UNIVERSITY OF CENTRAL PUNJAB

PRESENTS

TAAKRA
2026

RULE BOOK

About TAAKRA 2026

The University of Central Punjab stands distinguished not only for its exceptional academic excellence but also for its vibrant tradition of fostering creativity, talent, and innovation through co-curricular excellence. Following the resounding success of the 7th Edition of **TAAKRA 2025**, which brought together **180+ leading institutions** from across Pakistan, UCP proudly presents **TAAKRA 2026** — a dynamic, multi-category, five-day extravaganza scheduled from **11th to 15th February 2026**.

This year's edition will feature **64 thrilling competitions** across **22 diverse categories**, offering participants a chance to showcase their brilliance and compete for **exciting cash prizes worth PKR 2,575,000.**

Join us as we celebrate the spirit of creativity, competition, and camaraderie at **The University of Central Punjab** — where talent meets opportunity, and passion fuels performance.

For any further details, kindly visit: https://ucptaakra.com

CONTENTS

Assalam-o-Alaikum Participants

We hope you are all well-prepared and eagerly anticipating **UCP TAAKRA 2026**! This enclosed booklet is designed to provide you with comprehensive details on the general rules and guidelines for all competitions.

We kindly request all participants to thoroughly review this booklet to ensure a smooth experience and to avoid any confusion or misunderstandings.

For any queries or clarifications, please do not hesitate to reach out to us — we are here to assist you. We are excited to welcome you on 11th **February 2026** for **five days of spirited competitions, friendly matches, lively social nights, and endless fun!**

Looking forward to an unforgettable celebration!

Cheers,
Team TAAKRA 2026

1. GENERAL EVENT RULES:

TEAM REGISTRATION

- Any institution registering for more than **nine (9)** categories will be eligible for the **Team Trophy.**
- Each team must have **one Head Delegate** responsible for providing complete and accurate participant information.
- Individual participants (those not registered under their institute's delegation) will be ineligible for team points toward the Team Trophy.
- Team registration will be confirmed only **after** receipt of the registration fee.
- Once registered, **participants cannot be replaced** with others under any circumstances, and they cannot change their competitions.

EVENT PARTICIPATION

- **Participants must be registered in an Educational Institution.**
- **No refunds** are allowed once registered.
- Participants must dress appropriately throughout the event.
- **Institute ID cards** and **CNIC** must be carried at all times.
- Participants are required to report at least **30 minutes before** their respective competitions to avoid delays.
- Competitions with **six (6)** or **fewer** participants will not be held.
- Skipping competitions without a valid reason is **prohibited**; in case of an emergency, participants must inform the management.
- The decision of the judges in each competition is **final and cannot be challenged.**
- Event schedules or proceedings are subject to change; participants will be notified accordingly.
- Participants are responsible for their personal belongings; UCP management **will not** be held liable for any loss.
- UCP is a smoke-free campus; smoking or vaping is **strictly prohibited.**

DISCIPLINARY RULES

- Participants must maintain decorum and respect during all events, gatherings, and ceremonies.
- Misconduct or disrespect toward fellow participants, coordinators, or UCP management may result in immediate disqualification.
- The use of mobile phones or electronic devices during competitions is **prohibited** unless explicitly permitted by coordinators.
- Participants must follow all instructions from coordinators, volunteers, and staff at all times.
- Unauthorized recording or photography during competitions is **strictly prohibited** unless approved by management.
- Cheating, plagiarism, or the use of unfair means will lead to immediate disqualification.
- Participants must stay within designated event areas; leaving without permission may result in **penalties**.
- Food and drinks are **not allowed** inside competition halls unless provided or approved by UCP management.
- Attendance at opening and closing ceremonies is **mandatory** unless prior permission for absence is obtained.
- In case of emergencies, participants must cooperate with medical and safety personnel.
- Participants are expected to uphold sportsmanship and healthy competition, avoiding any actions that may harm the reputation of UCP or TAAKRA 2026.

AUTHORITY AND COMPLIANCE

- UCP management reserves the **right to disqualify, penalize, or take disciplinary action** against any participant or team found violating event or institute rules.
- UCP management's decision in all matters is **final** and **binding**.

Your cooperation in this regard will be highly appreciated.

2. CATEGORIES AND COMPETITION RULES:

2.1. CODE MASTER

1. SPEED PROGRAMMING

"Code Rush: Beat the Clock, Break the Limits!"

Do you have the precision, logic, and speed to outsmart the clock? Speed Programming is an intense coding challenge where participants compete to solve algorithmic problems in real time. The event focuses on accuracy, optimization, and teamwork under extreme time pressure. It brings together the brightest undergraduate minds to test their coding skills, efficiency, and decision-making ability in the true spirit of TAAKRA 2026 – Rise, Rage, Rule!

Eligibility Criteria:

- Each team should consist of a minimum of 1 and a maximum of 3 participants.
- Participants must be enrolled in an undergraduate program.
- Cross-university teams are allowed.

Guidelines:

- The programming competition will consist of a single round of 5 hours in which all teams will compete simultaneously.
- Each team will be given 10 algorithmic problems of varying difficulty levels designed to test logic, data structures, and problem-solving efficiency.
- 1 PC per team will be allotted for the entire duration of the contest.
- The organizing committee will provide the problem sets, rough papers, and stationery items.
- Languages supported: C, C++, Java, and Python 3.
- Coding software: Visual Studio Code, Code: Blocks, IntelliJ IDEA, or PyCharm (offline mode).
- Participants may use only the standard libraries and built-in functions available in their respective languages.
- C/C++: iostream, vector, algorithm, math.h, string
- Java: java.util, java.io, java.lang
- Python 3: math, collections, itertools, string, random
- External libraries, APIs, frameworks, or any internet-based tools are strictly prohibited.
- Each problem will require participants to write an optimized algorithm and produce output in the exact format specified in the problem statement.
- The programs will be automatically judged by the system, which will compare the submitted output with the expected output by byte. Even a single mismatch such as extra space, incorrect punctuation, or case difference, will lead to a wrong answer.

- The problems will cover a range of difficulty levels to ensure fairness for all participants.
- Participants are expected to focus on accuracy, formatting, and logical efficiency while coding.
- In the event of a tie in the number of problems solved, the total time taken from the start of the contest to the last correct submission will determine the ranking.
- The decision of the judges and the organizing committee will be final and cannot be challenged.
- The use of mobile phones, smartwatches, or any communication devices is strictly prohibited during the competition.
- Participants must remain inside the competition lab during the entire contest unless permitted by the organizers.
- Teams may communicate only with event organizers or official volunteers.
- Any disturbance, misconduct, or argument with the host team will result in immediate disqualification.
- Any unfair means, such as plagiarism, code sharing, use of pre-written code, online assistance, or AI tools, will result in instant disqualification and blacklisting from the event.
- Food and drinks are not allowed inside the lab. Refreshments may be purchased after the competition from the food court.
- Each problem will carry marks according to its difficulty level.
- All submissions will be automatically evaluated for accuracy and efficiency by the judging system.
- The live scoreboard will display current rankings throughout the contest and will freeze thirty minutes before the end to maintain suspense.
- Results will be reviewed and verified by the judges before the official announcement.
- Prizes will be awarded to teams achieving the highest number of correct solutions in the shortest possible time.
- The competition aims to promote coding excellence, logical reasoning, and teamwork among participants.

2. CAPTURE THE FLAG (CTF)

"Step into the arena where skills meet strategy and knowledge meets challenge."

This isn't just a competition — it's a battlefield for the sharpest minds. Our Capture the Flag (CTF) event is here, designed to push your problem-solving, technical expertise, and adaptability to the next level. Flags are hidden, challenges await, and only the quickest, most resourceful participants will rule.

CTF competition is a hands-on, fast-paced cybersecurity challenge! Participants will dive into a series of missions, facing different "Challenge Materials" like virtual machines, files, and hidden clues, to capture flags. Each flag represents a victory over a unique puzzle or security task.

How It Works:

- Mission: Your goal is to track down and capture as many flags as possible, using all the technical skills and creativity you can bring to the table.
- Challenge Setup: Each challenge will be available one at a time. When the clock runs out on one challenge, the next one appears automatically, keeping you on your toes!
- Duration: The entire event will last between 3 to 4 hours. It's a sprint to solve as many challenges as you can!
- Tools Allowed: Bring your favorite cybersecurity ethical tools – everything you know and all the strategies you've learned will be put to the test!

Guidelines:

- Each team must consist of 2 or 3 players from HEC-recognized universities.
- Participants should arrive at the venue at least 30 minutes before the event's start time.
- Each team must have a unique and appropriate team name; unapproved names will not be accepted.
- A scoreboard will display the rankings of all teams after each challenge or a fixed interval of time.
- The competition schedule must be strictly followed, as flag submissions will close when the time limit is reached.
- In cases where two teams achieve the same score, the submission time will be used to break the tie, with the team that submitted first being declared the winner.
- Unless explicitly allowed, participants may not use external resources, such as internet access or reference materials, during the competition to maintain a fair environment.
- Organizers will provide the system and all necessary tools. Participants are expected to handle all provided equipment responsibly.
- In case of technical issues or other urgent matters, participants can contact the designated support team, whose contact details will be shared before the competition.

Ethics and Conduct:

Participants are expected to act ethically during the competition and use only the tools that are allowed. The following activities are not permitted:
- Disturbing or interfering with other teams, participants, or event organizers.
- Spying on other teams or participants.
- Sharing or receiving hints, clues, or answers from anyone outside your own team, except for those given by the organizers.
- Attacking any networks or systems that are not part of the competition.

3. **WEB HACKATHON**

"Code. Create. Conquer."

Are you a web wizard who can design, develop, and deploy real-time web solutions before the timer runs out?

If you've got the creativity, logic, and speed to bring ideas to life on the web — this is your battleground. Compete against other passionate developers to craft the most innovative, efficient, and user-friendly web application before time's up!

Eligibility Criteria:

- Each team should consist of a minimum of 2 and a maximum of 3 participants.
- Participants must be enrolled in an undergraduate degree program.
- Cross-university teams are allowed.

Guidelines:

- The Web Hackathon will consist of a single round of 5 hours, where all teams will compete simultaneously.
- Teams will be given a problem statement or theme at the start of the event.
- Each team will bring their own laptops.
- Organizers will provide necessary resources, stationery, and internet access.
- Teams may use any modern web technologies for front-end, back-end, or full-stack development, e.g., HTML, CSS, JavaScript, React, Node.js, Express, Django, Flask, etc.
- Participants can use frameworks, libraries, and APIs, but pre-built templates or previously developed projects are not allowed.

Judging criteria will include:

- Innovation & Creativity
- Functionality & Usability
- Design & User Experience (UI/UX)
- Code Quality
- Time Efficiency

Additional Guidelines:

- The project must be submitted and deployed before the deadline.
- Projects should be presented after successful submission and deployment.
- Failure to deploy the project will result in disqualification.
- Late submissions will not be accepted and will lead to disqualification

2.2. COOKING

1. **MASTERCHEF**

UCP invites cooking enthusiasts from all over the city to UCP TAAKRA to participate in our exclusive competition. This will give you a chance to showcase your culinary talents. So, join us in the battle of flavors to compete with the finest cooks in Lahore and discover whether you are worth your salt!

