



## Competition Rules and Regulations

### Competition Name

1. C Champion
2. WebGuru
3. Debate
4. Brain Teaser
5. Battlegrounds Mobile India (BGMI)
6. Counter Strike
7. Electronics Project Competition
8. Street Play
9. Poster Competition: Chemistry in Daily Life
10. Mind to Model (Model Competition) (Microbiology UG and PG)
11. Eco Innovation Competition- Shape the future of Planet (EVS UG and PG)
12. Treasure Hunt (For Junior College Students)
13. Brain Teaser (For Junior College Students)

### General Rules:

1. Registration fee per student per competition is Rs. 50/- only which is **not refundable**.
2. Registration will be confirmed when the fee is paid.
3. The Participants should be present 30 minutes before the competition with their college I-card.
4. **This competition is open for UG and PG students from all the streams .**
5. A student may participate in more than one competition. However, if multiple competitions are scheduled at the same time, the student must choose only one. In such cases, no refund will be provided.
6. One time refreshment will be provided.
7. **Certificates will be awarded to all the participants and students will receive one credit for participation.**
8. The judges' decisions will be final and binding, and no appeals will be entertained.



The Poona Gujarati Kelvani Mandal's

**Haribhai V. Desai College of Arts, Science and Commerce,**

**Pune-02**

**(Autonomous)**

**DESAI KARANDAK 2026**

**Intercollegiate Competition**

**On**

**21<sup>st</sup>, 22<sup>nd</sup> and 23<sup>rd</sup> Jan 2026**



## **C Champion**

- ❖ This competition will be conducted in Two Rounds.
- ❖ This is a team tournament (Exact Two Members) only for UG students.
- ❖ Individual participation will not be allowed.
- ❖ Team members should belong to the same class (Ex. FY - FY, TY - TY, etc.)
- ❖ Both rounds will be conducted in offline mode

### ***Elimination Round***

#### **Instructions:**

1. The time duration for this round is 30 Minutes.
2. Calculator, log table, mobiles or any other mathematical tables are not allowed.
3. There are no negative marks for wrong answers.
4. The candidate has to tick mark (✓) the appropriate answer.
5. More than one tick will be considered as wrong.
6. If options are not available then write an answer. More than one answer will be considered as wrong.
7. The paper will not be available after declaration of result.

### ***Final Round***

#### **Instructions:**

1. Each team will get 40 minutes to complete the task.
2. Two tasks will be assigned to each team.
3. Calculator, log table, mobiles or any other mathematical tables are not allowed.
4. The decision of the judges will be final.



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## Webguru

1. The competition will be conducted in two rounds.
2. Individual participation only.

### Elimination Round

1. Each participant will get one question paper.
2. There are no negative marks for wrong answers.
3. **The time duration for this round is 30 Minutes.**
4. The candidate has to tick mark (✓) the appropriate answer.
5. More than one tick will be considered as wrong.
6. The paper will not be available after declaration of result.

### Final Round

1. Language for designing: **HTML and CSS**
2. The Participant has to design a minimum 3 pages of a website based on the competition theme. (Topics will be provided at the time of competition).
3. The Internet will be available for downloading images and templates.
4. The time duration for this round is **45 min.**
5. Winners will be decided by combining first-round and final-round scores.
6. The decision of the judges will be final.



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## **Debate Competition**

1. The competition will be held in 2 rounds.
2. Only 2 members will be allowed in one team. One should speak in favour and the other will be in against.
3. Three languages are allowed for debate. (Marathi /Hindi/English)
4. For the First round, a warning bell will be given after 6 minutes; the final bell will be after 1 minute. If time exceeds, marks will be deducted.
5. For the final round 1-minute extempore subject will be given at the time of competition.
6. Facts presented in a debate must be accurate.
7. If a speaker makes a statement they must be able to provide evidence or reasons to support the statement.
8. The team supporting the motion must not shift its point of view.
9. The decision of judges will be final.

### **Debate Topics for First Round-**

1. Should AI be used in Art, Animations?
2. Are Vaccination Harmful ?
3. Is Cloning Ethical ?
4. Will Quantum Computing Render Current Cyber Security Measures Obsolete?

### **No. of winners and trophies**

1<sup>st</sup> Prize : Two Trophies and Certificate

2<sup>nd</sup> Prize: Two Trophies and Certificate

3<sup>rd</sup> Prize: Two Trophies and Certificate

4<sup>th</sup> Prize: Best positive speaker One Trophy and Certificate

5<sup>th</sup> Prize: Best negative speaker One Trophy and Certificate

Time Required for Event: Min. 3 hours.



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**Brain Teaser (UG / PG)**



1. Team wise entry is mandatory.
2. Each team will be of THREE members.
3. Participants should be present before 45 min.
4. There will be TWO Rounds.
5. Elimination round - objective question Paper.( Logical and GK)
6. The final round will be a quiz round.
7. No smart watches & smart phones are allowed.
8. The decision of the organizer committee will be final.



