



AGRONOVA'26

CIRCULAR BIO-ECONOMY IN MODERN AGRICULTURE
Prioritising & Practicing Sustainability



WASTE TO WEALTH

The event is built for the purpose of creativity appraisal and to bring out the innovative ideas of students. Teams need to upcycle the given raw materials into a sustainable and agriculture-based product and demonstrate its real-life application.

THEME: “From discards to dividends”

RULES AND REGULATIONS:

ROUND - Innovate, Upcycle, Cultivate

- One entry per college. 3 participants per team.
- All teams will be provided with the same set of raw materials
- Participants are not allowed to bring any materials on their own.
- Each team will be allotted a theme on the spot based on LOT method.
- A thinking time of 15 minutes will be given to plan the idea. (No construction allowed during this time)
- Teams must build their model/product within 90 minutes using only the provided materials.
- The final product must be relevant to agriculture and address a real-life problem.
- Teams must use utmost of the given materials.
- At the end, teams must explain:
 - The concept of the product
 - Its application in agriculture
 - Materials used
- Time - 15 minutes (Planning) + 90 minutes (Execution) + 5 minutes (Explanation)

EVALUATION CRITERIA:

- Innovation & Creativity
- Relevance to Theme
- Resource Usage
- Practical Utility in Agriculture
- Final Product & Design
- Explanation & Presentation

NOTE: The focus of the event is on creativity, practicality, and sustainability rather than perfection. Simple and innovative ideas with real agricultural applications will be given higher preference. Teams must complete the task within the stipulated time.

