

Extensive Details

General Rules:

1. The event is only open to students in classes **IX** through **XII** (carefully read the rules for details of each event before submitting the names of participants).
2. Each school should send a single team. Each team should consist of no more than eight pupils, with one teacher. One person may participate in a maximum of 3 events.
3. Each team must participate in a minimum of 6 events.
4. Participants may bring their own font and submit them before the competition starts, but add-ons or external plug-ins will not be permitted during the events.
5. The teams are expected to bring their own equipment for the competition, such as video cameras, digital cameras, or any other necessary devices, or accessories. The teams alone will be accountable for any connectivity or compatibility issues. Please note external devices are not allowed in the event area. You may bring these for your convenience.
6. Internet usage or AI usage is not permissible during the events.
7. Breaking of any rules will lead to consequences. It is expected that the participants interpret the document and act in the event with reasoning. We will not be consistently monitoring the team, and any mishaps will be dealt with accordingly.
8. The competing teams must make sure that there are no event-clashes (please refer to the given matrix carefully). Please take note that the scheduled time slots won't be changed for the participants' convenience.
9. The decisions of the judges and the organizing committee will be final and binding.
10. If you have any questions regarding any event, you should contact suryodayaitfest@scindia.edu / rkkapoor@scindia.edu
11. The Secretariat reserves the right to change the rules, event timing and location according to unforeseen circumstances and for extended detail. Registered teams will be notified of these changes. The most up-to-date rule document and info will be on the website.

Award Procedure

1. Every participant will receive one certificate for participating in Suryodaya.
2. Each winner (1st,2nd or 3rd) will receive an award along with an excellence certificate for their performance.
3. The points towards the winning trophies for achieving positions in each event except Gaming are as follows:
 - a. 1st Position – 8 pts
 - b. 2nd Position – 6 pts
 - c. 3rd Position – 3 pts
4. The Best Music and Best Video will contribute no points towards the trophy.
5. Participation in an event will contribute 1 point towards the trophy, if a position has not been secured. (Participation means to give a submission).
6. After totalling, in case there is a tie, winner will be decided based on (in order):
 - a. Most Podiums
 - b. Most 1st Positions
 - c. Most 2nd Positions
 - d. Most Participations

Event Rules:

I. AudioVisual Arena

Participants must compose a song based on the theme and topic and create a video (a music video). There are 1st, 2nd and 3rd prize overall for this as well as awards for Best Music and Best Video. This event's rules are divided into its 2 parts: -

a. Music Composition

Rules:

1. Participant limit: 1 (Music Composer)
2. Platform provided: GarageBand / Adobe Audition
3. Time – 2.5 hours
4. The music must be between 1 minute and 2 minutes long.
5. Music Composer will be alone allowed in the editing area.
6. Theme is the 90s. The specific genre will be revealed 11 days before the event (1st July 2026).
7. A specific instruction will be given which will be needed to be included in the music. This will be released 24 hours before the event (10th July 2026).
8. Only the audio and instruments available in the base GarageBand Installation will be made available. *(Some requests may be entertained based on feasibility).*
9. Singing is optional, and recording of it will be the participant's responsibility. It must also be submitted at least 2 hours before the event (before the opening ceremony). It should be in mp3 format.
10. No external plugins will be allowed.
11. Internet and external devices are not permitted in the event area.
12. After submission, participants will be given 2 minutes each to explain their idea and music to the judges.

b. Video Editing

Rules:

1. Participant limit: 1 (Video Editor)
2. Software: Adobe Premiere Pro, Adobe After Effects
3. Time – 3 hours
4. The Music Composer may accompany the Video Editor in the lab.
5. Participants may submit font they wish to use, but that will have to be submitted at registration time.
6. The time limit for the video is 30 seconds more than the length of the music the team submits i.e. the video may have 30 seconds without the music playing.
7. Participants will be sent the music their team submitted after it has been reviewed. That is the audio file that will be needed to be used.

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8. Participants must submit all the media they wish to use at least 1 hour before the event starts to the Organizing Committee (by breakfast time on 12th July 2026). Limits of media:
 - a. Video: 10 minutes. File types: MP4, MOV, AVI, MXF
 - b. Static images: 25. File types: JPG, PNG, TIFF, PSD, HEIC
 - c. Audio: 5 minutes (excluding the Music). File types: WAV, MP3, M4A (AAC)
9. The video must have the entirety of the music submitted as foreground.
10. Any importation of media will be handled by Organizing Committee only.
11. Internet and external devices are not permitted inside the event area.