Guidelines:

- Teams may consist of a minimum of 2, a maximum of 4 members.
- Full names and CNIC no. of all the team members must be submitted at the time of registration, along with an active contact number
- Only registered participants will be allowed on the premises after the beginning of the competition.
- The theme of the Competition will be Vegetarian.
- All participants shall observe personal hygiene.
- All participants shall wear chef's hats or hairnets throughout the competition.
- Teams shall bring their required utensils and ingredients by themselves.
- Required crockery and cutlery shall be brought by the participants.
- Participants are required to arrive at the venue at least 1 hour before the competition time to check in and set up the equipment and supplies.
- Latecomers will not be entertained and may result in disqualification.
- Participants shall be responsible for bringing any fresh produce or other raw ingredients required; no food may be cooked before the competition.
- The use of mobile phones/helping material is prohibited for all participants during the competition.
- There will only be one round. Only 60 minutes will be provided.
- Quantity of food must serve 2 persons.
- When the specified time is over, all participants should leave the cooking arena, leaving behind their dishes on the table.
- Teams must complete everything within the given time; no additional time will be provided.
- Dishes will be judged based on taste, presentation, hygiene, team coordination, serving, and time management.

2.3. DEBATING

1. **ALL PAKISTAN BILINGUAL DECLAMATION CONTEST AND PUNJABI NATARA:**

TAAKRA brings you the University of Central Punjab's Battle of Words, Battle of Opinions, and Battle of Expressions!

To showcase the true art of Public Speaking, we are proud to announce our All-Pakistan Bilingual Declamation Contest and Punjabi Natara, where teams from all over Pakistan will compete for a prestigious trophy. So, gear up to witness a clash of sharp wit and powerful words, from thought-provoking arguments to laugh-out-loud humor, delivered by orators from across Pakistan. The mic and the podium await you. It's time to Stand Up and Speak!

Competition Categories:

English:
- English Serious
- English Humorous

Urdu:
- Urdu Serious
- Urdu Humorous

Punjabi:
- Punjabi Serious
- Punjabi Humorous

Guidelines:

- The competition consists of a single, one-day round.
- Each team must comprise a minimum of two speakers (English and Urdu). One speaker will address a serious topic, while the other will address a humorous one.
- There will be a separate category for Punjabi speakers.
- Delivery time shall be between 4-6 minutes. Failure to adhere to this rule will result in the deduction of speaker points.
- Paper reading is not allowed. Violators will be penalized.
- Speakers will be assessed by a panel of judges based on content, pronunciation, delivery style, textual accuracy, and the response of the audience.
- No speaker is allowed to make derogatory remarks about important personages, religious/sectarian/racial/political groups, or state institutions. Using indecent or vulgar language, casting aspersions on other speakers, or making derogatory remarks about the chair will result in immediate disqualification.
- The judges' decision shall be final.
- The team with the maximum aggregate points (English and Urdu) will win the team

trophy. The winner team will be awarded with prizes. All participants will receive certificates of appreciation.

- All participants must bring their CNIC and college ID cards.
- Teams must adhere to the schedule. Failure to comply will not be entertained. Note that timings will be strictly followed due to time constraints.
- Dress code: Formal attire is required.
- Best individual speakers in Urdu, English, and Punjabi will also be awarded with cash prizes.

2.4. MUN

"Shape Tomorrow, Debate Today!"

Step into the shoes of world leaders at the Model UN Conference, where delegates engage in dynamic discussions, sharpen public speaking, negotiation, and teamwork skills, and tackle the world's most pressing issues through debate and diplomacy.

1. PAKISTAN NATIONAL ASSEMBLY COMMITTEE (PNA):

Experience the heart of Pakistan's legislative arena with the Pakistan National Assembly Committee (PNA) simulation at UCP TAAKRA 2026. Engage in spirited debates, voice your views on national policies, and collaborate with future leaders to shape a vision for a better Pakistan. Join us and see if you have what it takes to make your ark on the nation's future!

- Objective: The Pakistan National Assembly Committee aims to provide a platform for students to debate and discuss national issues, politics, and topics relevant to Pakistan's interests.
- Participation: Delegates will represent various political parties and political personalities in Pakistan, ensuring a diverse and inclusive environment for discussions.
- Registration: Delegates must register for the Pakistan National Assembly Committee and be assigned a specific seat based on their registration.
- Allotments shall be on a first-come come first-served basis. One member of a team will be allotted one personality.
- Topics: The topics for discussion will be chosen based on current events and relevant issues in Pakistan, such as politics, economy, and foreign relations.
- Debate Format: The debates will follow the rules of procedure outlined in the Model UN Rules of Procedure, with a focus on diplomatic behavior and respect for opposing views.
- Chairperson: The chairperson will guide the discussions and ensure that the debates remain focused on the topic at hand, maintaining a diplomatic and respectful environment. The decision made by the chair will be deemed final.
- Award Policy: 1 Best delegate, 2 outstanding diplomats, Honorable mentions, and

special mentions (chair's discretion)

2. **UNITED NATIONS GENERAL ASSEMBLY COMMITTEE (UNGA):**

Join the United Nations General Assembly Committee (UNGA) at UCP TAAKRA 2026, where aspiring diplomats from across the region come together to tackle global challenges. Engage in impactful discussions, present resolutions, and collaborate with peers to build a pathway toward peace and progress. Be a part of shaping solutions that could change the world!

- Objective: The United Nations General Assembly Committee aims to provide a platform for students to debate and discuss global issues, international relations, and peacekeeping.
- Participation: Delegates will represent different countries from around the world, ensuring a diverse and inclusive environment for discussions.
- Registration: Delegates must register for the United Nations General Assembly Committee and be assigned a specific seat based on their registration. One member of a team will be allotted one country.
- Topics: The topics for discussion will be chosen based on current events and relevant issues, such as climate change, human rights, and global security.
- Debate Format: The debates will follow the rules of procedure outlined in the Model UN Rules of Procedure, with a focus on diplomatic behavior and respect for opposing views
- Chairperson: The chairperson will guide the discussions and ensure that the debates remain focused on the topic at hand, maintaining a diplomatic and respectful environment. The decision made by the chair will be deemed as final.
- Award Policy: 1 Best delegate, 2 outstanding diplomats, Honorable mentions, and special mentions (chair's discretion)

3. **UNITED NATIONS SECURITY COUNCIL (UNSC):**

Participate in the United Nations Security Council (UNSC) simulation, where delegates navigate complex global conflicts and strategies to achieve international peace and security. Engage in intense discussions, defend your nation's stance, and work with fellow leaders to find resolutions that uphold global stability. Join us in the mission to secure a safer world!

- Membership: The UNSC consists of 15 members — 5 permanent (China, France, Russia, the United Kingdom, and the United States) and 10 non-permanent members elected for two-year terms.
- Voting: Decisions on substantive matters require at least nine votes in favor, including the concurring votes of all five permanent members (the "veto" power). Procedural matters require a simple majority. Meetings: The UNSC meets as needed to address

international peace and security issues. Meetings can be closed or open to the public.

- Resolutions: The UNSC can adopt resolutions that member states are obligated to implement, particularly regarding sanctions, peacekeeping operations, and authorizations for the use of force.
- Peacekeeping: The UNSC has the authority to establish peacekeeping missions to maintain or restore international peace and security.
- Enforcement Actions: It can take measures, including economic sanctions or military actions, to enforce its decisions.
- Regular Reports: The Secretary-General regularly reports on the situations affecting international peace and security.

General Rules for All Committees

- Research and Position Papers: Delegates must conduct research and formulate positions on the topics they will debate in their respective committees
- Time Limits and Guidelines: Delegates must adhere to the time limits and other guidelines set by the organizers of the Model UN Conference
- Each team may consist of a maximum of two delegates.

By participating in this Model UN Conference, delegates will have the opportunity to develop key skills such as public speaking, teamwork, and negotiation while engaging in simulated discussions and debates on pressing global and national issues.

2.5. ENTREPRENEURSHIP

1. **YES- YOUNG ENTREPRENEURIAL SUMMIT**

"From Vision to Venture – Build it Here!"

UCP TAAKRA brings an opportunity for all young entrepreneurs to showcase their innovative skills, impress our panel, and bag their initial investment!

Eligibility Criteria:

- Participants must be enrolled in any undergraduate or postgraduate program.
- The idea should not be an already existing business or incubated anywhere.

Guidelines:

- The team should consist of a minimum of 3 and a maximum of 5 members.
- One participant cannot be part of any other team in the Business Idea Competition. Team structure cannot be changed once the team is registered.
- Business Plan Report (MS Word document) should be saved with the team's name.

Request for an extension in deadline submission will not be entertained.

- Presentation Slides should be submitted 24 hours prior to the competition.

Important Dates:

The last date for business plan submission is **6th February 2026.** Registration of selected ideas, **8th February 2026** to taakra@ucp.edu.pk

Competition Rules:

- In case your idea is based on a product, the prototype is essential to bring on competition.
- All the teams will be given 5 minutes to present their idea, followed by a Q&A session.

Pitch guidelines:

The following are the guidelines on which you will be judged, and your pitch should include the following:

- The Problem: Clearly define the issue you're addressing, emphasizing the uniqueness of your solution.
- The Solution: Present a user-friendly product or service that effectively resolves the identified problem.
- The Customer: Specify your target audience, focusing on those who need a straightforward tool for their daily needs.
- Marketing Plan: Detail your approach for reaching and engaging your audience, specifying channels and messaging.
- Operational Plan: Provide a step-by-step blueprint for implementing and sustaining your idea efficiently.
- Financial Plan: Outline your budget and revenue model, highlighting the financial feasibility and growth prospects.
- Contingency Plan: Anticipate potential challenges and showcase a well-prepared strategy to navigate unforeseen obstacles.
- Feasibility Report: A feasibility report is a crucial part of a Business Plan that should not be omitted.

2.6.   FINE ARTS

1. CALLIGRAPHY:

Calligraphy is an art form that uses ink and a brush to express the very souls of words on paper. UCP TAAKRA brings you a calligraphy competition to showcase your skills!

Guidelines:

- The material will be provided, but participants can bring their own material too.
- A script will be given on the spot.
- 2 hours and 30 minutes will be given to the Participants for calligraphy

2. **SKETCHING:**

Sketching is more than lines on paper — it's the artist's identity, style, and conviction. Capture the spirit and soul of what you see, and let your strokes tell a story words cannot. We bring you a Sketching Competition that celebrates the art of observation and expression of seeing beyond what is known, and revealing what lies unseen.

Guidelines:

- Basic Materials (Drawing Paper, Boards, Pencils, Erasers) will be provided, but you are recommended to bring your own materials too.
- Use pencils or charcoals.
- 2 hours and 30 minutes will be given to the participants for sketching.
- Sketch only from life (composition of objects will be placed), sketching from photographs or other references is not allowed.

3. **PAINTING:**

Painting, the expression of ideas and emotions, with the creation of certain aesthetic qualities, in a two-dimensional visual language. The elements of this language — its shapes, lines, colors, tones, and textures — are used in various ways to produce sensations of volume, space, movement, and light on a flat surface.

Guidelines:

- A3 Canvas sheets will be provided for painting.
- The material will be provided, but participants can bring their own material too.
- Participants can see the reference picture already saved in their cell phones, but on-spot Googling is not allowed.
- 2 hours and 30 minutes will be given to the Participants for painting
- Individual participation without any help material from the internet

2.7. GAMING DEN

"THE CHAMPIONSHIP IS OPEN!"

Can you beat your opponent in FIFA, or do you think PUBG is no big deal for you? Well then,

come compete against some of the best gamers out there in intense, close-called matches where everyone has the eye to be named the ultimate champion.

1. PUBG MOBILE TOURNAMENT

Gear up for intense action in the PUBG Mobile Tournament! Battle it out in teams of four and showcase your strategic skills, quick reflexes, and teamwork to claim victory. Compete for thrilling prizes and the title of the ultimate PUBG champions!

Tournament Structure:

- Format: Group matches, followed by finals between group winners.
- Match Types: Squad (4 players), Classic Mode.

Eligibility:

- Account Requirements: Original personal accounts; no shared accounts or devices
- Players must reside within the specified region/room.

Game Settings:

- Perspective: FPP or TPP, as decided by officials.
- Features: Red Zone, Air Drops, and Flare Guns enabled.

