the recitation
4. Participants may present only one poem during the event.
5. The topic of the poem is open.
6. Participants should focus on clarity of expression, voice modulation, and emotional delivery.
7. Exceeding the time limit may lead to deduction of marks.

8. Separate prizes will be awarded for Hindi and English categories.
9. Content should be respectful and must not hurt any religious or social sentiments.

Judging Criteria

- Originality and creativity
- Quality of content
- Expression and voice modulation
- Overall presentation

3.3 JAM (Just A Minute)

- **Language:** English only
- **Participation:** Individual event
- **Preparation Time:** 30 seconds
- **Speaking Time:** 1 minute
- **Minimum Entries Required:** 10

Rules

1. Participants will pick a topic randomly from a bowl of chits.
2. They will get 30 seconds to think before starting.
3. The participant must speak continuously for one minute on the given topic.
4. Participants must avoid:
 - Hesitation
 - Repetition of words
 - Deviation from the topic
5. Other participants may raise objections for valid reasons such as repetition, hesitation, or factual errors.
6. The judge's decision regarding objections will be final and binding.
7. Content should be respectful and must not hurt any religious or social sentiments.

Judging Criteria

- Spontaneity
- Content and relevance
- Fluency and confidence
- Structure and clarity of ideas

3.4 Ad-Mad Show

- **Language:** Hindi or English
- **Team Size:** Maximum 3 participants per team
- **Preparation Time:** 20 minutes
- **Presentation Time:** 5 minutes
- **Minimum Entries Required:** 10

Rules

1. Each team will be given a product or concept 24 hours before the commencement of the event.
2. Teams must create an advertisement or promotional act for the given product.
3. Participants may bring the props if required.
4. The advertisement must be creative, engaging, and appealing to the audience.
5. Content should be appropriate and respectful, avoiding any offensive or inappropriate language.
6. Exceeding the time limit may result in deduction of marks.

Judging Criteria

- Creativity and originality
- Customer appeal
- Stage presence and confidence
- Team coordination
- Overall presentation

4. Technical Events

4.1 DSA Contest (Data Structures and Algorithms)

- **Participation:** Individual event
- **Minimum Entries Required:** 15

Rules

1. The contest will be conducted on Hacker Rank (Private Contest Environment) in offline supervised mode.
2. Participants will compete individually and solve a curated set of algorithmic problems.

Contest Structure:

- Total Problems: 5
- Difficulty Level: Easy to Medium to Hard progression

3. Domains may include:

- Arrays & Strings
- Recursion & Backtracking
- Searching & Sorting
- Stacks & Queues
- Trees & Graphs
- Dynamic Programming

4. Allowed Languages: C++, Java, Python

5. Internet access will be restricted to the contest platform only.

6. Use of unfair means, external communication, or AI assistance is strictly prohibited.

7. Judges' decisions will be final and binding.

Judging Criteria

- Number of Correct Submissions
- Time Efficiency
- Penalty for Wrong Submissions (as per HackerRank rules)
- Tie-breaker based on earliest completion time

4.2 Debugging Challenge

- **Participation:** Individual event
- **Minimum Entries Required:** 15

Rules

1. Participants must solve problems individually.
2. Use of the internet or unfair means is not allowed.
3. Only provided systems/tools should be used.
4. Any malpractice will lead to disqualification.
5. Judges' decisions will be final and binding.

Judging Criteria

- Accuracy of corrections
- Logical understanding
- Speed of debugging
- Code efficiency

4.3 CTF (Capture the Flag – Cybersecurity Challenge)

- **Participation:** 3-4 participants in a team
- **Minimum Entries Required:** 10

Selection criteria:

- Total points scored
- Time taken to solve challenges
- Leaderboard ranking will determine the winners.