Judging Criteria

Creativity (Music)	Technical (Music)	Creativity (Video)	Technical (Video)	Overall Integration
20%	20%	20%	20%	20%

II. Media Matrix

The participants must create the starting online presence of the entity given. This includes the website for the entity and the social pages such as Instagram posts, LinkedIn posts and Facebook posts.

a. Online Media

The online media you can make. This includes the social posts and advertisements.

Rules:

1. Participants: 1 (Editor)
2. Software: Adobe Photoshop and Adobe Illustrator
3. Time: 3 Hours
4. Only static images (of any proportion) are allowed to be produced.
5. They must fall in the following categories:
 - a. Social media (Instagram page, LinkedIn, Facebook)
 - b. Advertisements
6. A maximum of 8 submissions is allowed, minimum 3.
7. All media the participants wish to use must be submitted a minimum of 1 hour before the event to the Organizing Committee (by breakfast time on 12th July 2026). Restrictions:
 - a. Text files: Must not contain any code. File types: TXT
 - b. Video: None (Static images)
 - c. Images: A maximum of 400 MB worth. File types: JPG, JPED, PNG, TIFF, TIF, SVG, WEBP, HEIC.
8. Any importation of media will be handled by Organizing Committee only.
9. Participants may submit font type they wish to use at time of arrival.
10. After submission, the participants will be able to explain their media and brand for 5 minutes to the judges. This includes the website explaining time.

b. WebConnection

Rules:

1. Participants: 1 (Coder)
2. Software: Visual Studio Code / Notepad / Dreamviewer
3. Time: 3 Hours (will be held together with Online Media)
4. Language: HTML / CSS / Javascript
5. A maximum of 4 webpages is allowed, minimum 2 (one landing and one functional).
6. All media the participants wish to use must be submitted a minimum of 1 hour before the event to the Organizing Committee (by breakfast time on 12th July 2026). Restrictions:
 - a. Text files: Must not contain any code
 - b. Video: None (Static images only)

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- c. Images: A maximum of 100 MB worth. File types: Compatibility issues will be participant's responsibility.
7. Any importation of media will be handled by Organizing Committee only.
8. Each team will be given a layout feature they have to put in their website right before the coding starts. Not including the feature will cause penalization in technical features.
9. After submission, the participants will be able to explain their website and brand for 5 minutes to the judges. This includes the media explaining time.

Judging Criteria

Creativity (OnlineMedia)	Design (OnlineMedia)	Creativity (Website)	Technical (Website)
25%	25%	25%	25%

III. RetroView

Participants must click photos and edit them for the theme and topic given.

Rules:

1. Participants: 1 (Editor)
2. Software: Adobe Photoshop and Adobe Illustrator
3. Time: 1.5 Hours (Editing time)
4. Only static images (of any proportion) are allowed to be produced.
5. Theme will be given on 10th July 2026 (Day 0).
6. A maximum of 5 submissions is allowed, minimum 3.
7. All photographs the participant wishes to edit must be submitted to the Organizing committee 1 hour before the event (right before Lunch on 12th July 2026). Restrictions:
 - a. Photos: Maximum 12. File Types: RAW, CR2, CR3, NEF, ARW, DNG, JPG, JPEG, PNG, TIFF, TIF
8. Any importation of media will be handled by Organizing Committee only
9. Participants will have to bring their own cameras to use.
10. After submission, the participants will be given 2 minutes to explain their photos and idea to the judges to the judges.

Judging Criteria

Photograph	Technical	Conveyance of Theme
30%	35%	35%

IV. SlideSphere

Rules:

1. Participants: 2
2. Time: 2 Hours
3. Software: Microsoft Office PowerPoint, Adobe Animate CC
4. The IT-based problem statement or scenario will be provided to the participants exactly one day (24 hours) prior to the event.
5. Duration: The duration of the final presentation must be a maximum of 3 minutes. There is no limit on the number of slides.
6. No Live Commentary: There shall be no live voiceovers or live explanations during the presentation. The logical reasoning, research findings, and solution pitch must be incorporated into the soundtrack/voiceover of the presentation itself.
7. Allowed Importable Material:
 - a. Static Images: Max 30MB worth. File type: JPG, JPEG, PNG, SVG
 - b. GIFs: Max 3. File type: GIF
 - c. Videos: Max 30 MB worth and Max 15s. Only 1 clip will be allowed.
 - d. Audio: Max 5MB worth. Compatibility is the participant's responsibility.
8. The materials must be submitted to the Organizing Committee at least 2 hours prior to the event. (Before the opening ceremony on 11th July 2026)
9. Automated Playback: The presentation must run entirely on its own (Kiosk mode/Video format).
10. Any issues in playback or lag due to inefficiency will be penalized.
(Recommended to not put heavy animations and keep file size below 75 MB)

