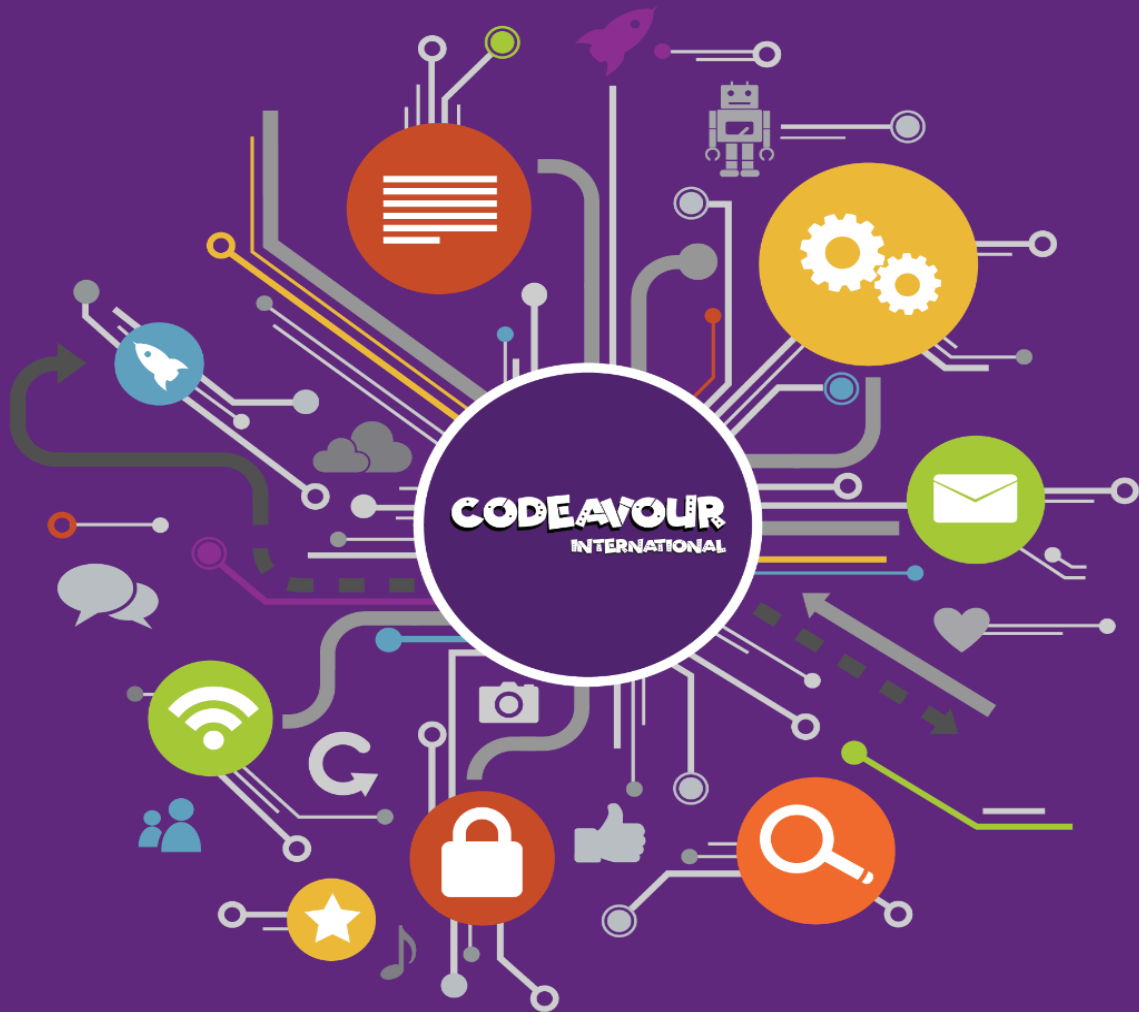


CODEAVOUR 7.0

INTERNATIONAL

General Information



Score with Skills, Win with Code

VERSION- 1.0
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1. Introduction

Codeavour 7.0 International, the biggest Innovation Fest for the Next-Gen is centered on the theme of **Tech for a Healthier Tomorrow**. Codeavour goes beyond competition; it is a dynamic launchpad for young minds, empowering them to delve into AI-ML, AR-VR, Robotics, and Coding. This prestigious international competition invites young innovators to craft cutting-edge projects using PictoBlox, with the inspiring goal of making the world a better place. Through dynamic and interactive activities, participants embark on an exhilarating journey into Artificial Intelligence, Coding, and Robotics.