Match Rules:

- Matches will begin at the specified time. Be ready 15 minutes before the match; lobbies provided by officials.
- No substitutes; no external assistance during matches.
- No pauses or restarts for connectivity issues. Leaving the match without valid reasons will result in potential disqualification.

Scoring System:

- 1st Place: 10 points
- 2nd Place: 6 points
- 3rd Place: 5 points
- 4th Place: 4 points
- 5th Place: 3 points
- 6th Place: 2 points
- 7th-8th Place: 1 point
- 9th Place onwards: 0 points

- 1 point per kill.
- Tiebreakers: Placement points > Kills > Latest match points.

Player Conduct:

- -Cheating, disrespect, or collusion leads to penalties or disqualification.
- -Standard devices required; emulators/mods/iPads/tablets prohibited.

2. FIFA'26

Get ready to show off your football prowess in the FC Tournament! Compete head-to-head with other players, showcasing your skills, tactics, and precision to score goals and dominate the field. Whether you're a seasoned pro or a passionate fan, this tournament is your chance to claim the title of FC champion and win exciting prizes!

General Rules:

- Game: EA FC 26, latest patches.
- Platform: PS5
- Format: 1v1, double elimination.

Match Format:

- Rounds:
- Knockouts: Best of 1.
- Finals: Best of 2, aggregate scoring;
- Extra Time on Ties

Game Settings: 6-minute halves, Legendary difficulty,
Game Speed: Competitive

Game Rules:

- No custom teams or edited rosters. Team conflicts resolved by coin toss.
- Camera settings: Tele Broadcast

Tournament Rules:

- Maintain professionalism; offensive behavior is not tolerated.
- Cheating or exploiting glitches leads to disqualification.

Equipment:
- Official controllers only; custom hardware/software prohibited.

3. TEKKEN 8

Step into the arena and unleash your fighting skills in the Tekken Tournament! Battle against formidable opponents, showcase your combos, and strategize your way to victory. Whether you're a Tekken master or eager to prove your strength, this tournament is your chance to take the crown and win exciting rewards!

General Rules:

- Game: Tekken 8, latest patches.
- Platform: PS5
- Format: 1v1, Double Elimination.

Match Format:

- Best of 3 for regular matches, Best of 5 for Top 4.
- 60-second rounds; only the loser may switch characters or stages.

Game Settings:

- Rounds: 3 per Match
- Stage: Random, loser's choice for subsequent matches.
- Costumes: Default only; no customizations.

Conduct:

- No pausing; the game will be played in tournament mode
- Any type of controls should be set before the match
- Glitches, bugs, or coaching during matches are prohibited.
- Special style and basic combos are prohibited. Equipment
- Supported controllers only; macros or mods banned.

Equipment:

- Supported controllers only; macros or mods banned.

2.8.   LAW MOOT:

1.   NATIONAL MOOT COURT COMPETITION:

The National Law Moot Court Competition 2026, organized by the UCP Law Society, invites law

students from across the country to showcase their advocacy skills in a simulated courtroom setting. This prestigious event offers participants the chance to engage with legal experts, enhance their research and argumentation abilities, and compete for top honors. Register yourself for an enriching experience that fosters legal excellence and networking among future legal professionals.

Rules & Regulations:

The following are the brief rules and regulations for the TAAKRA National Law Moot Court Competition, 2026.

- The Organizing Committee shall further issue detailed Rules in suppression to these rules for smooth and fair organization of the Competition.
- The Organizing Committee shall have exclusive authority to interpret the Rules in the interest of fairness and equity.
- A team can have a minimum of three members and a maximum of five members. In each of the oral rounds, only two members of the team shall be speakers, accompanied by one researcher. A team may be accompanied by its coaches/advisors.
- Each participating team must prepare one Memorial from the Appellant/Petitioner side and one from the Respondent side.
- All Memorials and Oral arguments must be in English.
- The deadline for submission of memorials is February 7th, 2026, till 4:00 PM. There shall be no extension for this deadline, and late submission of the memorial shall lead to the imposition of a penalty on the team as described in the detailed rules.
- The teams shall be short-listed based on the Marks of Memorials. Only a specified number of teams shall be allowed to participate in the oral rounds of the competition.
- Memorial must be sent as a Word and PDF attachment for each side via electronic mail, at taakra@ucp.edu.pk.
- Teams shall be required to submit six hard copies of each Appellant/Petitioner and Respondent memorials immediately upon arrival at the venue to the Organizing Committee. The memorials must be printed on A4-size sheets, with equal margins of at least one inch on all sides and with proper binding.
- The hard copies must be exactly similar to the soft copy. Any changes in the hard copy vis-à-vis the soft copy shall entail disqualification. The decision of the Organizing Committee shall be final in this regard.
- The written submission for the Appellant/Petitioner must have a "Blue" cover page, and the written submission for the Respondent must have a "Red" cover page.
- The text font for the Arguments Advanced and Prayer, including that of all headings and sub-headings, must be in Times New Roman, size 12 with 1.5-line spacing, and the text must be justified.
- The text font for the footnotes must be in Times New Roman, size 10, with 1.0-line

spacing, and the text must be justified. There must be no additional space between two footnotes, and character spacing should not be condensed in any manner.

- The total word count of each Memorial must be no longer than 8500 words.
- The Competition shall consist of Preliminary Rounds and Advanced Rounds (Quarter-Finals, Semi-Finals & Finals).
- Each team shall argue in two preliminary rounds: once as Appellant/Petitioner and once as Respondent.
- In all other advanced rounds, each team shall either argue as Appellant/Petitioner or Respondent. The sides to be argued by the teams shall be determined by the process of Draw of Lots, before the commencement of the respective advanced rounds.
- The time allocation for all the rounds shall be described in the detailed rules of the Competition.
- In case of any inconsistency between these rules and any other rules and regulations issued by TAAKRA, the rules and regulations published later in time shall prevail.

Format of Memorials:
Each Memorial must contain all of, and only, the following components:

- Cover Page;
- Table of Contents;
- Table of Abbreviations;
- Index of Authorities;
- Statement of Jurisdiction;
- Statement of Facts;
- Issues Raised;
- Summary of Arguments;
- Arguments Advanced/Pleadings;
- Prayer.

2.9.   LIFE SCIENCES

1. SHERLOCK HOLMES

It's time to summon your inner detective skills, accumulated over the years through binge-watching shows like SHERLOCK, DEXTER, CID, NCSI, etc., and putting them to the test. It's going to be a battle of the most cynical and skeptical minds. Do you have what it takes to beat Lahore's finest?"

Guidelines:

- Each team will have 30 minutes to solve their crime.
- Crime Play/Investigation must be appropriate for all audiences.

- Each team will consist of 4-6 members.
- Clues will be given to all participants.

A **sample** scenario is attached below for better understanding:

Dr Franklin was found dead in his lab. He was working on a top-secret project funded by the government, and some people wanted to steal it from him so they could use it for heinous purposes. He was under a lot of stress because of the people who were after him and because he was working day and night on the project, and it was near completion. Because of this stress, he was on medication.

He was found dead in the lab, but the gun was in his left hand. It is looking like suicide, but it might be murder. And there was no trace of his work; some of his papers were present on his desk, and the pen with which he was writing, along with his coffee, was on his right-hand side.

(First, the teams will have to guess if it was a murder or suicide because of stress.) Hint: Murder.

Proceeding with the case. Some people visited him, they were also scientists, and they wanted to inquire about his research, as it was confidential, he kept his mouth shut about it, but they got in a fight and those two threatened him and went away. Their names were Dr Redwing and Dr. Palmer.

Some people were also visiting him every week, but no one knew about their whereabouts; they might be people from the government, but only Franklin knew who they were. Now, who killed him? There are some clues that Dr. Franklin left because he had some idea who was about to harm him and how they could be caught.

2. **NEUROPEDIA:**
Beware, all the amoeba and Bacteria experts! If you think that these tiny creatures lurking everywhere make more sense to you than most humans, then put your knowledge against other such biological geniuses in our Neuropedia quiz and mark your territory.

Guidelines:
- There will be 3 members in each team.
- There will be five rounds, with 10 questions each.
- Questions will be from a specific syllabus.
- If a candidate fails to answer the question in twenty minutes, the question will be passed to a candidate of another team.
- Teams who win will proceed to the next round.
- 3-4 Teams will compete at a time.

- Wrong answer will result in deduction of marks however, In case of "no answer", marks will not be penalized.
- If Teams do not show up, they will be disqualified after 5 minutes.

The *syllabus outline* is as follows:

- Cell structure and organization (organelles, specialized cells, tissues, organs, systems, and the significance of their structure in accordance with their roles in the biological systems)
- Protein Biochemistry: (Amino Acids, Peptide Bonds; Protein Structure, Folding; Protein Denaturation, Proteolysis; Protein-Ligand Interactions, Enzymes)
- Enzymes (classification and characteristics)
- Circulatory system in mammals (emphasis on double circulation, the importance of arteries, veins, and capillaries. Candidates should be able to answer questions regarding cardiac diseases and their causes.
- Cellular Biophysics: (Motor proteins and cytoskeletal dynamics: Investigate the structure and function of motor proteins, such as actin and myosin, and their role in cellular movement and cytoskeletal organization).
- Coordination and response (nervous and hormonal control).
- Sexual reproduction in humans (oogenesis, spermatogenesis, fertilization, sexually transmitted diseases, and contraceptive methods)
- Genetics and heredity (monohybrid inheritance, multiple alleles, mutations, discontinuous and continuous variations, genetic engineering and selection)
- Microorganisms (classification)
- Role of microorganisms (decomposition, recycling nutrients, synthesis of useful products, synthesis of antibiotics, and applications in biotechnology)
- Biological macromolecules (nomenclature and structures of fats, carbohydrates, and proteins)

NOTE:
METABOLIC PATHWAYS ARE NOT REQUIRED FOR FATS, LIPIDS, AND PROTEINS.

Candidates are suggested to prepare from the reference books of the Ordinary and Advanced level biology courses. Questions will be from the specified syllabus outline. No question would be changed once delivered by our worthy host. Neither would the candidates be allowed to challenge the relevancy of the question at any cost. No discrimination shall be made. Judges will be an unbiased group of knowledgeable people. Results will be compiled with honesty, and they will be announced the same day.

2.10. LITERATURE

1. RHETORIC VISUAL WRITING (ENGLISH):

Does your imagination run wild, and you are looking for an opportunity to pour it all out on paper? This is the perfect opportunity!

Guidelines:

- Prompt: Participants will be provided with a picture as a prompt for their writing.
- Time Limit: Participants will have 1 hour to complete their written responses.
- Length: Written pieces should be between 150 and 300 words.
- Format: Responses must be submitted in written form.
- Originality: All written pieces must be original work. Plagiarism will result in disqualification.
- Submission Deadline: Responses must be submitted by the end of the one-hour time limit.
- Judging Criteria: Written pieces will be evaluated based on creativity, relevance to the prompt, clarity, and language use
- Disqualification: Participants may be disqualified for not following the rules or for submitting previously published work.

2. RHETORIC VISUAL WRITING (URDU):

اردو کے لیے قواعد

تصویر اور زبان

شرکاء کو ایک تصویر فراہم کی جائے گی اور تحریر اردو زبان میں ہونی چاہیے۔

وقت کی حد

تصویر دیکھنے کے بعد شرکاء کے پاس تحریر مکمل کرنے کے لئے 1 گھنٹہ ہوگا۔

مواد

تحریر کا موضوع تصویر سے متاثر ہونا چاہیے اور اس میں تصویر کا تھیم، موڈ یا عناصر شامل ہوں۔

تحریر تشریحی، تاثراتی یا کہانی کی شکل میں ہو سکتی ہے۔

طول یا حد

تحریر کی طوالت150-300 الفاظ یا نظم کے طور پر 10-20 سطریں ہونی چاہیے۔

اصلیت

تحریر مقابلے کے دوران لکھی گئی ہو اور پہلے سے تیار کردہ یا نقل شدہ نہ ہو۔

جمع کروانے کی شکل

تحریریں مقابلے کی ہدایات کے مطابق ہاتھ سے لکھی ہو۔

جنگ کے معیار

تخلیقی صلاحیت، تصویر سے مطابقت، زبان کا استعمال، ربط، اور جذباتی گہرائی کو مدنظر رکھا جائے گا۔

3. **SPELLATHON:**

Are you ready to put your English spelling skills to the test? Gear up and join us now for Spellathon and take on the challenge to see whether you can spell everything you say.