Additional Rules:

- 1) Participants must use only their own skills and knowledge.
- 2) Sharing answers with other teams is strictly prohibited.
- 3) Attacking the competition platform or other teams is not allowed.
- 4) Internet usage is allowed for research purposes.
- 5) Participants must not use any unfair means or unauthorized tools.
- 6) Any suspicious activity may lead to disqualification.
- 7) Judges'/organizers' decision will be final and binding

4.4 LAN GAMING

- **BGMI LAN TOURNAMENT 2026 & FREE FIRE LAN TOURNAMENT 2026**

TOURNAMENT OVERVIEW

- **Minimum Entries Required: 20**
- **Platform: Mobile Only (Emulators strictly prohibited)**

TOURNAMENT FORMAT OF BGMI

The tournament will consist of two intense rounds:

| Round | Teams | Map | Qualification |
|---------|----------|---------|---------------------------------|
| Round 1 | 20 Teams | Erangel | Top 10 progress to Finals |
| Finals | 10 Teams | Livik | Overall Points determine Winner |

POINT DISTRIBUTION IN BGMI

Your ranking is determined by a combination of survival and aggression:

- Kill Points: 1 Point per Kill
- Placement Points:
 - 1st Place: 15 Points
 - 2nd Place: 12 Points
 - 3rd Place: 10 Points
 - 4th Place: 9 Points

- 5th Place: 8 Points

Total Score = Placement Points + Kill Points

TOURNAMENT FORMAT OF FREE FIRE

Total Teams: 20 | Players per Team: 4

ROUND 1: Battle Royale Qualifiers

- Group A & B: 10 Teams each (Map: Bermuda).
- Qualification: The Top 6 teams with the highest total points from both groups advance to the Finals.

ROUND 2: The Grand Finale (Clash Squad)

- The Top 6 teams will face off in a Clash Squad format.
- Format: Best of 3 Rounds.
- The ultimate winner will be decided based on total performance and fair play.

POINT SYSTEM (Qualifiers)

- **Kill Points: 1 Point per Kill**
- **Placement Points:**
 - 1st Place: 12 Points
 - 2nd Place: 9 Points
 - 3rd Place: 8 Points
 - 4th Place: 6 Points
 - 5th Place: 4 Points

MANDATORY RULES

- 1) Team Size: Exactly 4 players per team.
- 2) Hardware: Players must use their own mobile devices. Emulators are strictly prohibited.
- 3) Fair Play: No hacks, cheats, or third-party applications. Violation results in immediate disqualification.
- 4) Punctuality: Teams must join the Custom Room on time.
- 5) Final Say: The Organizer's decision is final and binding in all situations.
- 6) The tournament will start even if we have less than 20 teams registered.
- 7) Reporting Time: All teams must arrive at the venue 30 minutes before the match start time.
- 8) Late Policy: Teams failing to report on time may be disqualified without a refund.

4.5 Line Follower Race

- **Participation:** 04 participants in a team
- **Minimum Entries Required:** 05

Rules

1. Participants must design and build an autonomous Line Follower Robot capable of following a predefined track.
2. The robot must operate autonomously (no manual control allowed during run).
3. Track Specifications:
 - Black tape on white background
 - Standard width: 16 mm.
 - Track may include curves, sharp turns, and intersections.
4. Robot Specifications:
 - Maximum dimensions: 25 cm x 25 cm x 25 cm.
 - Maximum weight: 3 kg.
 - Power supply must be onboard (no external power).
 - Use of sensors, motors, and microcontrollers is allowed.
5. Manual intervention during the run will result in a penalty; first touch is free, each subsequent touch will incur a penalty
6. Each team will be given 2-3 attempts.
7. Maximum time limit is of 05 minutes
8. Judges can ask participants about the logic used and the microcontroller code
9. Judges' decisions will be final and binding
10. Once the inspection is completed, no further modification to the robot will be permitted

Judging Criteria

- Time taken to complete the track
- Accuracy of line tracking
- Number of deviations
- Stability & Control
- Design & Innovation
- Fastest valid run wins.