The competition aims to motivate children by:

- Cultivating interest in STEM fields through engaging gamification.
- Enhancing 21st-century skills: critical thinking, creativity, collaboration, and communication.
- Fostering a global mindset in youth for innovation and entrepreneurship.
- Promoting empathy and understanding through diversity and inclusion.
- Encouraging and supporting women's participation in STEM.


1.1. What Sets Us Apart?

1. **Global Platform for Innovators:** Codeavour 7.0 International provides a unique opportunity for young innovators worldwide to showcase their talent and collaborate on groundbreaking projects on an international platform.
2. **Proven Impact with Innovators Stories:** Discover inspiring success stories from innovators who have transformed their ideas into reality and made a lasting impact.
3. **Experience and Learn the Latest Technologies:** Immerse in AI, XR, AR/VR, ML, and Robotics through hands-on learning to propel your innovation journey and excel.
4. **Mentorship Sessions:** Empowering entrepreneurial dreams through exclusive mentorship sessions, resources, and a network to elevate your innovative projects.


1.2. Participation Benefits for Students

Elevate Your AI, Coding, and Robotics Skills with Codeavour


Where bold ideas meet breakthrough innovations, Codeavour transforms visions into real-world achievements, empowering young innovators to shape the future.




Represent your Country on the International Platform




Access to Coding, AI, and Robotics Learning Resources




Earn Certificates, Win Prizes and Mentorship



Learn from the Industry Experts



Career Portfolio Enhancement



Become Codeavour Ambassador

Participating in the world's biggest Coding, AI, and Robotics competition brings in a ton of benefits, which includes:

- **Master 21st-Century Skills:** Develop critical thinking, creativity, collaboration, and 25 networking abilities.
- **Exciting Rewards:** Win prizes and mentorship worth over \$25,000.
- **Earn Certificates:** Stand out in the tech community and earn participation and winning certificates.
- **Foster Innovation:** Unleash creativity and potentially develop groundbreaking tech ideas for solving real-world challenges.
- **Access Free Resources:** Benefit from complementary learning tools and resources, including datasets and computational resources.

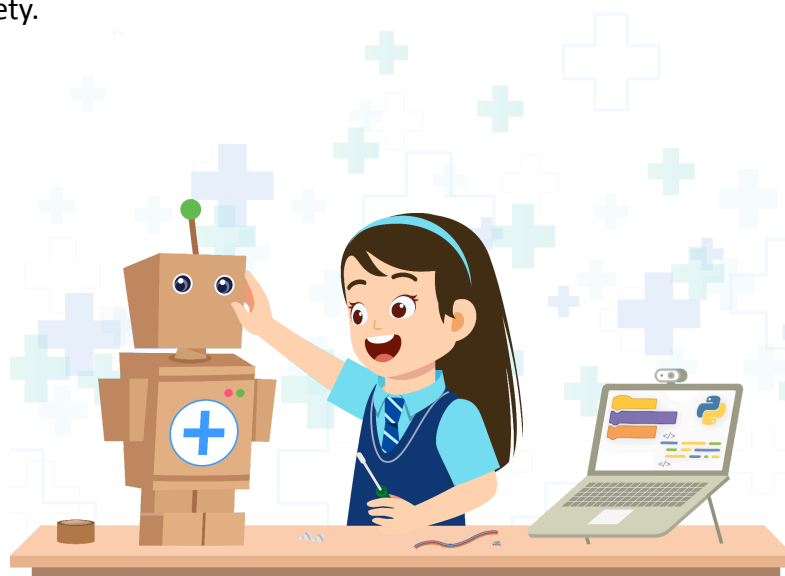
- **Hands-On Learning:** Engage in practical learning with workshops, live sessions, boot camps, and doubt sessions on the latest technology.
- **International Exposure and Career Advancement:** Participants get the chance to represent their skills on an International platform. Achievements in international platforms can be highlighted in resumes, LinkedIn profiles, and interviews, helping one stand out in job applications or academic pursuits. Additionally, credibility gets enhanced, one understands global trends, attracts investors or venture capitalists for new ideas, and can also lead to invitations to other global events, conferences, workshops, or job opportunities.