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## **Battlegrounds Mobile India (BGMI)**

### **Reporting & Registration**

1. Reporting time: **Sharp at 10:00 AM.**
2. Participants must be present 30 minutes prior to the event.
3. **Each team must consist of 4 players (compulsory).**
4. **Solo or single participants are not allowed**
5. Registration fee: ₹200 per team.
6. On-the-spot registration is not available.

### **Game Rules & Conduct**

1. **Detailed game rules (including maps and formats) will be announced at the time of the competition.**
2. Participants must strictly follow the rules given by the event coordinators.
3. Decisions of the coordinators will be final and binding.
4. Any team found cheating or creating noise/disturbance during gameplay will be immediately disqualified.
5. **This competition has a Cash Prize:**

<b>Teams</b>	<b>Amount</b>
Winner	3000/-
1st Runner up	2000/-
2nd Runner up	1000/-

### **Equipment & Technical Requirements**

1. Participants must bring their own mobile devices (Android/iOS). The college will not provide mobile devices.
2. Participants must bring their own headphones.
3. The game must be installed and updated before the event.
4. No extra time will be provided for game installation or updates.
5. Internet will not be provided; each participant must arrange their own internet connection.

### **Event Guidelines**

- ★ **Participants are not allowed to leave the premises until the competition concludes.**
- ★ **Maps will be disclosed at the time of the event.**



## Counter-Strike

### Reporting & Registration

1. Participants must be present 30 minutes prior to the event.
2. **Each team must consist of 4 players (compulsory).**
3. **Solo or single participants are not allowed**
4. Registration fee: ₹200 per team.
5. On-the-spot registration is not available.

### Game Rules & Conduct

1. **Detailed game rules (including maps and formats) will be announced at the time of the competition.**
2. Participants must strictly follow the rules given by the event coordinators.
3. Decisions of the coordinators will be final and binding.
4. Any team found cheating or creating noise/disturbance during gameplay will be immediately disqualified.
5. No external devices are allowed while playing the game.
6. **This competition has a Cash Prize:**

Teams	Amount
Winner	3000/-
1st Runner up	2000/-

### Equipment

★ Students may bring their own headphones or mouse.



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## **Electronics Poster Competition**

1. The team size is limited to 2 students (Max), or a single student can also enroll.
2. Students can enrol maximum for two projects, but make sure to submit them separately.
3. Students should have a valid student ID card of their college.
4. Students will be required to explain the model to the Judge.
5. Entry fee for each participant is Rs 50. Entry fee is not refundable.
6. The judge's decision is final, and no correspondence will be entered.
7. Any extra equipment (laptop, DMM etc) will not be provided by the college. Students should bring their own required hardware.
8. Participants should remain present half an hour before the scheduled time.

### **Overview**

- Make a project that includes any kind of electronics: circuits, transistors, microchips, Raspberry pi, Microcontroller, Arduino etc.
- Your project could be simple and clever or wildly complex and highly technical - or anything in between!

### **No. of winners and trophies**

1<sup>st</sup> Prize : Two Trophies and Certificate

2<sup>nd</sup> Prize: Two Trophies and Certificate

3<sup>rd</sup> Prize: Two Trophies and Certificate

Time Required for Event: Min. 2 hours.



## Street Play

**“Awaken the Streets: Where Drama Meets Reality”**

### Topics of Street Play:

- 1) हृद विसरलेला...माणूस की बिबट्या?
- 2) सोसल तितकं सोशल
- 3) सोच बंद, प्रॉम्प्ट चालू...

### Competition Rules:

1. The time limit is 15 minutes.
2. Negative points for exceeding the time limit.
3. 8 to 10 members per team are allowed.
4. Use of mic is not allowed.
5. No readymade props will be provided.
6. Teams should have decency and decorum in the behavior, attire, and performance.
7. No obscene language, communal hate, or politically defamatory content.
8. In case of Abusive language and indecent behavior, the team will be disqualified.
9. The decision of the judges will be final and binding.

### Prizes

1st Place: Trophy + Medals + Certificates  
2nd Place: Trophy + Medals + Certificates  
Best Script : Trophy + Medals + Certificates



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## **Poster Competition: Chemistry in Daily Life**

1. Prize will be given to the Best three posters.
2. Poster can be presented in pairs or individually.
3. Poster should be made on card sheet paper (Size A2 – 42 cm x 60 cm)
4. Eco Friendly and Handmade posters are preferred.
5. Competition is open for all streams.



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## **Mind to Model (Model Competition)**

**Eligibility :** Undergraduate and Postgraduate students (Arts, Science and Commerce)

**Organizing Department:** Microbiology (PG)

### **Participation Rules:**

1. The competition is open for all undergraduate and postgraduate students (Arts, Science and Commerce)
2. Registration fees per student per event is Rs. 50/- only, which is not refundable.
3. Registration will be confirmed when the fee is paid.
4. a team of 2 students is allowed to participate.
5. Models can be 2D (flat, with length and width) or 3D (with length, width, and depth)
6. Model display space provided : 2 feet x 2 feet
7. The participants should be present 30 minutes before the event
8. Participants must have the Identity card of his / her college.
9. One time refreshment will be provided.
10. Certificates will be awarded to all participants.
11. Unethical behavior could lead to disqualification.
12. The decisions of Judges will be final.
13. The organization team will have all the rights to take final decisions for any matter during the event.