Judging Criteria

Solution	Technical	Creativity	Conveyance
25%	25%	15%	35%

V. RenderRealm

Rules:

1. Participants: 1
2. Time: 3 Hours
3. Software: Blender
4. The theme/topic will be disclosed on the spot at the beginning of the event.
5. The final model must strictly adhere to and accurately represent the provided theme.
6. Only the tools & material available in the base installation of Blender will be available.
7. Participants must ensure that their 3-D models are entirely original creations built from scratch during the allotted event time.
8. Pre-made models or base meshes are prohibited.
9. Participants are strictly prohibited from using any external add-ons, downloaded materials, or plugins other than the default tools provided by the standard installation of Blender. Internet is also not allowed.
10. High levels of creativity, out-of-the- box thinking, and innovative structural design are heavily encouraged and will be rewarded in the scoring.

Judging Criteria

Creativity	Technical	Theme
35%	40%	25%

VI. ArtByte

Rules:

1. Participants: 1
2. Time: 3 hours
3. Software: Adobe Photoshop, Adobe Illustrator, MS Paint
4. External Equipment: Wacom Digital Pad
5. Only original artworks are allowed. No importation allowed.
6. No internet is allowed.
7. Theme will be given on the spot at the start of the event.
8. Only 1 piece is to be submitted. Any proportion is allowed.
9. After submission, the participants will be able to explain their art for 2 minutes to the judges.

Creativity	Technical	Theme
50%	25%	25%

VII. Mind Mash

This is a quiz style event based to test IT knowledge. There are 2 rounds in this event:

a. Qualifying

Rules:

1. Time limit is 30 minutes for the entire paper.
2. No internet access or external material is allowed.
3. Top 4 teams will advance to final.
4. Specific rules may be imposed at the start of the preliminary round
5. Topics are limited to:
 - a. Foundational IT Topics: Core computing principles, basic networking concepts, operating systems, and the history of computing.
 - b. Emerging Trends: The latest developments and news in the tech world, including cloud computing, Web3, and cybersecurity advancements.
 - c. Artificial Intelligence (AI): Concepts covering machine learning basics, neural networks, large language models, and recent industry breakthroughs.
 - d. Hardware: In-depth knowledge of computer architecture, processors, GPUs, and physical technology components.

b. Final

Rules:

1. The rules will be decided and revealed by the Game Master at the time of the event
2. This is a live event. As such everything regarding the event will be revealed on stage.
3. The Quizmaster's decision regarding question validity, accepted answers, scoring, and rule interpretations will be completely final and binding.

Judging Criteria

**Will be revealed on the day of the event itself.*

VIII. CodeForge

Rules:

1. Participants: 1
2. Time: 2 hours
3. Language: Python / Java
4. Platform: HackerRank
5. Participants are to have a HackerRank account beforehand. Please do not put 2-Factor Authentication as external devices will not be allowed.
6. Python Documentation will be available to the participants.
7. No pre-written code is allowed. No sites other than loaded by the Organizing Committee will be allowed.

Judging Criteria

Efficiency	Logic	Documentation
40%	40%	20%

IX. RoboRumble

Participants are to bring a pre-assembled robot to fight other robots. It will be held in a knockout tournament. This event is considered dangerous and thus has an extensive rule document. Please be sure that you follow all guidelines as each rule has its own importance. **Please note: This event may be cancelled if we have too little participants.*

Rules:

1. General Rules

- a. Participants: 2 (Builder and Remote controller)
- b. All participants build and operate robots at their own risk. Combat robotics is dangerous. Please take care not to hurt yourself or others when building, testing and competing.
- c. Compliance with all event rules is mandatory. It is expected that competitors will comply with the rules and procedures of their own accord and not require constant policing. The Robot must be able to fit in a 20x20x20cm cube or have a maximum volume of 4000cm³ at the time of activation.
- d. It must weigh under 5 kg. Anything attached by the Organizing Committee will not count towards the weight except items that are
- e. Each round will be a maximum of 5 minutes long.
- f. The arena will be 2 meters wide, 2 meters long and 3 meters tall.
- g. The controller must have a button which can completely deactivate all processes of the robot in under 30 seconds and disconnect the batteries from all areas that can use charge.
- h. All moving parts / moving weaponry must be covered with an adequate restrainer when brought in for inspection.
- i. Robots and radios must only be activated at the sole discretion of the event organiser.
- j. You should disclose all features of your robot via mail to the event organiser before coming to ensure it isn't banned. A check of the robot will be made on the premises to check of the same. If any feature is not disclosed and used, the robot shall be disqualified.

2. Allowed Movement Methods

- a. Rolling (wheels, tracks or the whole robot)
- b. Walking
- c. Shuffling
- d. Ground effect air cushions (hovercrafts)
- e. Jumping and hopping is allowed
- f. Flying (air foil using, helium balloons, ornithopters, etc.) is not allowed

3. Control

- a. Tethered systems are not allowed at this event. You are only permitted to use basic RC systems (standard Hobby Radio Control Equipment).
- b. Radio systems that stop all weapons in the robot when the transmitter loses power or signal, are required for all robots with active weapons. (This may be inherent in the robot's electrical system or be part of programmed fail-safes in the radio.)
- c. All robot radio systems must have a way to change frequencies or coded channels to prevent radio conflicts. Having at least two frequencies or coded channels available is recommended. Lack of extra frequencies may result in a forfeit. Priority for frequency use will be allocated in order of Entry registration.

4. Autonomous / Semi-autonomous systems

- a. No autonomous movement system may be allowed. Only automatic balancing systems are allowed.
- b. No automatic targeting systems are allowed. Only automated weapon usage is allowed (limited to repeated actions such as automatically throwing a punch every 5 seconds).
- c. Disclose all autonomous systems beforehand.
- d. They must have a failsafe to stop remotely when told to.

5. Batteries

- a. The only permitted batteries are ones that cannot spill or spray any of their contents when damaged or inverted. This means that standard automotive and motorcycle wet cell batteries are prohibited. Examples of batteries that are permitted: gel cells, Hawkers, NiCads, NiMh, dry cells, AGM, etc
- b. All onboard voltages above 48 Volts require prior approval from this event. (It is understood that a charged battery's initial voltage is above their nominal value). It is still recommended to not put any voltage above 48 V.
- c. All electrical power to weapons and drive systems (systems that could cause potential human bodily injury) must have a manual disconnect that can be activated within 15 seconds without endangering the person turning it off. (E.g. No body parts in the way of weapons or pinch points.) Shut down must include a manually operated mechanical method of disconnecting the main battery power, such as a suitable high current switch (Hella, Whyachi, etc) or removable link. Relays may be used to control power, but there must also be a mechanical disconnect. Please note that complete shut down time is specified in the general rules.
- d. All efforts must be made to protect battery terminals from a direct short and causing a battery fire.

- e. All Robots must have a light easily visible from the outside of the robot that shows its main power is activated.

6. Pneumatics and Hydraulics

This is a very dangerous area of weaponry and movement and thus is very long in rules. All pressure systems must be disclosed to the event organizer beforehand.

- a. Pressures of each component in the robot is limited to 250 psi.
- b. All components must be used within the specs provided by the manufacturer or supplier. If the specifications aren't available or reliable, then it will be up to the EO to decide if the component is being used in a sufficiently safe manner.
- c. You must have a safe and secure method of refilling your pressure system. It is up to you for how many matches you wish to bring refills. It is recommended to keep such systems detachable (not required).
- d. Pneumatic systems may only employ compressed air or nitrogen in their systems. No other gases are allowed. Fluids used for hydraulics must be disclosed. Flammable or combustible fluids are not allowed.
- e. All pressure components on board a robot must be securely mounted. Particular attention must be made to pressure vessel mounting and armor to ensure that if ruptured it will not escape the robot. (The terms 'pressure vessel, bottle, and source tank' are used interchangeably)
- f. All pressure components within the robot must be rated or certified for AT LEAST the maximum pressure in that part of the system. You may be required to show rating or certification documentation on ANY component in your system.
- g. All pressure vessels must be rated for at least 120% of the pressure they are used at and have a current hydro test date. (This is to give them a margin of safety if damaged during a fight.)
- h. All primary pressure vessels must have an over pressure device (burst/rupture disk or over pressure 'pop off') set to no more than 130% of that pressure vessels rating. (Most commercially available bottles come with the correct burst assemblies, use of these is encouraged)
- i. All pressure systems must have a manual main shut off valve to isolate the rest of the system from the source tank. This valve must be easily accessed for robot de activation and refilling.
- j. All pressure systems must have a manual bleed valve downstream of the main shut off valve to depressurize the system. This bleed valve must be easily accessed for deactivation. This valve must be left OPEN whenever the robot is not in the arena to ensure the system cannot operate accidentally.