2. Tracks for Codeavour 7.0 International

The 7th edition of Codeavour consists of three exciting tracks, empowering the next generation of changemakers to create impactful solutions for the healthier tomorrow aligned with the United Nations Sustainable Development Goals.

2.1. Track 1 - Innovation and Entrepreneurship

The Innovation and Entrepreneurship track is a dynamic platform that highlights students' creativity and entrepreneurial drive. It focuses on Good Health and Well-being. This track inspires participants to develop cutting-edge solutions that address contemporary health challenges, transforming their visionary ideas into action that will benefit society.



2.1.1. Project Themes

1. Healthy Minds, Happy Lives

Focus: Mental Health, Emotional Wellness, Stress Management

Aligned SDGs:

- SDG 3: Good Health & Well-being
- SDG 16: Peace, Justice and Strong Institutions

Sample Projects:

- **MindBuddy:** An AI chatbot or app that offers daily affirmations, breathing exercises, and mood tracking
- **Stress-Less School:** A school campaign or app to reduce academic stress via peer-support models or gamified study planners
- **Calm Classroom Toolkit:** Design a sensory toolkit or VR experience for meditation or mental reset zones in schools

2. Sustainable Eating, Healthy Living

Focus: Nutrition, Sustainable Food Practices, Hunger

Aligned SDGs:

- SDG 3: Good Health & Well-being
- SDG 12: Responsible Consumption and Production

Sample Projects:

- **SmartPlate:** A smart lunchbox that suggests balanced meals using sensors or an app.
- **Grow-at-Home:** DIY hydroponic or vertical gardening kits for schools or homes.
- **Food ResQ:** A mobile solution that connects surplus food from school canteens or homes to local shelters.

3. Move More, Live More

Focus: Physical Fitness, Active Living, Preventive Health.

Aligned SDGs:

- SDG 3: Good Health & Well-being
- SDG 11: Sustainable Cities and Communities

Sample Projects:

- **EcoFit Tracker:** A device or app that rewards students for walking or cycling to school
- **Smart Playground:** Convert traditional spaces into sensor-based or XR-integrated fitness zones
- **Daily Dose of Movement:** An app that prompts 2-minute movement breaks during study hours or online classes

4. Clean Planet, Healthy People

Focus: Environmental Health, Pollution, Climate, and Human Health Connection

Aligned SDGs:

- SDG 6: Clean Water and Sanitation
- SDG 13: Climate Action
- SDG 15: Life on Land
- SDG 3: Good Health & Well-being

Sample Projects:

- **AirAlert:** Low-cost air quality monitor and awareness app for kids
- **Plastic Patrol:** Student-led campaign or tech tool to reduce plastic in lunchboxes and daily school supplies
- **Green Clean Club:** IoT-based school cleanliness monitors + waste segregation models

5. Tech for Wellness, Equity for All

Focus: Accessible Healthcare, Assistive Tech, Rural Health Innovation

Aligned SDGs:

- SDG 3: Good Health & Well-being
- SDG 10: Reduced Inequalities

Sample Projects:

MediReach: A low-cost telemedicine or mobile diagnostic tool for rural outreach

SignSpeak: An app using AI for real-time sign language translation for hearing-impaired individuals

My Health Buddy: A chatbot or wearable for reminding medication, hydration, or exercise for the elderly or differently-abled

2.2 Track 2 - Wellness Wave AI-Robo Challenge

Ride the Wave of Wellness With Tech-Driven AI Missions

Embark on a transformative journey where students leverage the power of AI and robotics to promote good health and well-being. In this inspiring track, **participants will design a robot using Quarky and intellio, and program it with PictoBlox to perform 8 innovative challenges on the arena that support healthier communities.**

Whether assisting in medical camps, spreading awareness about hygiene, or monitoring vital health indicators, students will use technology to solve real-world health challenges. This track goes beyond coding and mechanics—it's about using innovation to build a future where everyone has access to better healthcare, safe environments, and enhanced quality of life.