### **Topics for Models:**

1. **Deepfake detection** (For example: Build a model that can identify and analyze manipulated video or audio media to combat misinformation)
2. **AI-driven solutions for Healthcare sector** (For examples: Personalized Medicines, Edible Vaccines, Mental Health & Well being Model)
3. **Evolution of Currency** (For example: A model showing the historical progression from bartering to digital currencies)
4. **Digital India** (For example: A model representing the impact of digital services on businesses and consumers)
5. **Unseen Monument** (For example: Build a model of a monument that represents a historical event or person but is not yet built or exists only in concept)



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6. **Shape of Sound** (Interpret a piece of music or a specific sound—like a storm or a soft whisper—as a three-dimensional form)
7. **Rights, Justice & Society** (Models based on freedom, equality, education & health)
8. **अभिजात मराठी : वारसा आणि जबाबदारी**  
(मराठी भाषेची प्राचीन परंपरा, ऐतिहासिक प्रवास आणि मराठीचे संवर्धन, विकास, अभिमान आणि वापर )

## **Eco Innovation Competition- Shape the future of Planet**

**Eligibility :** Undergraduate and Postgraduate students (Arts, Science and Commerce)

**Organizing Department:** Environmental Science (PG)

### **Topics:**

1. Smart cities: Focusing on energy efficiency and sustainability
2. Sustainable Agriculture: Focusing on Water & Soil conservation
3. Waste management: Focusing on reduction & management of Waste
4. DIY Pollution monitoring: Track, Measure, Act

### **Rules:**

1. Registration fees per student per event is Rs. 50/- only which is not refundable.
2. Registration will be confirmed when the fee is paid.
3. The Participants should be present 30 minutes before the event with their college I-card.
4. **This competition is open for all stream students appearing in UG and PG.**
5. One student can participate in one or more than one event. If an event is conducted in parallel shown in the time table, students have to make a choice to appear for anyone. In such cases no refund is given.
6. One time refreshment will be provided.
7. **Certificates will be awarded to all participants and students will get one credit for participation.**
8. The decisions by judges will be final and not open to appeal.
9. Students should participate in groups of 2 members.
10. Students have to present their ideas in the form of PPT Presentation (if required prepare & present model as well.).
11. Time limit for presenting ideas is 5 minutes
12. The ideas should be sustainable and scientific, and it should be linked with the given themes.
13. The ideas must be original, innovative & the team's own work.
14. For models, teams may use eco-friendly, recycled or low-cost materials



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15. PPT should not exceed 4-5 slides.



### **Competitions for Junior College Students:**

#### **TREASURE HUNT**

1. There are approximately 9 teams, each consisting of 4 members.
2. There will be a colour code given to each team, which should be there on their right side of the chest till the winning point.
3. In case their colour code is missing, by any of the team members, that team will be disqualified.
4. Basic information behind the colour code is, you must hunt all the 6 clues of your own colour only. All these clues should be with you collectively, to be declared as THE WINNING TEAM
5. There will be an elimination round of the treasure hunt, first. Wherein, we have to choose only 3 teams. These 3 teams will finally go for the TREASURE HUNT!
6. The winning team must reach the auditorium within 1hr. If not, then at least nearby the auditorium. To be declared as the winning team.
7. Your team cannot split up.
8. You have to collect all the 6 clues of your own colour code envelope, of your own team, , till the winning point. All of the clues are in simple English language. Still, in case you don't understand, you may take the help of your volunteer.
9. A head start will be given. This means that you cannot view the clues, or leave the starting site without it having been announced that THE HUNT HAS BEGUN!
10. Malpractices will lead to throwing the team out of hunt. Cameras are installed at each & every corner + discipline committee to maintain the decorum & to have a clear cut view.
11. The team captain is entirely responsible for all works done by the team members.
12. Mobile phones are strictly banned at the time of race.
13. Any team seeking advice from people outside the race other than the volunteers, will be disqualified.
14. Help from the volunteers can be taken for knowing the places.
15. Any team that tries to physically obstruct the hunt for the other teams will be disqualified.
16. There will be a time limit for your treasure hunt. A definite starting time and a time to report to the finishing.

**LET'S VIBE TOGETHER!** 



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## **Brain Teaser (Junior)**

1. Team wise entry is mandatory.
2. There should be only 3 members per team.
3. Participants should be present before 15 min.
4. No smart watches & smart phones are allowed.
5. Further rules and regulations will be declared on time.
6. The decision of the organizer committee will be final.

### **Competition Details**

1. There will be TWO Rounds
2. Elimination round - objective question Paper. ( Logical and GK)
3. The final round will be a quiz round.