Guidelines:

- Participation: Open to participants of all age groups or divided into categories based on age/grade.
- Format: Participants will be given words to spell aloud or write down, depending on the competition format.
- Time Limit: Each participant has a set time limit (e.g., 30 seconds) to spell each word correctly.
- Rounds: The competition may be held in multiple rounds with increasing difficulty. Participants proceed to the next round only if they spell the word correctly.
- Pronunciation: The moderator will pronounce the word clearly and provide its definition and part of speech upon request.
- Clarification: Participants may ask for the word to be repeated, used in a sentence, or clarified before attempting to spell it.
- Elimination: Misspelling a word results in elimination from the competition unless a "second chance" rule is in place for early rounds.
- Final Round: The final round continues until only one participant remains who correctly spells their words.
- Judging: Judges' decisions are final, especially concerning time limits, pronunciation, and spelling accuracy.
- Disqualification: Participants may be disqualified for receiving outside help, cheating, or not following competition rules.

4. **REALM POETRY SLAM (ENGLISH):**

Poetry is when an emotion has found its thoughts and the thoughts have found words" ~ Robert Frost

If you have the power to paint your image in words, then join us!

Guidelines:

- No Specific theme (open theme competition)
- Originality: All poems must be original work by the contestant. Plagiarism will result in disqualification.
- Length: A minimum of 10 lines and a maximum of 25 lines.
- Language: All poems must be written in English.
- Judging Criteria: Judgement is based upon creativity, language use and emotional

impact.

5. **REALM POETRY SLAM (GHAZAL):**

<div dir="rtl">

<u>غزل</u>

خود کو بھی دیکھنا تو لگاتار دیکھنا

قوافی:

ہار، پتوار، کھسار وغیرہ

<u>اصول و ضوابط:</u>

غزل پانچ اشعار سے زائد پرمشتمل نہ ہو

گرہ لگانا لازم ہے

*غزل کی تین نقول ہمراہ لائیں

</div>

6. **REALM POETRY SLAM (NAZM)**

<div dir="rtl">

<u>نظم:</u>

دروازہ

<u>اصول و ضوابط</u>

- نظم کا بحر میں ہونا لازمی ہے
- نثری نظم قابلِ قبول نہ ہوگی
- نظم کا دورانیہ تین منٹ سے زیادہ نہ ہو
- نظم کی تین نقول ہمراہ لائیں

</div>

2.11. MARKETING

1. MARKETING MAYHEM (User Generated Marketing)

"Step into the Marketing Mayhem — Stop selling. Start strategizing. Win the war!"

Marketing Mayhem is the ultimate battleground for next-generation marketing talent. This intense, two-round challenge demands strategic insight, rapid creativity, and flawless execution under pressure, where we pit rivals directly against each other in a battle for market dominance. Teams must master positioning, outmaneuver the competition, and deliver a pitch that converts, ultimately demonstrating who has the strategy and creativity to win the war for market share.

Eligibility:

- Open to all undergraduate, intermediate/A-levels, matriculation/O-levels students.
- Teams must be comprised of 2–5 members.
- All team members must be enrolled in a recognized institution.

Guidelines & Rounds:

Round 1: Brand Wars: The Market Clash

Teams will face off against each other in a singular category in groups of two, where they will compete as rival brands marketing the same product. Each team must represent and defend its assigned brand by proposing the marketing strategies that align with that brand's identity and positioning. Every team will have 15 minutes to pitch their product and strategy to the judges.

Round 2: Final Pitch: The Conversion Zone

Participants will choose a random product from a display lineup. The participants will have to market the product with a catchy jingle, fun tagline or viral meme hook. The participants will have 15 minutes to prepare their presentation. They will be judged based on ingenuity, catchiness, and relevance.

Rules of the Event:

- Teams must report 15 minutes before the event starts for briefing and registration.
- Use of mobile phones or external help during rounds is strictly prohibited.
- Judges' decisions will be final and binding.
- Points earned in each round will be combined to form the cumulative team score.
- All taglines, slogans, and song snippets used in the event must be clean and free from any form of obscenity, profanity, or offensive content.
- The team with the highest cumulative score after all rounds wins Marketing Mayhem 2026!

Judging Criteria:

- Presentation and Delivery – 15%
- Strategic Positioning – 30%
- Market Relevance and Catchiness – 25%
- Team Coordination & Energy – 10%
- Creativity – 20%

2.12. MECH TECH

1. F.Y.O.P (FLY YOUR OWN PLANE):

"Race through the air and be the ultimate champion of our design, build & fly competition. Follow the rules below, build your plane, and get ready for the ultimate race."

Guidelines:

- Students must design, fabricate, and fly the aircraft they think is capable of achieving the highest score on the specified mission profile(s). Flight scores will be based on the demonstrated mission performance obtained during the contest.
- Each team must also submit a written Design Report. A maximum of 100 points will be awarded for the team design report. Scores for the written reports will be announced at the beginning of the fly-off. Grading of the complete event will be as follows:
  - Flying 55%
  - Viva 20%
  - Design report 25 %
- The overall team score is a combination of the Design Report and Flight scores. The team with the highest overall team score will be declared the winner.
- All teams are allowed to register from their institution as well as privately, but the participant must have their student cards with them
- A member of one team cannot be a member of another team.
- Each team should not consist of more than 5 members.
- Teams may solicit and accept sponsorship in the form of funds or materials, and components from commercial organizations.
- All design, analysis, and fabrication of the contest entry is the sole responsibility of the student team members.

Submission deadline for the Report:
Design reports must be sent **15 days before the event**, to the Society of Mechanical Engineers, Student Affairs Department, University of Central Punjab (UCP), 1- Khayaban-e-Jinnah, Johar Town, Lahore.

Reports will be judged "as received"; no "corrections/additions/page changes after the due date and time" will be made by the organizers, so check your reports carefully before sending them.

Teams must submit one electronic copy in PDF format via email. Please note that tech inspections will be available on the day of the event. All teams are encouraged to be prepared to have their plane inspected on the due date. Late entries will NOT be accepted. Late report submissions will NOT be judged. Teams that do not submit the required written reports will NOT be allowed to fly. It is the team's responsibility to ensure that all deadlines are met, as they will be strictly enforced.

Design Requirement:

- The aircraft may be of any configuration except rotary wing or lighter-than-air- air.
- No structure/components should fall from the aircraft during flight.
- No form of externally assisted take-off is allowed. All energy for take-off must come from the onboard propulsion battery pack(s).
- The battery should have a maximum rated capacity of 2200 mAh, and the rated voltage should not be more than 12 Volts.
- Aircraft should be less than 2.5 Kg for all missions.
- Wingspan should be less than 2m.
- Must be propeller-driven and electric powered with an unmodified over-the-counter model electric motor. May use multiple motors and/or propellers. It may be direct drive or with gear or belt reduction.
- The team must use the transmitters and receivers with telemetry capability.
- The receiver should relay the voltage of the battery during flight to the transmitter using an on-board sensor.

Aircraft Requirements – Safety:

All aircraft will undergo a safety inspection and may include the following as a minimum.

- Physical inspection of aircraft to ensure structural integrity.
- Verify all components are adequately secured to the vehicle. Verify all fasteners are tight and have either a safety wire, locking nuts. Clevises on flight controls must have an appropriate safety device to prevent their disengagement in flight.
- Verify propeller structural and attachment integrity.
- Visual inspection of all electronic wiring to ensure adequate wire gauges and connectors in use.
- Radio range check, motor off, and motor on
- Verify all controls move in the proper sense.
- The pilot must be competent to handle the aircraft.

Missions:

- Aircraft will use ground rolling take-off and landing.

- Each mission requires a successful landing to score.
- Maximum of 3 flight attempts per team across missions unless otherwise specified by the judges.
- Time starts when the throttle is first advanced for take-off (or attempt).

Mission 1 — Basic Maneuvers:

- No payload.
- Complete the prescribed basic maneuvers (take-off, 360° turn opposite flight pattern direction per lap, straight C level passes at markers, and approach/landing) within 4 minutes.
- Scoring (suggested): up to 100 mission points distributed as: take-off C climb (15 pts), required maneuvers C turn accuracy (45 pts), time (10 pts), landing (30 pts). A successful landing is mandatory to receive any mission points.

Mission 2 — Checkpoints / Narrow Passes (Maneuvers + Obstacles):

- The aircraft will be flown with a payload; the weight will be specified by organizers in advance.
- Course will include checkpoints and 1–3 narrow passes that must be negotiated in a prescribed order. Missing a checkpoint = penalty (see scoring).
- Scoring: Up to 120 mission points: checkpoint accuracy (50 pts), narrow-pass precision (30 pts), time (20 pts), landing (20 pts). Each missed checkpoint = −10 pts, and each gate touch = −5 pts.

Mission 3 — Dead-Stick Landing (Thrust OFF after take-off):

Procedure:

- Aircraft takes off normally under power.
- After reaching a safe height or after a specified time, the pilot must
- cut the throttle completely.
- From this point, no power may be used until the aircraft has touched down.
- The aircraft must glide and land safely within the designated landing area.
- Maximum: 150 mission points
- Glide Time:
    - Glide time is measured from throttle-cut to touchdown using a judge-operated stopwatch. The longest glide time achieved during the event receives the full 120 points. All other teams score proportionally.
- Landing Quality — 30 points
    - Smooth touchdown
    - Touchdown inside the designated landing zone

- o   No bounce, skip, or unsafe touchdown
- Controlled rollout: Judges assign up to 30 points based on landing smoothness and accuracy.
- Rules G safety: Motors may be re-armed only after the aircraft has safely landed and engine/motor safety checks are performed by ground crew and officials. Any re-use of thrust during the glide attempt = immediate disqualification of that attempt.

General Mission Specifications and Notes:

- The aircraft propulsion system(s) must be disarmed or "safe" during any time when crew members are preparing the aircraft.
- The maximum flight support crew is a pilot, observer, and 3 ground crew.
- The upwind turn will be made after passing the upwind marker. The downwind turn will be made after passing the downwind marker. Upwind and downwind markers will be 500 Ft from the starting line. Aircraft must be "straight and level" when passing the turn marker before initiating a turn.
- Aircraft must land on the paved portion of the runway. Aircraft may "run off" the runway during roll-out.
- Aircraft may not "bounce" off the runway.
- After landing, the aircraft may taxi back to the starting line.
- Alternatively, aircraft may be carried back to the starting line; however, the team may not leave the pit area to retrieve the aircraft until the aircraft has come to a complete stop, and they are signaled it is "OK" to retrieve.

Flight Course:

- Flight altitude must be sufficient for safe terrain clearance and low enough to maintain good visual contact with the aircraft. Decisions on safe flight altitude will be at the discretion of the Judge, and all rulings will be final.
- The orientation (direction) of the flight course will be adjusted based on the prevailing winds as determined by the Judge. The flight course will be positioned to maintain the greatest
- Possible safety to personnel and facilities. The nominal flight course is shown in the Figure below. (All dimensions are in feet)

Design Report (General Requirements)

- Page limit: The Design Report must not exceed 30 pages (single PDF file).
- Content scope: The report should be concise and include only selected material relevant to your entry: design and design parameters, configuration and components, reasons for selection, and supporting CAD drawings (CAD drawings are an advantage). Extra unrelated appendices will be ignored.