2.2.1 Arena Description and Challenges

- The game field size is 45 in x 93 in
- Path width: 15 cm
- Width of black line: 1.5 cm
- Unique mechanisms: 5
- AI Activities: 2

The arena is marked at various places with red and green outlines for the cube's pick-up and drop locations. Red outlines are for pick-up and green outlines signify drop locations. All objects are, by default, placed in a red area (pickup location), and the robot is responsible for moving them to the indicated drop location as part of the challenge.

The Wellness Wave AI-Robo Challenge consists of 8 exciting challenges. These Challenges are as follows:

- **Yoga:** Your task is to assist the trainer in changing the yoga pose.
- **Mosquito Prevention:** In this task, use your robot to release the fish into the pond.
- **Staying Hydrated:** In this task, your robot needs to collect a coconut and deliver it to a dehydrated person.
- **Organising Marathoner:** You have to deploy the preloaded traffic cones to the marked places on the road.
- **Snake Bite Rescue:** To rescue the person, you have to deliver the antivenom.
- **Vaccination:** For the safety of the island's people, go to each house and vaccinate the residents..
- **Identify the Blood:** Your task is to collect a blood sample, identify its blood group, and deliver it to the blood bank.
- **Test the Water:** Your task is to collect water samples from houses and test them in the lab.



2.2.2 Learnings from the Wellness Wave AI-Robo Challenge

Wellness Wave AI-Robo Challenge aligns with the 3rd United Nations SDG of Good Health and Well-Being, is divided into eight challenges designed to address the problem of public health in the city of Healora, represented on a 45-inch x 93-inch arena. These challenges are part of the overall attempt to improve the city's healthcare systems and promote healthier living.

Through active participation in this competition, contestants test their problem-solving skills and gain valuable knowledge about health-related issues. They play a crucial role in shaping a healthier future. Through challenges focused on topics like vaccination, sanitation, disease prevention, and emergency response, participants learn about the importance of hygiene, preventive care, and medical accessibility.

The contestants plan various strategies to improve health outcomes while exploring solutions such as accessible healthcare services, health-supportive infrastructure, and increased public health awareness.

The collaborative nature of working with robots encourages participants to develop innovative and efficient solutions. This experience enhances their technical skills and fosters a sense of using technology to improve society.

2.3. Track 3 - Robo-Soccer League

The Robo Soccer League is an exciting entry point for students to begin their journey into robotics through play, collaboration, and creativity. Aligned with the UN SDG – Good Health and Well-Being, this track introduces robotics as a fun and active sport that promotes teamwork, strategy, and problem-solving.

By building and coding their own soccer-playing robots, students not only explore technology but also experience the spirit of sportsmanship, healthy competition, and collaborative learning. Schools can use this league as a gateway to bring robotics into classrooms, creating a culture of innovation while encouraging students to stay active, engaged, and connected with peers.

Key Outcomes:

- Foster teamwork and collaborative problem-solving.
- Introduce schools to robotics in a fun, accessible, and engaging way.
- Promote the values of sportsmanship, strategy, and innovation.



Creator's Kit

The Creator's Kit gives aspiring innovators all the essential resources to ignite groundbreaking ideas. It comes with various components, such as a Quarky mount, IR sensors, battery, high-speed motors, servos, multiple fasteners, wheels, spanner, screwdriver, practice objects with stickers, etc.

The Quarky kit lets users make many moving parts for their robot, **from simple to complex**. This helps them design and build robots that can move quickly and precisely and do any task. Here are some examples of moving parts and robots one can make with the kit.