4.6 Robo Hurdle Race

- **Participation:** 04 participants in a team
- **Minimum Entries Required:** 05

Rules

1. Participants must design and build a manually controlled or autonomous robot capable of completing an obstacle-based track.
2. The robot must navigate through hurdles such as:
 - Speed breakers
 - Ramps / Inclines
 - Zig-zag paths
 - Narrow passages
 - Small blocks or barriers
 - Sand or uneven surfaces (if applicable)
3. Robot Specifications:
 - Maximum dimensions: 30 cm x 30 cm x 30 cm
 - Maximum weight: 5 kg
 - Power supply must be onboard
 - Wired or wireless control allowed
 - Use of Arduino, microcontrollers, motors, and sensors is permitted
4. Robots must not intentionally damage the arena.
5. Each team will get 2-3 attempts.
6. Judges' decisions will be final and binding.

Judging Criteria

- Time taken to complete the track
- Number of successful obstacle crossings
- Penalties for touching boundaries
- Control & Stability
- Innovation in design
- Fastest robot with minimum penalties wins.

4.7 Robo Soccer

- **Team Size:** 04 participants per team
- **Minimum Entries Required:** 05

Rules

1. Participants must design and build a manually controlled robot capable of playing soccer within a defined arena.
2. Objective: Score maximum goals against the opponent team within the allotted time.
3. Match Format:
 - 1 vs 1 team match
 - Each match consists of two halves

- Duration per half: 3-5 minutes
4. Robot Specifications:
 - Maximum dimensions: 30 cm x 30 cm x 30 cm
 - Maximum weight: 5 kg
 - Power supply must be onboard
 - Wired or wireless control allowed
 - Sharp edges or damaging components are strictly prohibited
 5. Robots must not intentionally damage opponent robots or arena.
 6. Physical aggression beyond reasonable gameplay is not allowed.
 7. Judges' decisions will be final and binding.

Judging Criteria

- Number of goals scored
 - Team coordination
 - Control & Stability
 - Strategy & Gameplay
 - Fair play
 - The winner will be decided based on maximum goals scored.
-
- **Line Follower Race** – Individual (Min Entry: 15)
 - **Robo Hurdle Race** – Individual (Min Entry: 15)
 - **Robo Soccer** – Team of up to 4 (Min Entry: 15)

4.8 Circuit Design

- **Participation:** 1-2 participants
- **Minimum Entries Required:** 05

Rules

1. Participants must design and implement an electronic circuit based on the problem statement provided on the spot.
2. The competition may include tasks such as:
 - Logic gate implementation
 - Analog circuit design
 - Sensor-based circuit setup
 - Microcontroller-based mini circuit
 - Breadboard-based functional circuit
3. Components Provided (may include):
 - Resistors, Capacitors, LEDs, Transistors, ICs
 - Breadboard, Basic power supply
 - Arduino / Microcontroller, Multimeter for testing
4. The circuit must be properly connected, functional, safe and stable.

5. Participants must explain: circuit diagram, working principle, component selection, and applications.
6. Judges' decisions will be final and binding.

Judging Criteria

- Accuracy of Circuit Design
- Working Output
- Technical Understanding
- Neatness & Organization
- Explanation & Presentation

4.9 Waste to Wonder

- **Team Size:** 1-3 participants per team
- **Minimum Entries Required:** 05

Rules

1. Participants must create a technical model using waste materials.
2. At least 60-70% of materials must be recycled or waste.
3. Participants must bring their own materials.
4. Use of 70-80% pre-built models is allowed.
5. Electronic components like Arduino, sensors, motors are allowed.
6. Participants must explain working, materials used, and application.
7. Building time for the model is 2 hours.
8. The judges' decision will be final.