- Penalty for exceeding page limit:
  - 1–5 pages over limit: −2 points per extra page (design-report score).
  - 6–10 pages over limit: −4 points per extra page (design-report score).
  - 10 pages over limit: design report score = 0 (the team will still be allowed to fly if other rules are met, but will receive 0 points for the report).

Design Report Scoring Breakdown (Total: 25% of overall score)

1. Executive Summary – 10 Points

- Maximum 2 pages (exceeding this limit = 0 points for this section)
- Provide a clear summary of the selected design and justify why it is the best solution for the mission requirements.
- Summarize key mission requirements and how design features address them.
- Present a brief overview of aircraft performance and capabilities.

2. Management Summary – 5 Points

- Describe the organizational structure of the design team.
- Include a team chart showing personnel roles and responsibilities.
- Provide a milestone chart showing planned vs. actual progress for design, fabrication, and testing activities.

3. Conceptual Design – 15 Points

- Describe the mission requirements (problem statement).
- Convert mission requirements into engineering design requirements.
- Review all solution concepts and configurations that were considered.
- Describe the concept evaluation, weighting, selection process, and final justification.

4. Preliminary Design – 20 Points

- Describe the design/analysis methodology used.
- Document major design/sizing trade studies.
- Present the mission model, including uncertainties and assumptions.
- Provide estimates of aircraft:
  - Lift
  - Drag
  - Stability characteristics
- Provide estimates of the aircraft's expected mission performance.

5. Detailed Design – 30 Points Total

(15 points for documentation + 15 points for drawing package)

Discussion / Documentation (15 Points)

- Present dimensional parameters of the final aircraft design.
- Document structural   characteristics and load-carrying capability.
- Document systems and subsystems design, selection, integration, and architecture.
- Provide complete Weight C Balance, including:
- Empty aircraft
- Aircraft with all possible payload configurations
- Document flight performance parameters for the final design.
- Document Rated Aircraft Cost (if applicable).
- Document final mission performance predictions.

Drawing Package (15 Points)

- Complete 3-view drawing with dimensions.
- Structural arrangement drawing.
- Systems layout/location drawing.
- Payload accommodation drawing(s)

6.   Manufacturing Plan – 5 Points

- Document manufacturing processes used for major components and assemblies.
- Describe manufacturing methods evaluated and justify final selections.
- Include a manufacturing milestone chart showing planned vs. actual manufacturing stages.

7.   Testing Plan – 5 Points

- Define testing objectives and methodology.
- Provide testing checklist(s).
- Present the expected testing timeline and sequence.

2. SOLIDWORKS – BATTLE OF DESIGN BRAINS

Design • Innovate • Manufacture

Push the limits of design and show your engineering mastery in TAAKRA's official SolidWorks- Battle of Design Challenge. Create, model, and engineer solutions that demonstrate your creativity, accuracy, and understanding of real-world manufacturing."

The SolidWorks- Battle of Design Challenge tests participants on their ability to develop 3D models, assemblies, engineering drawings, and manufacturable designs using SolidWorks. Participants must demonstrate design intent, technical skill, and an understanding of Design for Manufacturing (DFM).

Participation Format

- Participation is Individual Only.
- All participants must carry a valid student ID card.
- A participant may register in MECH TECH independently or through their institute.

Software & Equipment Requirements

- Only SolidWorks is allowed.
- Participants must bring their own laptops (along with a mouse) with SolidWorks already installed.
- Internet usage is not allowed during competition rounds.
- Organizers will provide tables, seating, and power extensions.
- Participants must ensure stability of their systems (battery, charger, storage space).

Competition Format

- The competition will consist of three rounds focusing on modelling complexity and manufacturability.

Round 1	Basic Modelling & Drafting	10%
Round 2	DFM + Advanced Modelling	40%
Round 3	Complete Product Design	50%

Round 1 — Preliminary Round (Basic Modelling & Drafting)

Objective: Test fundamental CAD modelling and drafting skills.

Task Types:

- 2D sketch to 3D conversion
- Basic part modelling (extrusion, revolving, fillets, patterns, etc.)
- Small assembly
- Simple technical drawing with dimensions
- Evaluation (100 points):
    o   Accuracy and proportions

- Fully-defined sketches
- Correct feature usage
- Drawing clarity
- Assembly correctness
- Participants scoring above the cutoff will qualify for Round 2.

Round 2 — Intermediate Round (DFM + Specialized Modelling)

Objective: Test more advanced skills and ability to design manufacturable components.

Possible Tasks:

- Sheet metal part (with flat pattern)
- Machined component (tool-access based design)
- Weldment frame
- Surface Modeling

DFM Rules Evaluated:

- Correct bend radii and K-factor understanding
- Standard hole sizes and drill ability
- Uniform wall thickness
- Avoiding undercuts
- Proper weld joint design

Evaluation (100 points):

- Modelling accuracy: 40
- Design intent/feature tree: 20
- Manufacturability (DFM): 40

Participants above the cutoff qualify for the Final Round.

Round 3 — Final Round (Complete Product Design Challenge)

Objective: Judge the participant's capability to design a complete engineering solution.

Task Description:
Participants will be assigned a product or mechanism to design on the competition day. This may include multiple parts, mechanisms, or subassemblies.

Submission Requirements:

- Full assembly
- Sub-assemblies (if applicable)
- Exploded view
- Engineering drawings
- Bill of Materials (BOM)
- Proper material selection
- DFM justification

Evaluation (200 points):

- Overall modelling quality and Design Intent: 60
- Assembly structure & motion correctness: 40
- DFM & manufacturability compliance: 50
- Creativity & engineering approach: 20
- Drawing accuracy & completeness: 30

The participant with the highest combined score wins.

General Rules:

- Only SolidWorks is permitted; no other CAD tools or Add-ins allowed.
- Internet usage is strictly prohibited.
- Phones must remain silent; communication with other contestants is forbidden.
- No pre-made files, downloaded parts, or templates are allowed.
- Judges' decisions will be final.
- Participants must submit files in the required format before the deadline.
- Plagiarism or copying another participant's design will result in disqualification.
- Time limits must be strictly followed.

Submission Requirements:
- Participants must submit the following formats:
    o Part files (.SLDPRT)
    o Assembly files (.SLDASM)
    o Drawing files (.SLDDRW)
    o Folder named as: ParticipantName_RoundX
Judging & Scoring

Judges will evaluate performance based on:

- Accuracy
- Design intent
- Manufacturability
- Assembly feasibility
- Creativity
- Drawing quality
- Feature tree organization
- Real-world engineering logic

Judges may ask brief questions about the reasoning behind your design.

2.13. ROBOTICS

1. SUMOWARS

The contest involves two remote-controlled robots positioned inside an arena. Each robot aims to avoid being pushed or maneuvered outside the arena boundary. The first robot to make contact with the outer edge of the arena loses the round. The match is decided by the first robot to secure two round victories. Matches consist of one-on-one battles between different robots.

Eligibility Criteria: This is a team-based competition with one team comprising a minimum of 1 and a maximum 3 members.

Robot Dimensions and Weight Specifications:

- Robots must be remotely controlled; tethered designs are prohibited.
- Construction materials are unrestricted provided all other competition requirements are fulfilled.
- Electric motors or any electric propulsion system of any type or size may be utilized.
- Robots may incorporate any form of processor, electronics, sensors, and batteries as desired.
- At all times during operation, the robot's size must not exceed a 20 cm × 20 cm × 20 cm cube.
- Robots must not deploy any extensions or appendages beyond the specified dimensions at any time during operation.
- Decorative elements such as flags, caps, or similar non-functional adornments are permitted; however, these must not contribute to robot functionality or performance.
- Decorative components may be removed for inspection and measurement purposes.
- The maximum allowable weight of the robot, excluding decorations, is 5 kilograms.

Robot Conduct and Safety Requirements:

- The robots are designed solely for competitive pushing within the arena and must ensure the safety of human participants and fellow robots. Accordingly, the following actions and features are strictly prohibited at all times:
- Emission of smoke, fire, or hazardous substances.
- Leakage, staining, or any form of soiling within the competition area.
- Dispersion of powders, grit, or any particulate matter.
- Deployment or use of projectiles, sprays, or thrown objects.
- Use of jamming devices, electric shocks, or electromagnetic interference.
- Deployment of snares, entangling devices such as nets or ropes.
- Mechanisms intended to scratch, gouge, or scrape opponents or the arena.

The Ring:

The Ring will be a circle made up of a rigid nonmagnetic material with a generally smooth, non-slippery surface. The Ring Dimensions are 154 cm in diameter (can change), and the ring height will be 5 cm or more.

Match Rules:

- Best 2 out of 3 – Robot that wins 2 rounds first will win   3-minute rounds, after 3 minutes the round will restart
- A robot is usually started by pressing a button.
- However, a robot may be started by any means, such as hand clapping, a whistle, a laser pointer, an infrared signal, or RF communication
- Robots may even have multiple starting buttons or starting configurations if designed with more than one opening move. (Upon starting, no additional control, commands, configuration, or information may be communicated to the robot)
- Upon pressing the start buttons, the contestants immediately leave the exterior area around the ring
- During the round, all people and objects must be kept out of the ring and exterior area to avoid distracting the robots or altering the outcome
- During the countdown, if the contestant notices their robot has failed to start its countdown, the contestant may alert the referee and halt the countdown. Both robots are reset to start the round over
- The contestant is given a warning. A second warning of any kind in a single round result in the robot losing that round
- It is to the benefit of contestant to stop the countdown if the robot fails to start the first time
- It may still be to the benefit of the contestant to stop the countdown a second time

(losing the round) if the robot is likely to suffer damage by failure to start

- If a robot begins moving during the five seconds, the robot has committed a false start. A warning is issued, and both robots are reset to start the round over.
- A second warning of any kind in a single round result in the robot losing that round
- A robot loses a round when any portion (including touch sensors, whiskers, scoops, or skirts) of the robot touches outside of the ring. It doesn't matter if the robot falls out on its own or is pushed out.
- The first robot touching outside of the ring loses, even if the second robot subsequently touches outside of the ring
- If the referee determines that both robots touched outside of the ring at the same time, the round is nullified and started over
- If any part of the bot falls off the ring, then that bot will lose the round
- The bot must move every 5 seconds. At the referee's discretion, the referee may choose to restart a round if:
    o Three minutes have expired
    o No progress has been made in some period of time
    o The robots fail to touch each other for some period of time
    o The robots are hopelessly entangled or otherwise deadlocked
    o Both robots fail to start, or both contestants signal stoppage.
    o At the referee's discretion, the referee may choose to end a round and choose the round winner.
    o Smoke, fire, damage, or any other violation has occurred
    o No progress is likely to be made even if the round is restarted

NOTE:
In the absence of a specific mention in the rulebook or in case of any disputes, the decision of the management team shall be final and binding.

2. **RC CARS**

"Precision in Motion, Power in Control!"
Do you have the skill, control, and focus to dominate the track?

The RC Car Race is an exciting robotics challenge where participants design and build Arduino-based remote-controlled cars to navigate a technical track filled with turns, ramps, and checkpoints. The event tests mechanical design, control accuracy, and speed under pressure, representing the true spirit of TAAKRA 2026.

Objective:
Control an Arduino-based RC car through a fixed track using a wireless controller such as Bluetooth while maintaining precision and completing the course in the least possible time.

Track Type:

A predefined track including turns, ramps, speed bumps, cones, and checkpoints that test maneuverability and stability.

Eligibility Criteria:

- Teams must consist of a minimum of 1 and a maximum of 5 members.
- Each team is allowed to submit only one car for the event.
- The car must use an Arduino or ESP-based microcontroller as the main controller.