The basic mechanisms include the linkage mechanism, which allows the robot to make complicated and varied movements. These parts are connected, but they can still move about each other. The Advanced mechanisms would include the pick-and-place, scissor, and gripper mechanisms.

3. Age Groups, Team Size and Participation Fees

Anyone from age 7 to 18 can take part in Codeavour 7.0 International as per the following **3 Age groups**:

- 1. Elementary (7 - 10 years old)**
Participants must be born between 2014 and 2017.
- 2. Junior (11 - 14 years old)**
Participants must be born between 2010 and 2013.
- 3. Senior (15 - 18 years old)**
Participants must be born between 2006 and 2009.

Team Size: One can participate as **an individual or in a team of 2-3 members with 1 mentor**.

****Track 3 participation strictly requires teams of 2–3 members with three soccer robots. During a match, two robots will play on the field while one remains on standby as a substitute in the reset time.**

Note: *It's highly recommended all team members should belong to the same age group. In the case of different age groups, the age of the eldest will be considered to determine the age group.*

Participation Fees: Each team must pay a \$35 registration fee to join the competition. For teams advancing to the showdown of Codeavour 7.0 International, an additional \$80 fee is required to ensure they receive the highest level of support and services during the international event.

Note:

1. *Under-represented students facing financial constraints or seeking fee discounts can access **Scholarship codes** through Codeavour 7.0's official partners.*
2. *Teams need to manage their travel and accommodations themselves or with a school or training partner's support to participate in the physical events at various levels.*

4. Important Guidelines

1. The project should be programmed using **PictoBlox** only.
2. The mentor or coach's responsibility is limited to mentorship and guidance only. They should not be directly involved in project making, demonstration, or pitching ideas. Otherwise, it can lead to the disqualification of the team.
3. **Only 1 project can be submitted per team.** If anyone wants to submit more than 1 project, they need to do another registration.

5. Stages of Participation



5.1. Stage 1: Registration

At this stage, teams will register themselves on the [registration page of Codeavour 7.0 International](#) by filling in all the required information and paying the registration fees.

Registration will be open from August 30th, 2025.

***Note:** Bulk registration and payment options are available for official partners of Codeavour 7.0. Using this, you can register multiple teams in one time process.*

5.2. Stage 2: Preparation

After completing the registration, the next step is to gear up for the competition. Whether in Track 1, Track 2 or Track 3, the Codeavour team is dedicated to helping contestants prepare. Here's how one can get started:

1. **Learning Materials:** Participants get access to a variety of self-paced learning resources for all the Tracks, available through their team's dashboard on the official Codeavour 7.0 website.

2. **Interactive Sessions:** Participants get to join live sessions hosted by the Codeavour team, where they'll explore the latest advancements in AI, ML, AR, VR, Python Coding, Robotics, and more. All registered participants can attend these sessions live or catch up with the recordings.
3. **Expert Guidance:** Regular doubt-solving sessions can be attended where one can consult with experts to overcome any hurdles during the competition.
4. **Advanced Workshops:** Opt for premium workshops and bootcamps offered by Codeavour's partners. These specialized programs provide an opportunity to deepen your expertise and stand out in the competition.

5.3. Stage 3: Submission

After preparing thoroughly, whether working on an innovative project for Track 1, building a robot for Track 2 or Track 3, the **next crucial step is to complete the online submission and robot verification** according to the rules and regulations for the respective Tracks.

***Important:** Without this online submission and robot verification, there will be no further proceedings. Participant's project submission and robot verification is essential to verify alignment with Codeavour 7.0 guidelines, and while it won't be visible to others, it ensures their participation is validated.*

For schools and academic partners with many teams, it's advisable to hold a school-level competition to nominate the top performers for regional consideration. However, every team must complete their online submission to receive participation certificates.

5.4. Stage 4: Regionals

After successfully submitting the project online and passing the verification and screening process, the team will be invited to participate in the regional level of the competition. Every participating team will receive regional-level certificates, with top performers advancing to the National Level.

