BUILDHER BHARAT 2026

ROUND 3 - GRAND FINALE RULES & GUIDELINES

OFFLINE FINAL PITCHING & LIVE PROJECT DEMONSTRATION

Deploy your project. Show every key feature. Present your impact.

DATE	VENUE	TIME
25 NOVEMBER 2026	K.R. MANGALAM UNIVERSITY Gurugram	9:00 AM - 4:00 PM

1. Purpose of Round 3

Round 3 is the offline grand finale for the shortlisted finalist teams. Each team must present its project to the jury, demonstrate the deployed solution, explain the important features, and answer questions about the problem, implementation and expected impact. The goal is to show what has actually been built and how it works.

2. Mandatory Requirements

• **Deploy your project:** The project must be deployed and accessible for the finale. A local-only project is not a substitute for a deployed version.

• **Prepare a complete demo video:** Carry a demo video that explains the project and demonstrates all major features, from the user's entry point through the main workflows and outputs.

• **Present your idea:** Explain the problem, target users, proposed solution, uniqueness and why the project matters.

• **Demonstrate the live project:** Show the deployed application or working solution to the jury and walk through its key features.

• **Be ready for questions:** Team representatives should be able to explain the architecture, technology choices, implementation, limitations and future improvements.

MANDATORY FOR THE FINALE

A working deployed project link and a feature-explaining demo video are both required. Keep the video available offline on your laptop or USB drive as a backup, even when you also have an online link.

3. What Every Finalist Team Must Carry

ITEM	REQUIREMENT
1. Deployed project	A working deployment URL. Test the link before the event. Keep any required demo login or access instructions ready.
2. Feature demo video	A video that explains the project and demonstrates all major features. Include the complete user journey, important screens, inputs, outputs and key workflows.
3. Final presentation	A concise pitch deck covering the problem, solution, innovation, workflow, technology, deployment, impact and future scope.
4. Live demo access	Working test account(s), sample data and required permissions. Make sure the jury can view the project without requesting special access during the demo.
5. Backup materials	Offline copy of the demo video, screenshots, and a backup build or recorded walkthrough in case of network or deployment issues.
6. Team readiness	Know who will pitch, operate the demo and answer technical or product questions. All presenters should understand the project.

4. Required Contents of the Demo Video

The video must explain the project clearly and show all major features. Use this order as a guide:

PART	WHAT TO SHOW
Introduction	Project name, problem being addressed, intended users and a quick overview of the solution.
Complete user journey	Start from the first screen or entry point and show how a user moves through the solution.
All major features	Demonstrate each important feature, explain what it does, and show the result or output it produces.
Important workflows	Show key actions, integrations, dashboards, reports, notifications or hardware interactions, wherever applicable.
Closing	Summarise the impact, current limitations and what the team plans to improve next.

Video quality guidance: Record a clear screen capture with readable text and audible narration. Do not skip a feature that is important to the project. A short, structured walkthrough is better than an unorganised recording.

5. Suggested Final Pitch Flow

ORDER	PITCH SECTION	KEY MESSAGE
1	Problem & users	What problem are you solving, and for whom?
2	Solution & innovation	What have you built, and what makes it valuable or different?
3	Product workflow	How does the solution work from start to finish?
4	Live deployed demo	Show the deployed project and the key working features.
5	Technology & feasibility	How was it built, and can it work reliably in practice?
6	Impact & next steps	Who benefits, how will you measure success, and what comes next?

6. Deployment & Technical Readiness Rules

• **Deployment must be live:** Deploy the version you intend to demonstrate and verify that the URL opens on a separate device or browser.

• **Test the full flow:** Check sign-up or login, core features, forms, APIs, database connectivity, uploads and integrations that are part of your project.

• **Prepare demo access:** Provide a dedicated demo account or simple access instructions if login is required. Test the credentials before the finale.

• **Protect secrets:** Never show API keys, passwords, private tokens, confidential data or personal information in slides, videos or the live demo.

• **Use safe sample data:** Use dummy or consented data for demonstrations. Do not expose real users' sensitive information.

• **Keep a fallback:** Save the demo video and key screenshots offline. Network access or a third-party service may not always behave as expected.

• **Be honest about status:** Clearly identify which features are complete, partially working or planned. Do not present a mock-up as a functioning deployed feature.

7. Finale Day Rules & Professional Conduct

• The Round 3 finale is scheduled as an offline event at K.R. Mangalam University, Gurugram, on 25 November 2026.

• Follow the reporting instructions and presentation order shared by the organisers. The event schedule is 9:00 AM to 4:00 PM.

• Bring your own laptop and charger, and any adapters or accessories needed for your demonstration. Do not assume that every device or cable will be available at the venue.

• Keep your project deployment, presentation and demo video ready before your turn. Avoid last-minute configuration or installing software during the pitch.

• Treat mentors, judges, organisers and other teams respectfully. Do not interrupt another team's presentation.

• Do not record, photograph or publish private judging discussions or other participants' material without permission.

• If you face a serious technical or travel issue, contact the organisers through the official communication channel as early as possible.

8. What the Jury May Consider

The final evaluation may consider the quality and originality of the idea, relevance of the problem, usefulness of the solution, working implementation, deployment readiness, completeness of the feature demonstration, feasibility, expected impact and clarity of the team's presentation. This is guidance on likely evaluation dimensions, not a published marks distribution.

IDEA & INNOVATION	EXECUTION	IMPACT & COMMUNICATION
Is the problem important? Is the approach useful and differentiated?	Does the deployed project work? Are the key features demonstrated clearly?	Who benefits, what changes, and can the team explain its work confidently?

9. Finalist Team - Ready-to-Present Checklist

CHECK BEFORE THE FINALE	READY
The project is deployed and the live URL opens successfully.	[ ]
All key user flows and major features have been tested.	[ ]
A demo video explaining the project and demonstrating all major features is ready.	[ ]
The demo video is saved offline on the laptop or USB drive.	[ ]
The final pitch deck is ready and contains the correct project and team details.	[ ]
Demo account, test credentials and access permissions have been checked.	[ ]
The presentation includes the deployment link and demo video link or location.	[ ]
Laptop, charger, adapters and required hardware are packed.	[ ]
A backup plan is ready in case the live deployment or internet connection fails.	[ ]
All presenters understand the project and are prepared for jury questions.	[ ]

OFFICIAL EVENT DETAILS
Date: 25 November 2026
Venue: K.R. Mangalam University, Gurugram
Time: 9:00 AM - 4:00 PM

Follow official BuildHer Bharat / Unstop communications for the final presentation order, reporting instructions and any schedule updates. Any additional instructions shared by the organisers will take precedence.

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