



**CHANDIGARH
GROUP OF COLLEGES**
Building Careers. *Transforming Lives.*

PARIVARTAN 2026

(Technical College Event Rule Book)

AI/ML & Cybersecurity | AI & Prompting | Robotics & Drones | Ideathon | Esports

GENERAL INSTRUCTIONS

- **Minimum Participation Requirement:** Final positions and winners will be declared depending upon the entries only.
- **Valid Fee Receipt:** Participants must retain and produce their **official fee/payment receipt** as proof of registration whenever required. Entries without valid payment confirmation may not be considered.
- **Registration:** Participation is valid only after successful registration and payment of the applicable event fee within the specified registration period.
- **Event Eligibility:** Participants must fulfil the **team-size and eligibility requirements** specified for their respective event. Changes to team members after registration closes will not be permitted unless approved by the organizers.
- **Reporting Time:** Participants must report at the **designated venue at least 15 minutes before** their scheduled event/slot.
- **Identity Verification:** Participants must carry a **valid college/institution ID card** and present it whenever requested by the organizers.
- **Organizer's Decision:** The decision of the **judging panel/event coordinators will be final** in matters related to scoring, rule interpretation, penalties, and disqualification.
- **Code of Conduct:** Participants must maintain proper discipline and sportsmanship throughout the event. Misconduct, abusive behaviour, cheating, deliberate disruption, or damage to event property may result in disqualification.
- **Originality & Fair Play:** Participants must not use unfair means, unauthorized assistance, or copied/purchased work where originality is required. Any violation may lead to immediate disqualification.
- **Equipment Responsibility:** Participants are responsible for their own personal devices, equipment, robots, drones, and other permitted materials unless explicitly stated otherwise in the event rules. The organizers will not be responsible for loss or damage to personal belongings.
- **Rule Compliance:** Participants are expected to read and understand the **specific rules of their event** before participating. Event-specific rules take precedence over general instructions wherever applicable.
- **Schedule Changes:** The organizers reserve the right to modify event timings, rounds, venues, or procedures due to operational, technical, or safety requirements. Any such changes will be communicated to registered participants.
- **Disqualification:** The organizing committee reserves the right to disqualify any participant/team found violating the event rules or engaging in unfair practices.

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Category 1 — AI/ML & Cybersecurity

Escape.exe

A tech-themed escape room — solve a chain of puzzles to break out before time runs out.

Team Size: 2 members

Duration: 45 minutes per team slot

Format: Timed, sequential puzzle chain

Entry: Pre-registration required; slots allotted

Basic Concept of the Event

Teams participate in a controlled themed setup and must solve a chain of logic puzzles, ciphers, and hidden clues — some digital (on a provided PC), some physical (hidden objects, locked boxes, QR codes) — in the correct sequence to “unlock” their way out before the 45-minute timer ends.

Rules

1. Each team is briefed on the theme and given the first clue at the start of their slot.
2. Puzzles must be solved strictly in the sequence set by the organizers — skipping ahead without solving the current puzzle is not allowed.
3. Teams may request a hint by raising a hand or pressing the provided hint button; each hint used adds a fixed time penalty to the team's final time.
4. Physical props and digital devices in the room must not be damaged or forcibly opened; any damage will lead to disqualification.
5. No phones or outside internet access is allowed during the round.
6. A team “escapes” when it correctly enters/presents the final solution before time expires.
7. If no team escapes within the time limit, ranking is based on the number of puzzle stages correctly cleared.

Note: Final positions and winners will be declared depending upon the entries only.

Judgement Criteria

- Primary: total time taken to escape (fastest successful team wins).
- Tie-breaker / non-escape ranking: number of stages cleared, then number of hints used (fewer is better).

Participation Fee

Rs. 100/-

Cash Prizes to the Winners:

1st Position: **Rs. 8000**

2nd Position: **Rs. 6000**

3rd Position: **Rs. 4000**