Hardware Rules:

- Controller Board: Arduino Uno, Nano, Mega, or any ESP-based controller.
- Chassis: Self-made or commercial chassis allowed within the specified size limits.
- Motors: Up to four DC geared motors allowed.
- Power Supply: Battery operated only (maximum 12V); direct AC is not permitted.
- Wireless Module: Only HC-05 or HC-06 Bluetooth, or built-in ESP Bluetooth modules are allowed.
- Motor Driver: L298N, L293D, or equivalent.

Dimensions:

- Maximum Length: 30 cm
- Maximum Width: 25 cm
- Maximum Weight: 2.5 kg

Track and Tasks:

- The track will include sharp turns, narrow paths, speed bumps, and checkpoints.
- No external help or touch is allowed during the run.
- The car must remain within the track boundaries at all times.
- If the car gets stuck, it can be repositioned once from the last checkpoint with a 5-second penalty.
- If the car leaves the track, disconnects, or stops functioning, time penalties will be applied accordingly.

Scoring and Winning:

- Time to complete the track less time results in a higher rank.
- Staying within the track boundaries no penalties and possible bonus points.
- Hitting obstacles 5-second penalty per hit.
- Manual touch or reset 7-second penalty (allowed once).
- Car going off track 3-second penalty per instance.

- Car stopping for more than 15 seconds 5-second penalty and attempt will end.

Disqualification:

- Car exceeds the allowed size or weight.
- Use of pre-assembled or commercial RC cars.
- Use of unsafe or hazardous components such as sharp edges, smoke, or flame.
- Multiple unauthorized resets or repeated rule violations.

Other Rules:

- Participants must bring their own hardware, tools, and laptops for uploading or updating code.
- Teams must submit their final code and circuit diagram upon request for verification.
- Cars must operate safely without damaging the track or surroundings.
- Teams must respect other participants and follow their assigned time slots.
- Misbehavior, arguments, or violation of competition rules will lead to immediate disqualification.
- The decisions of the judges and organizers will be final and cannot be challenged.

3. LINE FOLLOWER ROBOT (LFR)

"Follow the Line, Master the Code!"

Can your logic, precision, and code lead the way to victory?
The Line Follower Robot Competition challenges participants to design and program an autonomous Arduino-based robot capable of detecting and following a predefined path using sensors. This event tests accuracy, speed, and navigation intelligence, combining innovation and control.

Objective:
Design and program an autonomous robot that can detect and follow a line using infrared or optical sensors without any manual control.

Track Type:
A predefined path containing curves, intersections, and checkpoints to evaluate accuracy, stability, and sensor efficiency. The detailed track layout will be revealed on the day of the event.

Goal:
Complete the course with maximum accuracy and minimum time, avoiding penalties for leaving the line or stopping during the run.

Eligibility Criteria:

- Each team must consist of a minimum of 1 and a maximum of 5 members.
- Participants must be enrolled in an undergraduate program.
- Cross-university teams are allowed.
- Each team can submit only one robot for the competition.
- General Rules:
- Each team may consist of up to 5 members.
- The robot must be designed, built, and programmed solely by the team members.
- Teams must strictly follow all instructions given by organizers and judges.
- Any attempt to damage the track, interfere with another team, or break competition rules will lead to immediate disqualification.
- The decision of the judges and organizing committee will be final and cannot be challenged.

Robot Specifications:

- The robot must operate completely autonomously after being started.
- Maximum dimensions: 29 cm (length) × 18 cm (width) × 25 cm (height).
- Maximum weight: 1.5 kg.
- Maximum power supply: 12V DC.
- Allowed microcontrollers: Arduino (all modules) or ESP32 (all modules).
- The robot may use up to 7 line sensors such as TCRT5000 or IR sensor modules to detect the track.

Track Specifications:

- The track will consist of a black line on a white background.
- Line width: 2.7 cm ± 0.5 cm.
- The layout will include straight paths, curves, junctions, and intersections.
- Checkpoints will be placed at specific intervals along the track.
- The surface will be made of a flexible material such as flex sheet.

Game Rules:

- Once started, the robot must move independently without any human control.
- If the robot leaves the line, a 2-second penalty will be applied each time.
- The robot may be reset or repositioned once from the last checkpoint with a 5-second penalty.
- Each team will be given two runs, and the best recorded time will count as the final score.

- Time will be measured from the start signal to the point the robot completely crosses the finish line, including all penalties.

Scoring:

- Teams with the fastest total time (after penalties) will rank higher.
- Bonus points may be awarded for smooth movement, precision at curves, and consistent stability throughout the run.

4. SPEED WIRING

"Precision. Power. Performance. Prove your electrical prowess in the ultimate race against time!"

The Speed Wiring Competition tests your ability to work swiftly, accurately, and safely with electrical components. This event is a thrilling opportunity for participants to demonstrate their technical expertise and time management in a competitive environment.

Guidelines:

- The competition will consist of two rounds:
  a) Qualifier Round – Shortlisting based on accuracy and circuit completion time.
  b) Final Round – Top qualifiers will compete for precision, speed, and neatness.
- All electrical components, power supplies, and basic tools will be provided by the organizers. Participants are not allowed to use any personal equipment or external materials.
- Participants must report to the competition venue at least 15 minutes prior to the scheduled start time. Latecomers will not be entertained.
- The use of mobile phones, helping material, or internet resources during the competition is strictly prohibited.
- Any instance of unsafe wiring, short circuits, or damage to provided equipment will result in immediate disqualification.
- Participants must stop working immediately once the timer ends. Any further modification or adjustment after time completion will not be considered.
- The organizers and judges reserve the right to disqualify any participant or team found violating rules or exhibiting misconduct.
- The judges' decision will be final and cannot be challenged.

Judging Criteria:
Participants will be evaluated on four main aspects.

- Accuracy – Circuits must function correctly and fulfill the given requirements.
- Time Efficiency – Points will be awarded based on how quickly the task is completed without errors.

- Neatness and Safety – The layout must be organized and comply with electrical safety standards.
- Professional Conduct – Teamwork, discipline, and professional behavior will be taken into account.

The total marks will be 100, distributed according to the importance of each aspect.

THE RING:

The Ring will be a circle made up of a rigid nonmagnetic material with a generally smooth, non-slippery surface. The Ring Dimensions are 154 cm in diameter (can change), and the ring height will be 5 cm or more.

MATCH RULES:

- Best 2 out of 3 – The Robot that wins 2 rounds first will win
- 3-minute rounds, after 3 minutes the round will restart
- A robot is usually started by pressing a button.
- However, a robot may be started by any means, such as hand clapping, a whistle, a laser pointer, an infrared signal, or RF communication
- Robots may even have multiple starting buttons or starting configurations if designed with more than one opening move. (Upon starting, no additional control, commands, configuration, or information may be communicated to the robot)
- Upon pressing the start buttons, the contestants immediately leave the exterior area around the ring
- During the round, all people and objects must be kept out of the ring and exterior area to avoid distracting the robots or altering the outcome
- During the countdown, if the contestant notices their robot has failed to start its countdown, the contestant may alert the referee and halt the countdown. Both robots are reset to start the round over
- The contestant is given a warning. A second warning of any kind in a single round result in the robot losing that round
- It is to the benefit of contestant to stop the countdown if the robot fails to start the first time
- It may still be to the benefit of the contestant to stop the countdown a second time (losing the round) if the robot is likely to suffer damage by failure to start
- If a robot begins moving during the five seconds, the robot has committed a false start. A warning is issued, and both robots are reset to start the round over.
- A second warning of any kind in a single round result in the robot losing that round
- A robot loses a round when any portion (including touch sensors, whiskers, scoops, or skirts) of the robot touches outside of the ring. It doesn't matter if the robot falls out on its own or is pushed out.
- The first robot touching outside of the ring loses, even if the second robot subsequently

touches outside of the ring

- If the referee determines that both robots touched outside of the ring at the same time, the round is nullified and started over
- If any part of the bot falls of the ring, then that bot will lose the round
- The bot must move every 5 seconds At the referee's discretion, the referee may choose to restart a round if:
- Three minutes have expired
- No progress has been made in some period of time
- The robots fail to touch each other for some period of time
- The robots are hopelessly entangled or otherwise deadlocked
- Both robots fail to start or both contestants signal stoppage.
- At the referee's discretion, the referee may choose to end a round and choose the round winner.
- Smoke, fire, damage, or any other violation has occurred
- No progress is likely to be made even if the round is restarted

NOTE:

In the absence of a specific mention in the rulebook or in case of any disputes, the decision of the management team shall be final and binding.

2.14. MUSIC MANIA

1. SUROUN KA TAAKRA (EASTERN)

If you think you've got the *sur* and the *raag* to blow our minds away, then the Eastern Singing Competition is most definitely for you. Don't be afraid to unleash your inner Qawwal or Atif Aslam out! There will be three rounds in total, out of which the final will be held at the concert venue. Now is the time to start practicing your *sa re ga ma pa.*

Guidelines:

- Two rounds in total.
- Participants are allowed to perform any song of their choice, i.e., originals or covers.
- Mashups or medleys are not allowed.
- Participants are not allowed Karaoke/MIDI tracks.
- Maximum time per performance (including sound check): 4 minutes.
- Performance should be between 3-4 minutes; otherwise, it would result in negative marking.
- Participants are not allowed to bring along other musicians/instrumentalists.
- The instrumentalist has to register separately for TAAKRA.
- Participants are not allowed to repeat the same song in subsequent rounds.

2. SUROUN KA TAAKRA (WESTERN)

Are you one of those crazy Elvis Presley fans, or those who follow Michael Jackson, word to word, step to step, and spirit to spirit? Or do you have a Countryside and occasionally burst out into song about how your other half broke your heart and left you crying in the stables? Well, whatever style you may prefer, we are providing you with an opportunity to rock and roll on our stage, in the Western category of Individual Singing.

Guidelines:

- Two total rounds, with 4 minutes' maximum for performance, including sound check.
- Performance should be between 3-4 minutes; otherwise, it would result in negative marking.
- Participants are allowed to perform any song of their choice, i.e., originals or covers. Mashups or medleys are not allowed.
- Participants are allowed Karaoke/MIDI tracks.
- Participants are not allowed to bring along other musicians/instrumentalists.
- The instrumentalist has to register separately for TAAKRA.
- Participants are not allowed to repeat the same song in subsequent rounds.

3. RAP WARS:

"Battle must be held with either 16 or 8 Emcees; once all the 16 or 8 slots are already final, it will be divided into two brackets. Winners will advance while losers will be eliminated without a chance of returning. "

Guidelines:

- Do not copy someone else's work. Your freestyle must be 100% original material and shall not infringe upon any third-party copyrights, trademarks, or other intellectual property rights, nor shall it contain any vulgar words or sexually explicit lyrics.
- The language and dialect to be used in the battle are English, Tagalog, or Taglish.
- The punch-line should focus more on humor, whether you mock or ridicule your opponent, while each Emcee must rhyme over the same beat as the opponent.
- The organizer/promoter will appoint the timekeeper. He/ She will be provided with a stopwatch and will be responsible for indicating the end of each round. The clock starts from the beginning of the first line spoken by the competitor.
- For the preliminary round of competition, each emcee will be given two rounds each for 1 minute. For the semi-final round, each emcee rhymes twice for one minute per round; in the final round, each emcee rhymes twice for one minute. In case of a tie, another round (OT) will be provided to break the tie.
- By participating in this event, you permit the recording of your contributions and assign to the organizers the complete copyright and all other rights in your contributions for

use in all media.

4. INSTRUMENTAL:

Are you ready to let your instrumental prowess shine? Join us for the Instrumental Competition, a captivating celebration of musical talent that transcends boundaries and showcases the beauty of instrumental mastery.