***Notes:** The numbers and locations of regional events may vary from country to country. The details will be available with official country partners and on the official website of Codeavour 7.0 International.*

5.5. Stage 5: Nationals

Top-performing teams from regional competitions will be invited to participate in the national-level competition. The number of teams advancing from regionals may vary by country, depending on participation levels. All teams at the national level will receive certificates, and the top performers will earn a spot at the International Level.

If regional events are not held in certain countries, submissions will be evaluated online, with top teams being directly invited to the national competition.

5.6. Stage 6: International

Top-performing teams from national-level competitions will advance to the international showdown. For countries where regional or national events are not conducted, submissions will be evaluated online, and exceptional teams will be directly invited to participate in the international competition.

Teams selected from the national level to attend the international showdown will need to pay an additional fee of \$80. This fee ensures that one receives the highest level of support and services during the global event.

***Notes:** The dates and locations of all regional and national level competitions will be updated on the website on a time-to-time basis, and all respective teams of that region will be notified.*

6. How to Participate?

STEP 1: Register

1. Go to the [Codeavour 7.0 official website](#).
2. Choose either the Innovation and Entrepreneurship or/and Wellness Wave AI-Robo Challenge
3. Sign up with your email address and create a password, Complete the Registration Form and Pay the Registration Fee.

Registration Begins: Aug 30, 2025

For schools/institutes, bulk registration options are also available.

STEP 2: Prepare

After successful registration, and updating your team details, the next stage is learning. If you are already a coding champ, then it's great, as you can directly start working on your project. But, if you don't know coding or want to learn more then you can learn via the following ways:

1. **Self-Learning:** You can learn via self-learning educational resources available on the Codeavour Website.
2. **AI and Coding Live Session:** You can attend online and offline AI and Coding learning sessions and doubt sessions to be organized by the Codeavour team to learn and clarify your doubts.
3. **Learn with a Training Partner:** You can learn by joining dedicated boot camps, and workshops to be organized by Codeavour's authorized Training partners. If you don't have any hardware kit but want to make one hardware-based project, You can also procure the required material from the training partner.

STEP 3: Submit Online

After acquiring sufficient experience in AI, coding, and robotics, choose a theme and track, and then start developing your project. Make sure that your project for Track 1, your robot for Track 2 or Track 3 aligns with the competition guidelines. Upload your project and robot details by the specified deadline, ensuring that all components are complete and adhere to the submission requirements for your chosen track.

STEP 4: Prepare for Event:

1. Print out your UID (Unique Identification) from your dashboard to ensure a seamless registration experience at the event welcome desk.
2. Carry all necessary documents for your project, ensuring smooth travel and easy showcasing at the physical event.
3. When flying, organize your electronics according to airline guidelines to avoid any issues.
4. Submit your updated projects online and have all showcase materials prepared and ready for the event.
5. If you are part of Track 2 or Track 3 make sure you have all the components of your robot ready with spares.

STEP 5: Prepare for Judging

Participate in the Regional, National, or International event whichever comes first and prepare for the live judging round. For Track 1, this involves presenting and demonstrating your project to the judges. For Track 2, you'll need to complete challenges on the arena with your Quarky robot in the shortest time possible. And for Track 3, get your three soccer robots ready to battle, strategize as a team, and score the maximum goals to outplay your opponents in the match!

7. Prizes



Awards and Recognitions that Set the Bar High
A Total of 100 Prizes and Mentorship worth \$25,000+

Gadgets **Mentoring Sessions** **STEM Kits**

Cash Prizes **Medals** **Certificates** **Trophies**

Special Awards
Girls in STEM Award, Out-of-the-Box Idea Award, Wellbeing Innovation Award, Champion Changemaker Award and School Excellence Award

8. Participant's Agreement and Guidelines

Honest Communication

- Comply with this Code of Civility
- Be accurate (where they state facts)
- Be genuinely held (where they state opinions)

- Be in compliance with applicable law in any country from which they are posted
- Respect Oneself and Others

We require that all Codevaour participants treat other people with respect. Any use of Communication Services (see the Code of Civility) to threaten, harass, stalk, or abuse others using these services is unacceptable and is strictly forbidden. All contributions are expected to: We reserve the right to remove content that advocates or encourages expressions of violence, bullying, general cruelty, bigotry, racism, illegal activity, hatred, or profanity. This includes content that is deemed inappropriate, offensive, or that violates guidelines in the Terms of Service or the

Code of Civility. Falsely impersonating a Codeavour employee, agent, manager, host, or any other person other than oneself is forbidden.

