

# **RULES AND REGULATIONS (BUILD-A-THON EVENT)**

## **Team Registration**

1. Team Registration is mandatory; individual registration is not allowed
2. Every team must have a minimum of 3 participants each from a different branch (CS/IT, EEE/E&C, Mechanical)
3. All team members have to clear their assessment round to be eligible for the first phase (training) of the event. This involves securing minimum merit numbers by each participant of the team.
4. Each team can enroll with one faculty member as a mentor

## **Main Event**

1. For the final event, the teams have to undergo 60 hrs of compulsory training session Build-A-Thon team
2. For the final event, each team will get preparation time, wherein they can also print 3D objects using 3D printer for the challenge
3. The resources and challenges will be provided on the spot
4. No outside resources are allowed for the challenge
5. Teams have to complete their projects within the allocated time
6. Teams have to prepare a presentation for Events in the following categories:
  - General presentation: Objectives and goals of the project
  - Design Aspects: Construction and working
  - Programming details: Logics and functions
7. Each team member should be part of the presentation
8. During the presentation, each team member must be clear with his/her roles and responsibility
9. Individual must have their portfolio ready for a face-to-face interview with the companies during placement round
10. The teams that have successfully completed their challenges will be given preference for placement round
11. Each team will receive a participation certificate after successfully completing the project as per all the rules and regulations