Judging Criteria

- Innovation & Creativity
- Usefulness & Practical Application
- Use of Waste Materials
- Working Model
- Presentation & Explanation

4.10 Project Showcase

- **Team Size:** Up to 4 participants per team
- **Minimum Entries Required:** 15

Rules

1. Participants must present a technical project or model.

2. Projects can be from domains like:
 - Robotics
 - IoT
 - Software Development
 - Automation
 - AI/ML
3. The project must be original and developed by the team.
4. Working models are preferred.
5. Participants must explain:
 - Problem statement
 - Working principles
 - Applications
6. The judges' decision will be final.

Judging Criteria

- Innovation & Creativity
- Technical Knowledge
- Implementation / Working Model
- Presentation Skills
- Problem-Solving Approach

4.11 Sustainable & Green Architecture

- **Team Size:** 2- 4 participants per team
- **Minimum Entries Required:** 05

Rules

1. Teams must design and present a model or concept of sustainable and environmentally friendly architecture.
2. The design may include elements such as energy efficiency, green spaces, renewable energy integration, water conservation, and eco-friendly materials.
3. Participants must bring their own model, design sheets, or presentation materials.
4. Teams must explain the concept, sustainability features, and environmental benefits of their design.
5. The design should promote sustainable development and environmental responsibility.
6. Models should be stable, portable, and suitable for display.

Judging Criteria

- Sustainability and environmental impact
- Creativity and design innovation
- Feasibility and practicality
- Presentation and clarity of explanation

4.12 Shark Tank

- **Team Size:** 2 participants per team
- **Minimum Entries Required:** 10

Rules

1. Each team must present one innovative business idea or startup concept.
2. The idea may be related to technology, services, social entrepreneurship, or innovative products.
3. The business proposal should be presented using a presentation (maximum 20 slides).
4. Teams must explain the problem, solution, target market, revenue model, and potential impact of their idea.
5. Each team will get a fixed time to present their idea, followed by a question-and-answer session with the judges.
6. The idea should be original and not copied from existing startups.
7. Participants must be prepared to defend their concept and respond to judges' queries effectively.

Judging Criteria

- Innovation and uniqueness of the idea
- Feasibility and business potential
- Market understanding and strategy
- Clarity of presentation and confidence
- Ability to answer questions

4.13 Tech-Biz Rapid Quiz

- **Participation:** Individual event
- **Minimum Entries Required:** 12

Rules

1. Each participant must report before the event starts.
2. No use of mobile phones or internet during the quiz.
3. Negative marking may be applied for wrong answers (in buzzer round).
4. Participants must maintain discipline during the event.
5. Quizmaster's decision will be final and binding.

Judging Criteria

- Correct answers
- Speed of answering
- Performance in each round

4.14 Tech Walk

- **Participation:** 5-6 participants per team
- **Minimum Entries Required:** 05

Event Description

Tech Walk is an innovative event that combines technical knowledge with presentation and creativity. Participants will walk the stage while presenting or displaying technology-themed concepts, innovations, gadgets, or futuristic ideas.

Rules

1. Participants must design a costume, model, or props based on a technical theme.
2. Participants must choose a technology-related theme, such as:
 - Artificial Intelligence
 - Robotics
 - Future Technology
 - Space Technology
 - Cybersecurity
 - Sustainable Technology
3. At least 50% of materials should be innovative or reusable (optional but encouraged).
4. Each team must present their concept during the walk.
5. The presentation can include:
 - Explanation of the theme
 - Working or concept of the idea
6. Use of music, background effects, or props is allowed.
7. The walk must be decent and respectful.

Judging Criteria

- Creativity & Innovation
- Connection to technology
- Costume / Model Design
- Presentation Skills
- Audience engagement

5. IKS Expo – Passage to India

The IKS Expo – Passage to India aims to promote awareness and appreciation of Indian Knowledge Systems (IKS), including India’s rich heritage in science, philosophy, culture, traditional practices, and sustainable living. Participants are encouraged to explore and present ideas inspired by India’s ancient wisdom and contemporary relevance.

