

ENTREPRENEURSHIP CHALLENGE



A. Eligibility:

- The challenge is open to students and startups.
- Students must be enrolled in an accredited educational institution.
- Startups should be at an early-stage or in the ideation phase.


B. Team Formation:

- Participants can compete individually or form teams.
- Teams should consist of a minimum of one members and a maximum of three members.

C. Theme and Scope:

- The challenge focuses on innovative ideas and projects with a strong emphasis on future-oriented solutions.
- Projects should address significant challenges or opportunities related to any industry/field.
- Solutions may be technological, social, or business-oriented.

D. Submissions:

- All participants must register online through the designated platform before the specified deadline.
 - Submissions should include a detailed project description, highlighting the problem statement, solution approach, potential impact, and future scalability.
 - Participants may be required to provide additional materials, such as prototypes, and photos support their submission.
 - Submissions should be original and not infringe upon any third-party intellectual property rights.
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E. Intellectual Property:

- Participants retain full ownership of their intellectual property.
- By participating in the challenge, participants grant the organizers the right to use their project information and materials for promotional and educational purposes.

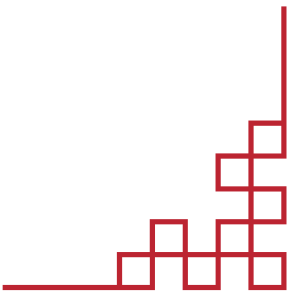
F. Evaluation Criteria:

- Projects will be evaluated based on the following criteria: innovation, feasibility, market potential, scalability, social impact, and future readiness.
- Judges will assess the projects according to predefined scoring metrics.
- The evaluation process may involve multiple rounds, including initial screening, semifinals, and finals.

G. Presentation:

- Finalists will be invited to present their projects to a panel of judges.
- Presentations should adhere to a specified time limit, typically 3-5 minutes, followed by a Q&A session.
- Participants should effectively communicate the problem, solution, and future implications of their projects.

H. Code of Conduct:

- Participants must adhere to high ethical standards and conduct themselves professionally throughout the challenge.
 - Plagiarism, cheating, or any form of dishonesty will result in immediate disqualification.
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I. Disqualification:

- Participants may be disqualified for non-compliance with the rules, unethical behavior, or violation of any applicable laws.

J. Amendments and Interpretations:

- The organizers reserve the right to amend or modify the rules at any time.
- Any disputes or concerns regarding the interpretation of the rules will be resolved by the organizers.

K. Liability:

- Participants understand and acknowledge that they are responsible for any risks associated with their participation in the challenge.
- The organizers will not be liable for any loss, damage, or injury incurred during the challenge.

The organizers reserve the right to make changes to rule book

L. Agreement to Rules:

- By participating in the challenge, participants agree to abide by all the rules and guidelines
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