- i. It is required to be able to easily bleed all pressure in the robot before exiting the arena. (You may be required to bleed the entire system if it is believed that you have any damaged components.)
- k. All pneumatic systems must have appropriate gauges scaled for maximum resolution of the pressures in that part of the system. (There must be gauges on both the high- AND low-pressure sides of regulators.)
- l. If back check valves are used anywhere in the system, you must ensure that any part of the system they isolate can be bled and has an over pressure device.
- m. Please note that some pneumatic systems with very low pressures (below 100 total PSI on board), small volumes (12-16g cartridges), single firing applications, or pneumatics used for internal actuation (as opposed to external weaponry) may not need to comply with all the rules above. You are required to contact this event if you would like an exception.

7. Internal Combustion Engines are not allowed.

8. Repairs and Refills

- a. Participants may bring repair parts and refills at their own cost.
- b. Repairing time may not be much. It will most probably range from 10 minutes to 15 minutes of time.
- c. After the robot is in the arena, it cannot be refilled or repaired from the outside.

9. Forbidden Weapons

- a. Weapons designed to cause invisible damage to the other robot. This includes but is not limited to:
 - i. Electrical weapons.
 - ii. RF jamming equipment, etc.
 - iii. RF noise generated by an IC engine. (use shielding around sparking components)
 - iv. EMF fields from permanent or electro-magnets that affect another robot's electronics.
 - v. Weapons or defenses that stop combat completely of both (or more) robots. This includes nets, tapes, strings, and entanglement devices.
- b. Weapons that require significant cleanup, or in some way damages the arena to require repair for further matches. This includes but is not limited to:
 - i. Liquid weapons (Also, a bot may not have liquid that can spill out when the robot is superficially damaged.)
 - ii. Foams and liquefied gasses
 - iii. Any powders, sand, ball bearings and other dry chaff weapons.

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- c. Un-tethered Projectiles (see projectile description in Special Weapons section.
- d. Heat and fire are forbidden as weapons. This includes but is not limited to the following:
 - i. Heat or fire weapons
 - ii. Fire decorations
 - iii. Flammable liquids or gases
 - iv. Explosives or flammable solids
 - v. Light and smoke-based weapons that impair the viewing of robots by an Entrant, Judge, Official or Viewer. (You are allowed to physically engulf your opponent with your robot however.) This includes, but is not limited to the following:
 - 1. Smoke or dust weapons not specifically allowed in the Special Weapons section.
 - 2. Lights such as external lasers above 'class I' and bright strobe lights which may blind the opponent.
- e. Hazardous or dangerous materials are forbidden from use anywhere on a robot where they may contact humans or by way of the robot being damaged (within reason) contact humans.

10. Special Weapons

- a. Electrical weapons are NOT allowed at this event.
- b. Entangling weapons are NOT allowed at this event.
- c. Liquid weapons are NOT allowed at this event.
- d. Powdered material or chaff weapons are NOT allowed at this event.
- e. Tethered Projectiles ARE allowed at this event.
 - i. Tethered projectiles must have a securely attached tether of sufficient strength to safely stop the projectile at a distance of no more than 1.5 meters from the robot.
- f. Heat and Fire are NOT allowed at this event.
- g. Small Smoke Effects are allowed at this event.
 - i. Small smoke effects may be used, please contact the Event for prior approval.

Judging Criteria (incase of tie)

Design	Damage Dealt	Weaponry
20%	50%	30%

X. Gaming

This is a non-competitive event. As such, not many rules are imposed.

1. No external plugins will be allowed.
2. Time: 1.5 hours
3. A maximum of 2 players may be in the arena at once
4. The players can switch with a team member outside the arena a total of 4 times.
5. Some objectives are marked differently than others.
6. More rules will be explained on the day of the event.