5.1 Exhibition

- **Team Size:** Up to 4 members per team
- **Theme:** Indian Knowledge Systems
- **Minimum Entries Required:** 07

Rules

1. Each team must present a working/ static model, prototype, or demonstration related to the theme of Indian Knowledge Systems.
2. The exhibit may represent areas such as traditional technologies, indigenous sciences, Ayurveda, yoga, architecture, agriculture, mathematics, astronomy, arts, crafts, or sustainable practices.
3. Participants must bring all materials, models, and equipment required for their exhibition.
4. Each team should be prepared to explain their exhibit clearly to the judges and audience.
5. The project must be original and not copied from existing online sources or previous exhibitions.
6. Participants should ensure that their exhibits are safe and suitable for display within the exhibition space.
7. Teams should be present at their assigned stall throughout the evaluation period.

Judging Criteria

- Relevance to Indian Knowledge Systems
- Creativity and innovation
- Concept clarity and presentation
- Practical application or societal relevance
- Overall impact

5.2 Poster Presentation

- **Team Size:** Up to 4 members per team
- **Theme:** Indian Knowledge Systems
- **Minimum Entries Required:** 10

Rules

1. Each team must prepare a poster related to Indian Knowledge Systems highlighting a concept, idea, innovation, or traditional practice.
2. Posters should present clear and well-organized information with visuals, diagrams, and illustrations where required.
3. Participants must bring their own printed poster for display.
4. Poster Size should ideally be A-1
5. The poster should include title, introduction, key points, visuals, and conclusion.
6. Teams will be required to briefly explain their poster to the judges during evaluation.
7. The content must be original and properly referenced if sources are used.
8. The poster should be informative, visually appealing, and relevant to the theme.

Judging Criteria

- Relevance to the theme
- Quality of content and research
- Creativity and visual presentation
- Clarity of explanation
- Overall effectiveness of the poster

6. Raso-Vaisa (Cooking Competition)

The Raso-Vaisa Cooking Competition aims to encourage creativity, culinary skills, and presentation among participants. The competition provides a platform for students to showcase their ability to prepare innovative and appealing dishes while maintaining hygiene and creativity.

6.1 Fireless Flavours

- **Team Size:** Maximum 2 participants per team
- **Cooking Method:** No flame, stove, or electrical cooking appliances allowed
- **Time Limit:** 45 minutes
- **Minimum Entries Required:** 10

Rules

1. Participants must prepare a dish without using fire, induction, microwave, or any heating equipment.
2. Only pre-prepared ingredients that do not require heating may be brought by the participants.
3. Participants must bring all ingredients, utensils, and materials required for the competition.
4. The dish must be assembled or prepared during the competition time.

5. Participants must maintain cleanliness and hygiene at their workstation.
6. The prepared dish must be sufficient for judging.
7. Participants should also give a short explanation of the dish, including ingredients and concept.
8. Use of plastic disposables should be avoided as far as possible.

Judging Criteria

- Creativity and originality
- Taste and flavour combination
- Presentation and plating
- Nutritional value
- Hygiene and cleanliness

6.2 Cook and Serve

- **Team Size:** 3-4 participants per team
- **Time Limit:** 60 minutes
- **Minimum Entries Required:** 07

Rules

1. Participants must prepare a complete dish during the competition time.
2. Portable induction cooktops or small gas stoves will be provided by the organizers.
3. Participants must bring their own ingredients, utensils, and cooking equipment.
4. The dish must be prepared entirely during the competition time; pre-cooked items are not allowed.
5. Teams must ensure cleanliness and safety while cooking.
6. Participants must present the dish attractively and explain the concept, ingredients, and preparation method to the judges.
7. The dish should be sufficient for tasting by the judging panel.

Judging Criteria

- Taste and flavour
- Creativity and uniqueness
- Presentation and plating
- Cooking technique
- Hygiene and cleanliness