Guidelines:

- Individual performers can perform only
- Only 1 accompanist is allowed, who has to register separately.
- Backing track is allowed, considering the entire track is not being played in the background.
- Repetition of any riff should not be more than three times.
- One instrument is allowed at a time
- You can bring your gear along with you.
- There will be two rounds. The top qualifiers will compete in round two
- Time duration is 5 minutes (3minutes for performance, 2 minutes for sound check)

2.15. SCREEN DUELS:

1. DOCUMENTARY:

Look around you. Do you see something in our society that needs to be changed? Is there something you want to educate our audience about, or simply preserve some event? All you need to do is capture it through the eye of the camera and document it at UCP TAAKRA's Documentary Competition.
A category designed for all our non-fiction motion picture addicts to show their love for this form of media."
Guidelines

- The films and documentaries should be a maximum of 7-10 minutes' duration.
- Team members for each film and documentary should not be more than 5-7 people.
- Required format for films is: AVI, VLC format, MP4 (no exceptions).
- Content having obscenity and exploitation of national interest will not be displayed in the competition.
- Only the films produced during the years 2024-2026 will be accepted
- The Films and Documentaries will be judged based on concept, script, and camera work and editing.

2. THE TAAKRA VLOG:

Are you always walking around with a camera just to tape the happenings of daily life? Have a habit of recording your daily life routine? Then you are at the right place. Vlog your first 4 days at UCP TAAKRA 2026. *Something new, something cool, and something very different is what will catch our eye.*
Guidelines:

- The vlog should be a minimum of 3 minutes and a maximum of 6 minutes in duration.
- Team members for each vlog should not be more than 2.
- Required format for films is: AVI, VLC format, MP4 (no exceptions)
- Content having obscenity and exploitation of national interest will not be displayed in the competition.
- Only the vlog produced in the premises of UCP and in the first 4 days of the competition held at UCP TAAKRA 2026 will be accepted.
- The vlog will have to be submitted on Day 5 before a specified time.
- The vlog will be judged based on creativity, relevance to the theme, editing, and camera work.
- Only one vlog will be accepted by each person.
- Stealing or copying anyone's content or vlog is completely prohibited and will result in cancellation of entry in the competition.
- The vlogs should be in landscape orientation.
- Vlog should not contain double meaning or foul language.
- Vlog should not defame any figure or institution.
- To ease the process of receiving and sending (heavier files), attach the YouTube link of your vlog along with your entry.

3. SHORT FILMS:

Lights, camera, action! The UCP TAAKRA is back, and we're on the lookout for the next generation of storytellers and visionaries in the world of short films. Unleash your creativity, captivate audiences, and make your mark in the world of filmmaking!

Guidelines:

- Short film must be 6-8 minutes
- Make on every topic but did against our national interest
- Plagiarism will lead to instant disqualification
- There will be no penalty for using copyrighted music as BGM
- Finalized project must be submitted in format render of 1080P or 720P and must be supported by VLC player
- Judgement criteria will be cinematography, script, and acting
- Only two members will be catered to alongside one project

4. TAAKRA Reels:

Lights, camera, REEL! The spotlight is on you at the UCP TAAKRA 2026, where we're searching for the most dynamic and captivating reels that showcase your talent in a bite-sized format. Get ready to make a splash in the world of short-form content and let your creativity shine!

Guidelines:

- Reels should be shot with mobile phones.
- Reels should not be more than 1.5 minutes.
- Archival footage is not allowed.
- Reels should be about TAAKRA theme activities.
- Filters and color grading are allowed.
- Typography is allowed.
- Shooting any unethical activity is not allowed.
- Only the reels produced in the premises of UCP and in the first 4 days of the competition held at UCP TAAKRA 2026 will be accepted.
- The reel will have to be submitted on Day 5 before a specified time.

2.16. HAMD-O-SANAA:

1. NAAT RECITATION

To commemorate the holiest of figures, our beloved Prophet, TAAKRA 2026 has initiated the Naat Recitation competition. Register yourself and join us in glorifying our beloved Prophet.

Guidelines:

- There will be a separate category for Males and Females.
- Naat should be in the Urdu Language.
- Each institution may send more than one particular (Male or Female) for this category.
- Participant must be 15 years or older and should be a student of any institution (Colleges, Madrasa, University, etc.).
- Participants are free to choose and present a Naat of their own choice, but that must be in the Urdu language.
- Naat should strictly not be recited in any way that resembles the tone of a song or is too melodious.
- The lyrics of selected Naat should not be contradicted.
- Each participant will be given a time limit of 3 minutes. No repetition of stanzas is allowed.
- Participants will get their mark 1 deducted for each extra minute they take.

- Decisions given by the judges would be considered final.
- Paper reading/mobile reading will not be allowed.
- The judges will evaluate each participant on the following criteria:
- Pronunciation, memory, dialect, rhythm, Voice Clarity & Tone, Emotions & Expressions, Confidence, and Overall Presentation, and selection of kalam.

1. QIRAT

Qirat: "The best amongst you is one who learns the Qur'an and teaches it to others."

Guidelines:

- There will be a separate category for Males and Females.
- Each institution may send more than one particular (Male or Female) for this category.
- Participant can recite any verses of the Holy Quran of his own choice.
- Each participant will be given 3 minutes.
- Repetition of verses is not allowed.
- Participant must be 15 years or older and should be student of any institution (Colleges, Madrasa, University etc.).
- The competition will be judged by a panel of qualified and experienced judges who are knowledgeable about Tajweed and Islamic Studies.
- The judges' decision will be final.
- Tilawat should be done in Tarteel.
- The judges will evaluate each participant on the following criteria:
- Tajweed, Fluency, Voice Clarity & Tone, Appropriate placement of sukoot and wu'qoof, Expressions & Emotions, and Overall Presentation. Participants will get their 1 mark deducted for each extra minute they take. Participants are required to memorize verses; paper reading is not allowed.

2. AZAAN
To honor the essence of Islamic devotion, TAAKRA 2026 introduces the Azan Competition. Register now and join us in celebrating the call to prayer.

Guidelines:

- Only Males are eligible to take part in the Azaan Competition.
- Each participant will be given a total of 3 minutes to present.
- Participant must be 15 years or older and should be a student of any institution (Colleges, Madrasa, University, etc).
- The judges will evaluate each participant on the following criteria:
- Accuracy of Pronunciation, Melodiousness, Ease, and Expertise in Delivery.
- Participants are expected to have memorized the Azaan for their recitation.

- Reading directly from a paper or electronic device during the competition is not allowed.
- Participants will get their 1 mark deducted for each extra minute they take.
- The voice should not tremble.
- During delivery, the breath should not break. Decisions given by the judges would be considered final.

2.17. PERFORMING ARTS

1. DEKH TAMASHA (THEATER):

Bring to life a story of your choice! Dekh Tamasha is UCP's invitation for you to showcase your acting and directorial skills as you light up our stage to weave your tales. So, gear up, and dust off the rust because it's time for some Light, Camera, and ACTION!

Guidelines:

- It should be a proper theatre play, not a mime, but you can perform mimes in your play related to them.
- Time: 5 minutes for the stage setup, provided 30 minutes maximum for the play.
- After 30 minutes, the drama will be disqualified from the competition.
- Theme: It's an open theme competition, but your play must have a social message.
- Lights: 1 Spotlight will be provided.
- Members: 12-15 members will be allowed in a team, including backstage, light, and sound teams.
- Script: The Script should be provided before the performance.
- Content: No vulgar dialogues/action/Dance steps allowed in performance.
- Props: Basic props like 1 table, and 2 chairs will be provided; other than that, all props are your team's responsibility
- There will be a single round in this category.

2. LAUGHTER DISASTER (STAND-UP COMEDY):

Do you have what it takes to make an audience roll on the floor laughing? If yes, then you are at the right spot. Laughter Disaster is for all those amateur stand-up comedians who don't let any chance of throwing in a punch line, here and there, when they go anywhere. So, in this time of semester issues and GPA worries, we look forward to seeing you at UCP TAAKRA to laugh it all off.

Guidelines:

- There will be two rounds.
- There is no theme for round 1.

- The theme or topics of round 2 will be announced after round 1 to the qualifying participants.
- The languages of the stand-up comedy are English, Urdu, and Punjabi.
- The time limit of the performance is 5-7 minutes
- The punch line should follow a moral and ethical limitation. Failure to do so will result in immediate disqualification.

3. SOCH KAHANI "VOICE OF THE SOUL!" (MONOLOGUE)

Step into the spotlight — alone, yet powerful. Soch Kahani gives you the stage to express emotion, story, and truth through the art of monologue. Whether it's a character's confession, a powerful social message, or a deeply personal reflection, let your words and performance speak volumes. It's your story — with one soul and a thousand emotions, so own it!

Guidelines:

- It should be a solo performance (only one performer on stage).
- The monologue can be original or adapted from an existing play, film, or literary piece (with proper credits mentioned).
- Time Limit: 5–7 minutes maximum. Exceeding the time limit will result in disqualification.
- Theme: Open theme, but the monologue must carry a clear message or emotional impact.
- Language: English, Urdu, or Punjabi.
- Props: Only minimal props (like a chair, table, or handheld item) are allowed.
- Setup Time: 3 minutes for setup and 1 minute for clearance.
- Script Submission: A copy of the script must be submitted before the performance.
- Content: No vulgar language, abusive dialogues, or politically/religiously sensitive material is allowed.
- Music/Sound: Background music or sound effects may be used, but must be provided in advance.
- Technical Support: Each participant must bring their own tech person to manage sound or light cues; event management will not provide one.
- Judging Criteria: Expression, body language, voice modulation, originality, and emotional depth.
- There will be a single round in this category.

2.18. PHOTOMANIA: CAPTURE FOR A CAUSE

1. **MOBILE PHOTOGRAPHY:**

"Snap, Share, and Win: Show Off Your Mobile Masterpieces!"

Calling all mobile photographers! Capture unforgettable moments and showcase your skills in our mobile photography competition. Whether it's portraits, landscapes, or candid shots, your smartphone shots could win big!

Details:

a) 1st Competition:

Participants have to submit a picture of the theme (disclosed after registration) for exhibition via Google Form, which will be shared through WhatsApp communication.
The picture should be submitted five days before the event. Participants are allowed to send only 1 finalized picture; multiple pictures will not be accepted. Further details regarding the submission of the picture will be provided upon registration.

b) 2nd Competition:

Participants will be taking pictures within the premises of UCP on day two and submitting it at the end of day two. Participants are allowed to submit only 1 finalized picture; multiple pictures will not be accepted. Further details regarding the submission of the pictures will be provided upon registration.

c) 3rd Competition:

Participants will be capturing pictures from home and submitting 1 finalized picture on day two. Further details regarding the submission of the pictures will be provided upon registration.

d) 4th Competition:

Participants will be taking pictures related to the theme on day three and submitting 1 finalized picture at the end of day three. Further details regarding the submission of the pictures will be provided upon registration.

e) 5th Competition:

Participants will be taking pictures related to the theme on day four within the premises of UCP and submitting 1 finalized picture within the given time. Further details regarding the submission of the pictures will be provided upon registration.

Guidelines:
- It is mandatory to participate in all competitions.
- Participant who fails to participate in any of the competitions shall not be eligible for the next round.
- Copying from any other sources (Internet, etc.) will result in disqualification from the event.
- After the due date/time, no entry will be accepted for any of the competitions.
- The decision of the Judges will not be questionable.

2. DSLR PHOTOGRAPHY:

"Frame the Extraordinary: Turn Your Passion into Awards!"
Ready to showcase your DSLR skills? Share your best images, capture emotions in high definition, and stand a chance to earn the spotlight. It's time to let your camera tell the story!