Code of Civility

As part of the commitment to making Codeavour and its related social media channels a great place to meet and interact with others who have a passion and commitment to science, technology, engineering, math, innovation, and entrepreneurship, you agree to abide by this Code of Civility. By participating on the Site and social media community, you give your commitment to abide by this Code when contributing to all Codeavour resources and programs, including, but not limited to, profiles, team pages, chats, posts and comments, emails, social media sources, etc. ("Communication Services"), and to help create a positive experience for all the community's users. We reserve the right in our sole discretion to eject or ban any user from participating in the Codeavour, the Site, or social media community who behaves in a manner deemed inappropriate or offensive, or who violates the guidelines of this Code of Civility. Codeavour and its partners and service providers are not responsible for any user-created content or other activities.

Protect Your Privacy

We caution you against sharing unnecessary personally identifiable information during the Zoom challenge (such as home address or personal contact information), which may be inadvertently obtained by others or, in rare instances, used for illegal or harmful purposes. Talk to your coach, parent, or the Codeavour staff if you have a question or concern.

Protecting Your Intellectual Property

It is the sole responsibility of the creator(s) of their innovation to determine whether their innovation requires protection, and what type of protection it may require. It is the sole responsibility of the creator to contact the appropriate legal professionals to secure any or all protection they deem necessary. Anytime you decide to share your idea or innovation, if you have a scientific discovery or invention that could lead to a Patent or any other intellectual property protection, it is best to check your country's patent law before publicly sharing your idea. It is important to understand the intellectual property laws in your country if you have any plans to bring your product to market in the future. When presenting, be cautious about sharing the specific details of what you made and focus on sharing the general operation and benefits of your product.

Non-discrimination Policy

The Codeavour continuously addresses issues of diversity and multiculturalism and is committed to engaging in actions that create inclusive communities, increase diversity, and eliminate discrimination. The Codeavour prohibits discrimination based on race, color, ethnicity, religion, sex, national origin, age, ancestry, disability, status as a veteran, sexual orientation, marital status, parental status, and gender identity or expression in all of its programs and activities.

Release Agreement

By registering your child, you grant permission for your child to take part in the Codeavour and verify agreement with the following Codeavour photography/filming release: Without expectation of compensation or other remuneration of any kind, now or in the future, on behalf of my registered student, I as guardian do hereby give consent, permission, and authorization to Codeavour, including its parent, affiliates, subsidiaries, successors, members, directors, officers, principals, partners, and agents, to use their name, image and likeness, including all rights, title, and interest therein, for Codeavour's use in whatever form (digital, web-based, hard-print or otherwise) and for whatever purpose in perpetuity. Codeavour's use includes, without limitation, any advertising, video footage, recording, publication, website, radio, digital media, print media, or other promotional marketing or media activities, as well as, all film, motion picture, and television rights (e.g., free television, pay television, basic cable, subscription, video-on-demand, pay-per-view, syndication, digital streaming, and all other methods of transmission delivery systems and formats). Both my registered child and I as their guardian, hereby further release Codeavour from any claims or disputes, including damages in any form, for libel, slander, right of publicity, invasion of right of privacy, trademark infringement, or false endorsement, breach of contract, or any other tortious claim or personal right associated with

Codeavour's use of said name, image and likeness, and further, hereby acknowledge that Codeavour shall have no obligation to use said name, image or likeness. This consent is given in perpetuity and does not require prior approval. By completing the online registration and paying the non-refundable registration fee, I hereby grant my child permission to participate in the Codeavour. I have been thoroughly informed of the rules and requirements of Codeavour. I understand and consent to my child being in virtual contact with Codeavour employees and volunteers to evaluate and advise my child's project. I hereby release Codeavour and any of its officers, directors, employees, or sponsors, from responsibility and liability for any damage, injury or illness that my child may sustain as a result of or in any way connected to my child's participation in the Codeavour and, further, waive any rights to assert any claims against Codeavour for any damages allegedly sustained as a result of my child's participation in the Codeavour.

