

SOURCE OF INSPIRATION



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Hon'ble Chancellor & Governor
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PATRON



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Hon'ble Vice Chancellor
CSJM University, Kanpur

CSJMU & IBM

Presents

BOB HACKS'26

AI HACKATHON

FROM PROMPTS TO LOGITS

**1 LAKH+
PRIZE POOL**



ABOUT BOB HACKS'26

Chhatrapati Shahu Ji Maharaj University in collaboration with **IBM** presents **BOB Hacks '26**, an AI hackathon organized for students of the university campus and its affiliated colleges and institutes. The event aims to foster innovation, encourage problem-solving, and spread awareness about the growing impact of Artificial Intelligence in today's world.

As AI continues to transform industries and everyday life, the university believes in staying aligned with the latest technological advancements. **BOB Hacks '26** is a step in that direction - creating opportunities for students to learn, build, and innovate using modern AI tools and technologies.

Through the collaboration with IBM, participants will gain access to **industry-grade learning resources, mentorship, and practical guidance** from professionals. The hackathon is designed to bridge the gap between academic learning and real-world application by giving students exposure to modern development practices and emerging AI technologies.

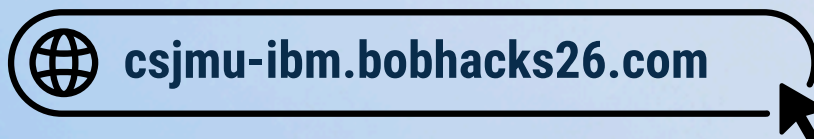
BOB Hacks '26 aims to create an environment where students can learn, collaborate, and transform innovative ideas into impactful solutions while preparing themselves for the rapidly evolving technology landscape.

Important Dates

Event	Date
Registration Start Date	15 June, 2026
Last Date of Registration	15 July, 2026
Round 1 – Preliminary Round	25 July – 31 July 2026
Round 1 Result	Aug 2, 2026
Round 2 – Grand Finale	12–13 August 2026
Prize Distribution Ceremony	15 Aug, 2026



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RULES & GUIDELINES

1. EVENT STRUCTURE

The hackathon follows a structured, multi-round format:

- **Initial Selection:** All participants who register for Round 1 will be invited to the Preliminary Round, out of which 50 teams will be selected and invited to the CSJMU Campus for the Grand Finale.
- **Evaluation Rounds:** The main event (Grand Finale) will consist of three evaluation rounds.
- **Final Advancement:** After the completion of the first two rounds, only 15 teams will advance to the final stage of grand finale round.

2. ELIGIBILITY CRITERIA

- Open only for currently enrolled regular students of **Chhatrapati Shahu Ji Maharaj University (CSJMU) Campus** and its **affiliated colleges/institutes**, regardless of branch or department.
- Passed-out students, alumni, and working professionals are **not** eligible.
- Participants must provide valid College ID Cards or verification documents upon request.
- Registration is not a guarantee of participation in the Grand Finale; teams must qualify in Preliminary Round (Round 1).

2. TEAM FORMATION RULES

- Teams must consist of **2 to 4 members**, all from the same college/institute.
- Participants can only be on one team; associating with multiple teams will result in immediate disqualification.
- The Team Leader must complete the registration process for the entire team.
- All submitted registration information must be accurate and verifiable; false information will lead to cancellation or disqualification.
- Three seats will be reserved for **female only teams** in the Grand final round.

3. COACH RULES

- Each team must have one **mandatory Coach** who is a faculty member from the same college/institute.
- Teams without a registered Coach will not be allowed to participate.
- The Coach acts as the official point of communication, receiving all important announcements and updates from the Organizing Committee for the team.
- Teams are advised to maintain regular communication with their Coach.
- One Coach is allowed to guide multiple teams.

4. Registration Details

- Registration for the Hackathon will be conducted through the official IBM-supported registration platform/website (csjmu-ibm.bobhacks26.com).
- **Registration is completely free.**
- **Registration Period: 15 June, 2026 to 15 July, 2026.**
- Three seats will be reserved for female only teams in the Grand final round.
- Teams are advised to provide valid email addresses and phone numbers, as all official communication will be sent through these channels.

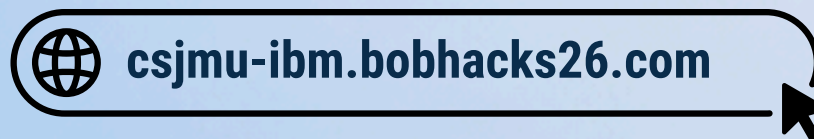
5. Rewards and Prizes

- **Pool Prize : 1 Lakh+**
- **Winner:** Cash Prize + Trophy + Certificate
- **Runner-up:** Cash Prize + Trophy + Certificate
- **Second Runner-up:** Cash Prize + Trophy + Certificate
- Other exciting prizes as well.
- All finalists will be awarded **Certificates of Achievement.**
- Every registered participant who successfully completes the hackathon will receive a **Certificate of Participation.**
- Free IBM Mentorship, Learning Materials, Cool Swags and much more.

6. CODE OF CONDUCT & DISCIPLINE RULES

- **Professional Conduct:** Participants must maintain professional, respectful, and ethical behavior. Misconduct, harassment, verbal abuse, discrimination, or inappropriate behavior towards participants, mentors, judges, volunteers, or organizers is strictly prohibited.
- **Compliance:** All participants must follow instructions and guidelines provided by the Organizing Committee.
- **Integrity & Disqualification:** Any attempt to cheat, copy projects, submit plagiarized work, or use unfair means may result in immediate disqualification.
- **Property & Decorum:** Participants must not damage university property, equipment, or event infrastructure. Offensive language or disruptive activities may lead to disciplinary action or disqualification.
- **Final Authority:** The Organizing Committee reserves the right to remove or disqualify any participant/team found violating these rules or the ethical standards.