Details:

a) 1st Competition:

Participants have to submit a picture of the theme (disclosed after registration) for exhibition via Google Form, which will be shared through WhatsApp communication. The picture should be submitted five days before the event. Participants are allowed to send only 1 finalized picture; multiple pictures will not be accepted. Further details regarding the submission of the picture will be provided upon registration.

b) 2nd Competition:

Participants will be taking pictures within the premises of UCP on day two and submitting it at the end of day two. Participants are allowed to submit only 1 finalized picture; multiple pictures will not be accepted. Further details regarding the submission of the pictures will be provided upon registration.

c) 3rd Competition:

Participants will be capturing pictures from home and submitting 1 finalized picture on day two. Further details regarding the submission of the pictures will be provided upon registration.

d) 4th Competition:

Participants will be taking pictures related to the theme on day three and submitting 1 finalized picture at the end of day three. Further details regarding the submission of the pictures will be provided upon registration.

e) 5th Competition:

Participants will be taking pictures related to the theme on day four within the premises of UCP and submitting 1 finalized picture within the given time. Further details regarding the submission of the pictures will be provided upon registration.

Guidelines:

- It is mandatory to participate in all competitions.
- Participant who fails to participate in any of the competitions shall not be eligible for the next round.
- Copying from any other sources (Internet, etc.) will result in disqualification from the event.
- After the due date/time, no entry will be accepted for any of the competitions.
- The decision of the Judges will not be questionable.

"It's time to show your muscles."

The UCP TAAKRA 2026 calls out all those who are sports maniacs and are ready to compete in the battlefield of sports to achieve and win the hearts of all sports lovers. UCP itself, being the sports champions, warmly welcomes all those who want to play, compete, and take the tag of Champions.

General Rules of Sports:

- Matches will start sharp at their given time.
- Matches will strictly follow the Knockout Format.
- Every team member should have their INSTITUTE ID CARD visible to play the match.
- There shall be no representation of misconduct or misbehavior during the match.
- NO OUTSIDER is allowed to be a part of the team or play the match. Only the registered players will be allowed to participate.
- The umpire's decision will be the Final Decision. No Challenges of any sort will be entertained!
- Teams shall be at the venue at least 30 minutes before the scheduled starting time of their match. If a team fails to reach the venue before 10 minutes of the scheduled starting time, their opponent will be directly given a Walkover.
- It is the sole duty of every team head, delegate, and team captain to maintain discipline among their teams. If any observance of misconduct is found, the team will be directly disqualification from Matches.
- Participants should come to the venue on their own.

1. ARM WRESTLING (MALE)

Arm wrestling is a one-on-one power contest where competitors attempt to force each other's arms down on a table. This event tests strength, endurance, and technique in a highly competitive setting.

Guidelines:

- Open Weight Category.
- Each participant must grip their opponent's hand and keep their elbow on the designated pad on the table.
- The match begins on the referee's signal, and the first player to pin the opponent's hand wins.
- Each match will follow a best-of-three rounds format.

2. CRICKET (MALE)

Cricket is a bat-and-ball game played between two teams of 11 players. It's a game of strategy and teamwork where scoring and wicket-taking are crucial.

Guidelines:

- Each team must have 11 players, with only one substitute allowed. The substitute may serve as a water boy or replace a player in case of injury.
- Matches will follow a shorter format, with each side playing 4 overs.
- Over limits: one bowler may bowl a maximum of 2 overs, while the remaining bowlers can bowl a maximum of 1 over each.
- Tied matches will be decided by a super-over. Additional super-overs will be played until a winner is determined.

3. FUTSAL (Male)

Futsal is a high-energy, 5-a-side game played on a smaller pitch, requiring agility, quick decision-making, and teamwork.

Guidelines:

- Each half of the game will last 15 minutes.
- Each team shall consist of 5 players on the court at any given time, including one goalkeeper, with two rolling substitutes allowed.
- Studded footwear is strictly prohibited to ensure safety on the indoor field.

4. TABLE TENNIS (MALE)

Table Tennis is a fast-paced racket sport where players compete to hit a small ball back and forth over a net in a strategic manner.

Guidelines:

- Matches are single-player only, where each player competes one-on-one.
- A team must win by at least two points if the score reaches a tie.

5. TABLE TENNIS (FEMALE)

Guidelines:

- Matches are single-player only, with each player competing one-on-one.
- A player must win by at least two points if the score reaches a tie.

- Verbal communication is allowed but should not distract the opponent.

6. BADMINTON (MALE)

Badminton is a racket sport in which two opposing teams aim to hit a shuttlecock over the net.

Guidelines:

- Only doubles matches will be played, with two players per team.
- A team must win by at least two points if the score reaches a tie.

7. BADMINTON (FEMALE)

Guidelines:

- Matches are single-player only, focusing on individual skill.
- A player must win by at least two points if the score reaches a tie.

8. TUG OF WAR (MALE)

Tug of War is a team-based strength competition where two teams pull on opposite ends of a rope, aiming to move the opposing team across a central line.

Guidelines:

- Each team will have 8 players.
- The collective weight of the team must be less than 750 kg.
- No substitutes are allowed in this event.

9. CHESS

Chess is a strategic board game where two players compete to outmaneuver and checkmate their opponent.

Guidelines:

- Matches will be played one-on-one.
- Each match will follow time controls, with a 5-minute limit per player and a 5-second increment per move.
- If the game ends in a tie, a Blitz Round will be played with 3 minutes per player and a 2-second increment per move.

10. SWIMMING (MALE - FREESTYLE - 50M)

The 50-meter freestyle swimming race is a sprint event where swimmers compete to post the fastest time.

Guidelines:

- Winners will be determined by the best time recorded in each race.
- Some part of the Swimmer must touch the wall upon completion of each length and at the finish.

11. PICKLEBALL

Eligibility Criteria: Each team should have 2 members (doubles)

Guidelines:

- Serve underhand below the waist, behind the baseline.
- Serve must land diagonally across the court beyond the kitchen line.
- Only the serving team can score points.
- Game is usually played to 11 points, win by 2.
- Each side must let the ball bounce once after the serve (double-bounce rule).
- No volleying (hitting in the air) while standing in or touching the kitchen.
- Ball landing outside court lines or into the net is a fault.
- Volleys allowed only after both bounces have occurred.
- Server alternates sides after each point.
- Respectful behaviour and fair line calls required.

2.20. SURVIVOR'S ARENA:

1. MINUTE TO WIN IT:

Objective:

The objective of Minute to Win It Games is to complete a series of challenges within a one-minute time frame. These challenges vary in nature, requiring participants to use their creativity, dexterity, and quick thinking to achieve success.

Participation:

- This game will require individual participation.

Game Duration:

- All games have a one-minute time limit. Participants must complete the challenge within this time frame.

Objective Clarification:

- Clearly understand the objective of each game before attempting it. No practice rounds are allowed.

Fair Play:

- Participants are expected to follow the rules and guidelines provided for each game. Cheating will not be tolerated.

Equipment Handling:

- Use only the provided equipment for each game. Using additional items or tools not specified in the rules may result in disqualification.

Scoring:

- Each game will have a specific scoring system, whether it's based on completion time, accuracy, or a specific task. Points will be awarded accordingly.

Safety First:

- All games are designed with safety in mind. However, participants should be cautious and follow any safety guidelines provided.

Tiebreakers:

- In case of a tie, tiebreaker rules will be in place. This could involve a sudden death round or an additional challenge.

2. **SQUID GAMES:**

The Squad Game is an exciting series of challenges that test participants' skills, adaptability, and quick thinking. Each challenge is uniquely designed to push competitors' creativity, dexterity, and problem-solving abilities. From individual tasks to thrilling tests of focus and agility, Squad Game offers an unpredictable and high-energy experience. Participants must stay sharp and strategic, as each challenge brings new surprises and demands. Only the most resilient and resourceful competitors will rise to the top in this unforgettable competition.

Rules:

- No team registrations allowed; each participant must compete individually.
- Participants may not use any tools or additional items that could aid in gameplay;

possession of such items will result in disqualification.
- In the case of a tie, tie breaker rules will apply.
- Supporters of participants are not allowed at the game location.
- Any cheating will lead to immediate disqualification.
- Any form of misconduct toward the organizing team will result in disqualification.
- The event's management team decision is final and non-negotiable.

2.21. STRUCTIFY

1. MINI HOUSE DESIGN

Objective: Participants will showcase their creativity, structural knowledge, and design skills through the creation of a small-scale architectural house model. The competition encourages innovation in house design with a focus on practicality, structural integrity, and aesthetic appeal. The participants are required to design and build a model of a 5 Marla 2-story residential house (ground floor and 1st floor). Participants are allowed to bring only their layout or plan of a 5 Marla house along with their calculators and architectural scales.

Eligibility: Open to civil engineering students, architecture students, and interior design students.

Competition Format:

- Individual or Team Participation: Participants may compete individually or in teams of up to 2 members.
- Project Submission: Models must be submitted to the designated area by the specified deadline. Late submissions will be penalized or disqualified.
- Presentation: Each participant/team will present their model to the judges, explaining the design concept, structural details, material usage, and aesthetic considerations.

Design Requirements:

- Scale and Dimensions: Models should be built to a certain scale as guided by the supervisor, ensuring consistency and accuracy.
- Materials: Participants are free to choose any material for model construction; however, creativity and efficient material usage will be evaluated.
- Structural Elements: Models must showcase structural integrity and stability, focusing on elements like beams, columns, and support structures.
- Aesthetic Appeal: Models should be visually pleasing, with careful attention to detail, finishing, and design harmony.

Judging Criteria:

- Creativity (20%): Originality in design, innovative use of space, and unique concepts.

- Structural Integrity (20%): Stability, strength, and realistic structural elements within the model.
- Precision and Detailing (20%): Accuracy of scale, neatness, and attention to intricate details.
- Use of Materials (20%): Appropriate and efficient material use to convey design intentions.
- Aesthetic Appeal (20%): Overall visual appeal, color coordination, and model finishing.

General Rules:

- Time limit is 4 hrs.. Participants are responsible for completing and submitting their models on time. Extensions will not be granted.
- All models should comply with the given scale and structural requirements.
- All participants must exhibit professionalism and respect toward peers, judges, and organizers.
- Failure to comply with competition rules or the use of prohibited materials or techniques will lead to disqualification.
- Participants are required to maintain cleanliness in the working area and ensure safe handling of tools and materials during the competition.

2.22. TRASH FOR TREASURE

1. ECO 3D MODELS

Are you ready to build a sustainable future?

Eco 3D Models Competition challenges participants to innovate, create, and sustain through hands-on model building. Showcase your creativity by crafting three-dimensional models that highlight eco-friendly solutions to global environmental issues — all using recycled or biodegradable materials!

Theme:
Innovate. Create. Sustain.
Focus on sustainability, green innovation, and environmental awareness.

 Possible Model Themes:
1. Smart eco-cities or green buildings
2. Waste-to-resource systems
3. Renewable energy models (solar, wind, hydro)
4. Water conservation or purification setups
5. Climate-resilient communities
6. Biodiversity conservation or reforestation models
7. All models relevant to this theme.

Guidelines:

- Theme: Sustainability, innovation, and eco-friendly design.
- Team Size: minimum 2 and maximum 4 members per team.
- Materials: Only eco-friendly, recycled, or biodegradable materials are allowed.
- Time Limit: Models must be completed and presented within the allocated time slot (announced on the day of competition).
- Safety: All materials used must be safe, non-toxic, and clean.

Judging Criteria:

- Creativity & Innovation
- Environmental Relevance
- Effective Use of Materials
- Presentation & Explanation

Rules:

- Teams must build original models reflecting environmental sustainability.
- Use of ready-made parts (toy models, kits) will result in a deduction of points.
- Models must be stable and clearly represent the theme.
- The judge's decision is final and cannot be challenged.
- The pitch about their models should be within 3 minutes