Behaviour Agreement

- I understand and agree that my child's behavior concerning their participation in the Codeavour is my responsibility. I will instruct my child in proper behavior and ensure that they respect and adhere to the Code of Conduct, which includes the Participant Community Guidelines and the following:
- The content of my child's project submission in the Codeavour shall be age-appropriate and non-discriminatory.
- My child's Codeavour project submission must be of a nature where it cannot cause harm to property, animals, my child or other children, and any other adults.
- Plagiarism, defined as when an author attempts to pass off someone else's work as their own, of any type and format, is strictly prohibited.
- In the event of (a) behavior problem(s) regarding my child's participation in the Codeavour failure to adhere to the Participant Community Guidelines, I understand that I will be contacted to correct any problem or issue. In the event a problem or issue cannot be corrected, I recognize my child will no longer be allowed to participate in the Codeavour for the remainder of the event year.

Codeavour International Participant Community Guidelines

Welcome to Codeavour International! We are excited to have you join our global community of innovators and problem solvers. To ensure a positive and productive environment for everyone, we have established the following Community Guidelines. By participating in Codeavour, you agree to adhere to these guidelines:

1. Respect and Civility

- a. **Be Respectful:** Treat all participants, mentors, judges, and organizers with kindness and respect. Personal attacks, harassment, or bullying will not be tolerated.
- b. **Constructive Feedback:** Offer constructive and positive feedback. Criticize ideas, not people.

2. Integrity and Honesty

- a. **Original Work:** Ensure that all submissions are your original work. Plagiarism or copying without proper attribution is strictly prohibited.
- b. **Accurate Information:** Provide accurate and truthful information in all your communications and submissions.

3. Collaboration and Teamwork

- a. **Team Participation:** Work collaboratively and fairly within your team. Respect each team member's contributions and ideas.
- b. **Inclusivity:** Encourage and support a diverse and inclusive environment where everyone feels valued and heard.

4. Compliance with Rules and Laws

- a. **Competition Rules:** Follow all rules and guidelines outlined for the competition. Failure to comply may result in disqualification.
- b. **Legal Compliance:** Adhere to all applicable laws and regulations in your country and any country from which you participate.

5. Appropriate Content

- a. **Respectful Communication:** Use respectful and appropriate language in all communications. Avoid offensive, abusive, or profane language.
- b. **No Harmful Content:** Do not share content that promotes violence, discrimination, illegal activities, or any form of harm or hate speech.

6. Safety and Security

- a. **Personal Information:** Protect your personal information and respect the privacy of others. Do not share personal details without consent.

- b. **Cybersecurity:** Be mindful of cybersecurity practices to protect your projects and personal data.

7. Support and Guidance

- a. **Mentorship:** Utilize available mentors and resources for guidance and support. Respect their time and expertise.
- b. **Help and Assistance:** Do not hesitate to ask for help if you encounter any issues or have questions about the competition.

8. Fair Play

- a. **Fair Competition:** Compete fairly and avoid any actions that could be considered cheating or unfair advantage.
- b. **Sportsmanship:** Display good sportsmanship and congratulate other participants on their successes.

9. Community Engagement

- a. **Active Participation:** Engage actively in community discussions, forums, and events. Share your knowledge and learn from others.
- b. **Positive Environment:** Contribute to creating a positive, encouraging, and inspiring community atmosphere.

10. Violation Consequences

- a. **Enforcement:** Violations of these guidelines may result in warnings, removal of content, or disqualification from the competition.
- b. **Reporting Issues:** If you witness or experience any behavior that violates these guidelines, report it to the competition organizers immediately.

Thank you for being a part of the Codeavour International. Together, we can create an empowering and innovative environment for everyone. Let's code, collaborate, and create solutions that make a difference!