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ORGANIZER RIGHTS & FINAL AUTHORITY

- The Organizing Committee reserves the right to modify schedules, rules, guidelines, or event structure if required.
- The organizers reserve the right to verify all participant information and supporting documents.
- Any unforeseen situation not covered in these guidelines shall be resolved by the Organizing Committee.
- The decision of the organizers and evaluation panel shall be final and binding in all circumstances.

Support & Assistance

For assistance related to registration, team formation, eligibility, technical issues, or event updates, please reach out to us.

- Official Email: csjmuhacks@csjmu.ac.in
- Phone: +91 7979896544, +91 8354819418
- Website: csjmu-ibm.bobhacks26.com

PRELIMINARY ROUND DETAILS

Venue: Respective Preliminary Host Institutes in Each District (Nodal Centres)

Mode: Fully Offline

Date: One on the assigned date in between **25 July-31 July**

What to Expect

- Problem statements will be released on the day of the event.
- Teams will be given 5 hours to analyze the challenge and develop a solution.
- Participants will present and pitch their solution before the evaluation panel.

Selection Process

The top-performing teams from each district center will qualify for the next stage of the competition.

- Qualified teams will be invited to the CSJMU Main Campus for the **Overnight Grand Finale**, where they will compete against the best teams from across all participating districts.

PRELIMINARY ROUND HOST INSTITUTE (NODAL CENTRES)

KANPUR NAGAR

- **Chhatrapati Shahu Ji Maharaj University**
- Address: Grand Trunk Road (GT Road), Kalyanpur, Kanpur-208024, Uttar Pradesh

FARRUKHABAD

- **Major SD Singh University**
- Address: Krishna Nagar, Bojpur Kanpur Road, Fategarh, Farrukhabad-209749, Uttar Pradesh

UNNAO

- **Shri. Vishambhar Dayal Tripathi Rajkiya Mahavidhyalaya**
- Address: Rasoolpur Ruri, Ganj Muradabad, Bangarmau, Unnao-209870, Uttar Pradesh

KANPUR DEHAT

- **Snehlata Gupta Memorial Degree College**
- Address: Rasulabad, Kanpur-Dehat, Uttar Pradesh

AURAIYA

- **Sri Gulab Singh Mahavidyalaya**
- Address: Barmupur, Auraiya-206122, Uttar Pradesh

ETAWAH

- **Ch. Sughar Singh Educational Academy**
- Address: CSSGI Campus, Jaswantnagar, Etawah-206245, Uttar Pradesh

KANNAUJ

- **SMD Degree College**
- Address: Mahaveer Nagar, Vishunpur Hasilpur, Chhibramau, Kannauj-209721, Uttar Pradesh



CONTACTS :

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GRAND FINALE ROUND DETAILS

1. Event Overview

Venue: CSJM University Campus

Mode: 24 hours Offline Hackathon

Date: 12-13 August, 2026

2. The Pre-Event Mentoring Phase

- **Mentor Assignment:** Each team is paired with an official technical mentor.
- **Online Preparation:** Over the weeks leading up to the offline event, teams will participate in mandatory online mentoring, code reviews, and Q&A sessions.
- The **problem statements** will be revealed on Day 1 at 11:30 AM, and the mentor can guide the students generally before the hackathon only.

3. What to Expect

- Problem statements will be released on the day of the event.
- Participants will work on problem statements inspired by real challenges faced within the university ecosystem and everyday operations.
- Exceptional solutions may also be explored further for practical implementation and future development.

- Teams will work intensively to develop and implement their solutions within the allotted time.
- Multiple evaluation and mentoring rounds will be conducted throughout the hackathon to guide participants and assess their progress.

4. Evaluation Structure

The Grand Finale features a three-tier judging system focused on iterative progress and final execution:

- **Mentorship Round:** Scheduled for 3:00 PM - 4:00 PM on Day 1, this session allows judges to provide early guidance and direction to teams.
- **Evaluation 1 (Ideation & Direction):** Judges will evaluate teams based on four key criteria: Problem Understanding & Relevance, Innovation & Originality, Technical Plan & Feasibility, and Vision & Roadmap Clarity.
- **Evaluation 2 (Build Progress & Execution):** Judges will assess the implementation progress, technical quality, and the execution of assigned features.
- **Final Presentation:** Following Evaluation 2, only the top 15 teams will advance. These teams will have 2 hours (11:00 AM - 01:00 PM on Day 2) to prepare their official slide deck before presenting their final solution to the jury.

5. Participant Facilities

- Exclusive **swags** and **participation kit** will be provided to all participants.
- Three **meals** (breakfast, lunch, and dinner) will be fully catered during the Grand Finale.
- However, participants are welcome to bring their own specific snacks or energy drinks to sustain themselves through the overnight coding phase.
- **Gender-segregated resting rooms** will be available throughout the hackathon, allowing participants to take short breaks and rest comfortably.

6. Do's and Don'ts for the University Campus

Do's

- Do take advantage of the offline mentors and tech volunteers walking the floor.
- Do commit your code continuously to the provided private repository.
- Do maintain the cleanliness of the university facilities.

Don'ts

- Don't leave the designated hackathon premises (halls, cafeteria, restrooms) during the night. Wandering into restricted university buildings will lead to disqualification.
- Don't wait until 9:00 AM on Day 2 to test your deployment. Ensure environments are running smoothly during the overnight phase.

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