How you are judged.

Five things, 100 points. The problem you find and how you solve it count for half.

THE ROAD

From abstract to prizes.

8 OCT — Abstract
Organisers read your five answers.
→ SHORTLIST

SAT 17:00 — Check-in 1
Mentors visit your table.

SUN 10:00 — Check-in 2
What changed overnight?

SUN 12:00 — Check-in 3
Ready to submit?
→ PROGRESS · 15 POINTS

SUN 14:00 — Submission
The jury reads your repo.

SUN 16:00 — Pitch
Three minutes, to the jury.
→ JURY · 85 POINTS

THE SCORECARD

One card, out of 100.

25	25	20	15	15
Problem	Solution	Practicality	Progress	Presentation

		WE ASK	SCORES HIGH
25	Problem	Is it real, and do you know who has it?	A named rider, fleet or workshop, and evidence you gathered.
25	Solution	Does it actually solve that problem?	A working demo that tackles the problem you named.
20	Practicality	Would it work in India?	Costed in ₹. Runs on a cheap phone, a patchy network or weak power.
15	Progress	Did you keep moving forward across three check-ins?	Real steps between the mentors' visits, against your own plan.
15	Presentation	Is your pitch clear?	A live demo inside three minutes. Straight answers to questions.

THE ABSTRACT · SHORTLIST

30	Problem	Who has it, by name
30	Evidence	How you know it is real
20	Build	What you will make
20	24-hour scope	An honest plan

GOOD TO KNOW

+ Mentors run the check-ins and score Progress; five jurors score the rest. Ask mentors anything.
+ Saying honestly what didn't work counts in your favour.